HârnWorld™

The Earl's Progress

A Hârnic Campaign Module

HÂRN WRITERS' GUILD

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The Earl's Progress

A Hârnic Campaign Module

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DEDICATIONS

To N. Robin Crossby
For opening the Godstone to Kethira.
Thank You

To my Mom and Dad
For always believing in me.
Love Kerry

To James Sawyer (Maypole from the HârnForum)
Who said, "wouldn't it be great to have a map of such an 'entourage' with their baggage train, picket line, tents etc. If only there was a well respected and talented Hârn writer interested in such a project."
You asked for it - I hope you like it

To Roy Denton (redenton from the HârnForum)
Who said, "the layout of the castle is nice, but I have found over the last 20+ years that my characters have rarely ventured into a castle and if they did it wasn't usually a good thing."
I hope this gives you an excuse to venture inside those walls more often

And to Patrick Nilsson (the one and only DongMaster)
Thank you for donating the Cover Art and Lord Valador (pg 45)

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THE EARL'S PROGRESS

A Hârnic Adventure Campaign

Difficulty: Moderate

INTRODUCTION

Medieval lords travelled a great deal. This was necessary for them to administrate their far-flung fiefdoms and to communicate with their lord, liegemen, friends and family. However, such a trip was not undertaken by just a handful of people travelling vast distances quickly, rather it was an entire household, including family members, guards, servants, staff, animals, wagons and furniture unhurriedly traversing the realm. This was a leisurely age, of slow travel and even slower communications, so those who could afford it preferred to relax and make it an enjoyable experience. The arrival of such a cavalcade was a major event in medieval life and often the primary source of news and information for remote corners of the realm.

It is well known that Sir Declaen Caldeth, 19th Earl of Vemion, does not enjoy travel. He visits his holdings in Vemionshire once a year and each autumn meets the King in Kolorn to deliver his annual feudal payment. His customary route is to travel to Nenda, then down the Selene River to Uldien where is widowed sister lives. He then travels to Kolorn to visit his vassal, Baron Bastune.

He rests uneasy when his obligations take him away from Minarsas,[1] in part due to his inability to delegate and the immaturity of his son and heir. Thus, many people were shocked when, during the Minarsas Wool Fair[2] 5-9 Kelen 720TR, the Earl announced that in just two weeks he would host a tournament in Minarsas and the winners would accompany him to Olokand[3] [4] and the great *Royal Chelebin Tournament*[5] that summer. This is unheard of. The Earl is planning a great "Progress" through the kingdom. Rumours and theories abound. Why is he going to Olokand? Only the Earl knows for sure.

OBJECTIVE

The objective of this adventure is as individual as the PCs that will play it. Overall, the adventure is the story of a trip. A great magnate leaves his secure fortress and travels across the kingdom, visiting his liegemen and presenting himself at the King's court. Depending on their role within his entourage and rank (noble, guided, common) there are a variety of different adventures the PCs can participate in. The GM is also encouraged to add his own ideas and adventures into the campaign to integrate this module into their own on-going story line.

LEAD-INS

There are many different lead-ins for this adventure. GMs are encouraged to find logical and believable ways of incorporating existing PCs from their own campaign into the Earl's retinue. For GMs seeking inspiration or starting the campaign with new characters, there is an extensive pre-game section with suggestions (see pg 30). In addition, a large number of pre-generated characters are available in Friends, Foes and Followers.[6]

SETTING

This adventure takes place on Hârn, in the Kingdom of Kaldor[7] [8] [9], on the road from Minarsas to Baseta, with stops in Nubeth, Qualdris, Nebulan, Ledyne, Kolorn, Erone, Tashal and Olokand (see the poetic map on page 2 or the more detailed GM maps[10] [11] [12] produced by CGI). It involves the highest levels of Kaldoric nobility and swirls with intrigue. The GM can reasonably involve any location along that general route.

The retinue travels at the rate of 4 leagues per watch (2½ mph or 4 km/h), the speed of a loaded wagon on an unpaved road in flat country. It takes place over a period of about two months. Since the Earl's objective is to attend the *Royal Chelebin Tournament of Chivalry* in Olokand during the second ten-day of Larane, the adventure must take place in the summer time.

This adventure is specifically tailored for the Earl of Vemion. However, the concept can be easily adapted for another Earl, Baron, Archbishop or Bishop with the creation of a new itinerary based on this campaign. The premise is to draw a route allowing the lord to visit several key locations, finally ending up in Tashal for the Summer Fair and then traveling to Olokand for the tournament.

The adventure can also be adapted for other kingdoms. The GM chooses a lord and a destination and develops the itinerary for one to get to the other. The key element of this adventure is the trip, though the destination can result in a whole new crop of adventures.

REFERENCES

Consistency is one of the hallmarks of Hârn. To assist with this, *The Earl's Progress* uses internal cross-references throughout (example: **see pg #**). It also has an extensive list of external references marked by superscript numbers (example: **Reference**[13]). These numbers refer and hyperlink to the endnotes on pgs 80-82. HWG prides itself on being consistent with both official publications (referred to as canon) and fan fiction (referred to as fanon) as much as possible. We hope that these references will make the GM's job of finding the relevant primary sources easier and encourages you to check out the excellent work produced by other HârnFans and Columbia Games Inc.

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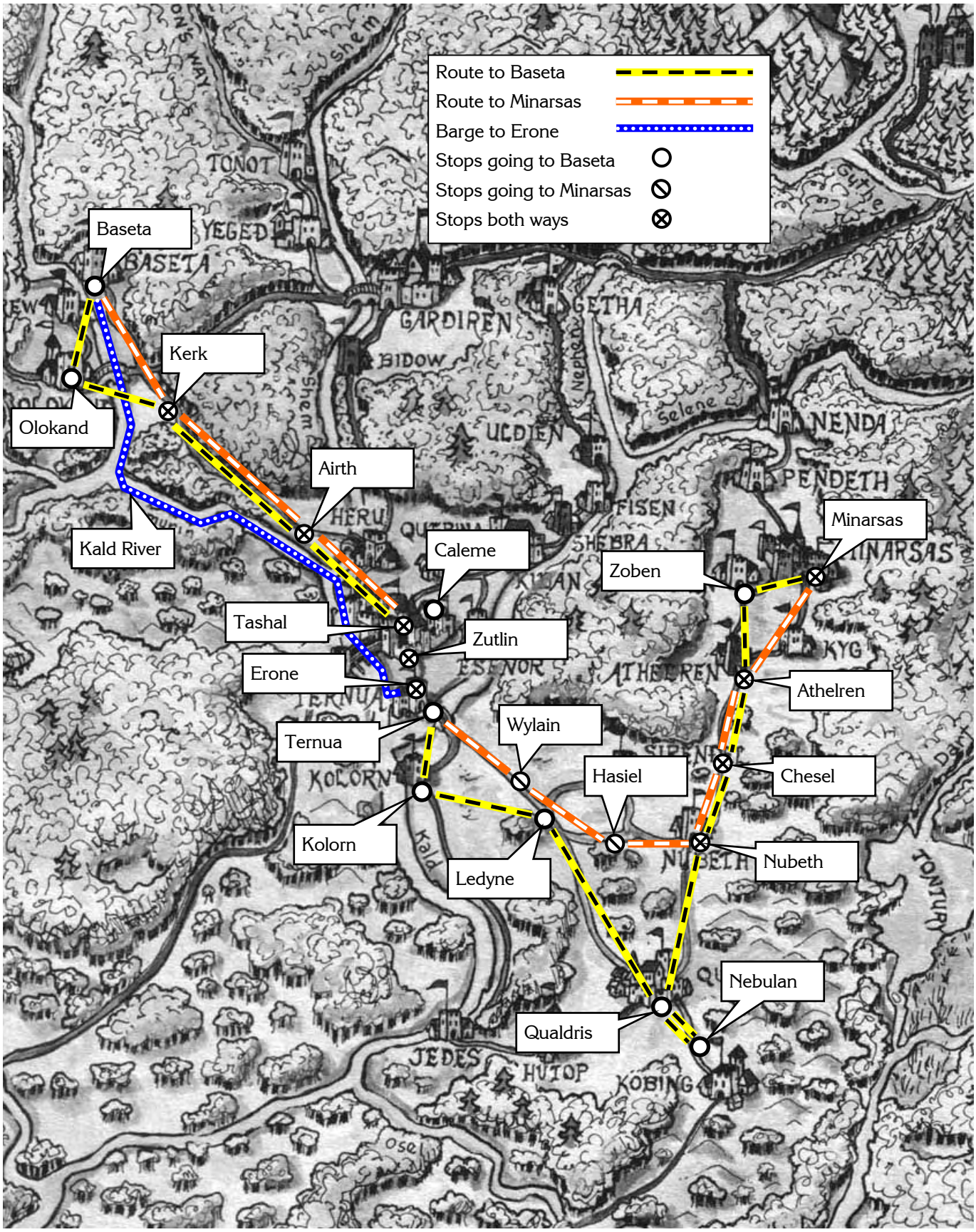
THE EARL'S PROGRESS 2



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MAP KEY

Minarsas Castle is the principle seat of the Earl of Vemion. The earl, Sir Declaen Caldeth, is known to be a clever and powerful figure in Kaldor. Vemionshire is a prosperous sheep rearing area but a geographical and political backwater. The Minarsas Wool Fair is one of the largest commercial events in the kingdom.

Zoben Keep[14] is a fief of the Earl of Vemion. It is held by a constable, Sir Coreth Lothlar, a skilful administrator appointed in 717.

Athelren Keep[15] is a royal fortress and the shire moot of Vemionshire. The Sheriff, Sir Tulath Kaphin, is the youngest (unacknowledged) bastard son of the king. He was appointed two years ago to the disappointment of many local nobles who felt better qualified.

Chesel Manor is held by a bailiff, Sir Jurik Elorieth, for his uncle, the Baron of Nubeth. Half way between Athelren and Nubeth, it is a popular stopping point for travellers.

Nubeth Keep[16] is the baronial seat of Sir Dwyn Elorieth, who owes fealty to the Earl of Osel. He is 62 years old and in declining health.

Qualdris Castle[17] is the principal seat of the Earl of Osel, Sir Sedris Meleken. He also holds Heru Keep and receives fealty from the Baron of Nubeth. Sir Sedris, a man of renowned honour, left Qualdris early in 719 in search of a murderer and has not been heard of since. In his absence, his wife Lady Thilisa (eldest daughter of the Earl of Vemion) competently manages his estates.

The *Order of the Lady of Paladins*[18] chapterhouse at **Nebulan**[19] is the center of their operations in Pagostra. The Reblena, Sir Remiu, commands a squadron of knights and a company of men-at-arms tasked with patrolling the Genin Trail. He works closely with Sir Orsin Firith.

Kobing Keep[20] is the baronial seat of Sir Orsin Firith, the son of Princess Lenera Elendsa, nephew of the King and Lord Warden of Oselmarch. He is an accomplished warrior and brilliant leader. He commands some of Kaldor's best-trained soldiers and enjoys the loyalty of his men. He has a claim to the throne.

Ledyne Abbey[21] is the seat of the Laranian diocese of Pagostra. Appointed last spring, Rekela (Bishop) Cerdan Bantire is just 38 years old and is a renowned scholar and historian.

Kolorn Keep[22] is the baronial seat of Sir Orthis Bastune, who owes fealty to the Earl of Vemion. The baron is a wenching degenerate.

Ternua Keep[23] is the baronial seat of Sir Tarmas Verdeth, who owes fealty directly to the king. The keep guards a well-maintained stone toll bridge over the Nephen River on the Genin Trail.

Erone Abbey[24] is a Peonian Abbey known for its excellence in the healing arts. It has a renowned hospital and therapeutic mineral springs. Erone is constantly on the verge of financial collapse.

Zutlin Manor is the ancestral seat of the rich and powerful Clan Valador. The clanhead's eldest sister, Lady Ialny, is the invalid wife of the Earl of Vemion.

Tashal[25] [26] [27] is the largest settlement in Kaldor and the second largest city on Hârn. It has grown wealthy from its strategic location at the crossroads of four major trade routes. The Earl of Vemion has a townhouse in the city currently occupied by his younger brother, the Royal Ostler, Sir Rindan Caldeth.

Caleme Abbey[28] is the seat of the archdiocese and spiritual heart of Laranianism in Kaldor. Serekela (Archbishop) Edine Kynn is wealthy, energetic and heavily involved in affairs of state.

Airth Manor[29] is one of the few manors between Tashal and Olokand and is a popular stopping point for travellers. Clan Ralgurty holds it from Olokand.

Kerk Manor is a small manor in Myaman Hundred. Clan Napaldy holds it from the Constable of Baseta.

Olokand Castle is the ancestral seat of the Earl of Olokand (who is also the King) and the shire moot of Meselynshire. Traditionally, it has been held by the heir-apparent to the throne. The current sheriff is Sir Maldan Harabor, the eldest (unacknowledged) bastard son of the King. It is the site of the annual *Royal Chelebin Tournament of Chivalry*.

Baseta Keep[30] is a fief of the Earl of Vemion. Constable Eres Tereneth is a robust, jolly man who keeps one of the finer tables and cellars in Meselynshire.

The kingdom's namesake, the **Kald River**, flows past Baseta and Olokand before being joined first by the Hemurin River and then (south of Heru) by the Shem River. It runs deep and swift past Tashal and Erone.

Wylain Chapterhouse[31] is a manor and hostel belonging to the *Lady of Paladins*. Located on the Genin Trail, it is often very busy.

Hasiel Manor is a small manor in Taniran Hundred. Clan Teyanas holds it from Qualdris (the Earl of Osel).

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THE EARL'S PROGRESS 4

BACKGROUND

The Earl of Vemion is something of a recluse. He lives in remote Vemionshire with his invalid wife, rarely stirring. His schedule is simple and predictable. He hosts the Minarsas Wool Fair in the spring (Kelen 5-9), visits his holdings in the shire over the summer, and then travels to Kolorn every autumn where he meets the King and delivers his annual feudal payment before joining the King on his barge on the trip to Jedes. This has been his normal routine for the last eleven years. Now he has decided to attend the tournament in Olokand, a shock to his household and those around him. See the **Minarsas**[32] article for a more detailed description of the Earl, his family and the politics of Vemionshire.

Everyone is curious about this planned progress. The Earl's family and friends are worried about this sudden change in character. His liegemen are worried the Earl has plans to replace one of his constables or the Baron of Kolorn. The Constable of Baseta is surprised that his distant lord has decided to come all the way across the kingdom to see him, why? The other powerful nobles are concerned; why has he decided to stir from his seat now? Why has he asked for a private audience with the King? What is he planning? How could this affect them? Everyone wants to know.

Despite his quiet demeanour and isolation, the Earl has enemies. Recently, a Navehan assassin tried to kill him. No one knows who sent him or why, but it is safe to say they will try again. Perhaps this is the time, while he is on the road and away from his secure fortress.

The trip to Baseta Keep and back will take just over two months and include numerous stops for the Earl to visit his eldest daughter, vassals, friends and relatives. It also allows him to spend time in Tashal and meet with the King at Olokand.

COVER STORIES

Never one to reveal his intentions, the Earl has intimated several reasons for his progress: to inspect holdings at Zoben, Kolorn and especially Baseta (which he seldom visits); to attend the tournament with his Vemionshire champions; to visit his daughter in Qualdris; and to attend the Summer Fair in Tashal and negotiate some long term contracts for fleeces.

Since the Earl's planned progress was announced during the Minarsas Wool Fair, news of it spread through the shire like wildfire. It is the talk of the entire shire, both noble and common. The tournament planned for 25-30 Kelen is the "must attend" social event of the year. Knights have been practicing for the last three weeks.

THE TRUTH

Only the Earl knows the real reasons for the progress, though some, including Sir Petral the Physician and Sir Morgal the Constable, have their suspicions. There are four reasons that drive this out-of-character trip: his wife's health, the forthcoming succession crisis, his missing son-in-law and finding a suitable husband for his youngest daughter, Camissa.

The health of his invalid wife, Lady Ialny, is the Earl's greatest concern. She suffered a terrible palsy several years ago, which left her crippled and speechless. The Earl's physician, Sir Petral, has been able to keep her alive, but he recently informed Sir Declaen that she is slowly fading away and there is little he can do but make her comfortable. The Earl's eldest daughter, Lady Thilisa Meleken, wife of the Earl of Osel, is a great patron of the nuns at the Peonian Abbey of Erone. When her father wrote her to tell her the prognosis, she wrote back, urging him to take her to Erone's famous hospital. The nunnery has a reputation for excellence in the healing arts and has natural mineral springs long considered therapeutic. The Earl has decided that he must act quickly or lose his beloved wife.

Despite his enviable position far from the possible future battlegrounds of the Kaldoric Succession[33], the Earl is worried about turmoil that could result if an heir is not named soon. He has decided to seek a private audience with the King to encourage him to act. Rumours swirl that the Earl supports Sir Erelar Hirnen (Baron of Nenda) or perhaps Sir Koris Harabor (Marshal of the Royal Guard) or maybe Sir Orsin Firith (Warden of Oselmarch) or even Sir Tulath Kaphin (Sheriff of Vemion). No one knows for sure and many parties are keen to find out where the powerful noble stands in event of a civil war. The Earl plays his political position close to his chest, though his loyalty to Vemionshire is well known.

THE KALDORIC SUCCESSION CRISIS

King Miginath is one of Kaldor's most successful and longest-reigning rulers. However, he has not named a legitimate heir. Miginath has three bastard sons, all prominent in the government: Sir Maldan Harabor (Sheriff of Meselyne), Sir Koris Harabor (Marshal of the Royal Guard) and Sir Tulath Kaphin (Sheriff of Vemion). There are also several other, major contenders for the throne: Earl Troda Dariune (cousin), Lady Cheselyne Hosath (niece), Sheriff Conwan Elendsa (nephew), Baron Orsin Firith (nephew), Baron Erelar Hirnen (nephew) and several other minor claimants. If Miginath dies without naming an heir, there could be civil war. Since the Earl of Vemion has a secure base in Vemionshire, large reserves of silver and no claim to the throne, all sides are courting him. He has kept his opinions private.

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Sir Urian Caldeth

The Earl's eldest daughter is married to Sir Sedris Meleken, the Earl of Osel, an important and powerful noble. He is missing, having gone in pursuit of a murderer. Sir Declaen is anxious for him to be found, both for his daughter's sake and for more practical reasons. Between them, Sir Declaen and Sir Sedris control a large portion of the kingdom and could be instrumental in shifting the balance of power in a succession crisis. While his daughter speaks in his place, it is unclear how many nobles will heed her position. The Earl of Vemion has agents actively searching for Sir Sedris. He intends to personally speak with the Rekela of Pagostra about this issue.

Maid Camissa is Sir Declaen's youngest daughter, now fourteen years old. The Earl wishes to match her to a suitable husband, someone wealthy and powerful. He has spent many months reviewing family trees and considering his options. He has some names in mind but wishes to check the records in Tashal. Since the tournament is traditionally the greatest concentration of nobles in Kaldor, the Earl has decided this would be an ideal venue to study and interview potential matches and introduce his daughter. She is not very interested in marriage, but she is young yet. Sir Declaen hopes that the attentions of some dashing young knights might pique her interest.

MINARSAS IN THE EARL'S ABSENCE

The Earl plans to be gone for about two months, in his absence he will be forced (much to his displeasure) to delegate control of his Earldom. He leaves his son, Sir Urian, in charge with considerable trepidation. To guide him, he leaves his trusted constable, Sir Morgal and the head of the household, Lady Skona Valador (the Earl's sister-in-law and his son's aunt). Sir Urian is under strict instructions to accept their counsel. Privately, the Earl hopes that his is just the kind of responsibility Sir Urian needs to grow up and stop wasting his life hunting and carousing. Sir Urian is well aware of his father's misgivings and has vowed to heed his minders' advice. How long this promise will last has yet to be seen.

MOTIVATION AND REWARD

One of the first questions often asked by players is "what's in it for me?" It is a valid question. What is it about this adventure that should compel them to join the Earl's entourage? Aside from the obvious concept of adventuring for adventuring's sake, there are several compelling reasons to participate in *The Earl's Progress*.

The Earl of Vemion is a powerful man. Inclusion in his retinue is a sign of great favour and can lead to many opportunities: financial, political and personal. The Earl and his followers will be travelling across the realm in a large, well-protected wagon train, giving the PCs a rare opportunity to see the kingdom from one end to another and interact at its highest levels. Their time in Tashal will give them a great opportunity to take advantage of the Summer Fair, while the trip to Olokand will allow them a chance to participate in the greatest tournament on Hârn. In essence, being the member of a great noble household will open doors frequently closed to lowly, disreputable *adventurers*. The potential for many exciting spin-off adventures is tremendous. Fame and fortune await!

As members of a noble's retinue, the GM will be able to ignore the costs of day-to-day life and concentrate on adventuring. If the Earl chooses to use the PCs as agents (and they are successful), then they can expect substantial rewards, including silver, weapons, armour, permanent positions in his household and even (in exceptional circumstances) a position as a bailiff on one of his manors. If all goes well, Sir Andro Valador's position as bailiff of Wynlis Manor will likely be vacant by the end of the adventure, a lucrative prize indeed.

The Earl's Progress is more than a simple one-night dungeon crawl. It is a campaign. A vast series of interconnected events and adventures which can occupy years of gaming or just a few weeks, depending on how it is played. For the players, this allows them to completely immerse their characters in the world that is Kaldor on Hârn. There are excellent opportunities for character development, skill improvement and gaining valuable contacts. For GMs, it provides an established framework with villains, motivations, locations and adventures already mapped out, ready and waiting to be played.

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THE ENEMY

In 718TR, someone sent a Navehan cleric to assassinate the Earl of Vemion. He failed, was captured and died under torture before revealing who sent him. The Earl ordered security tightened and there have been no further attempts on his life. After two years, his wife's deteriorating health and the looming Succession Crisis have forced him to undertake this Progress. In doing so, he must leave the safety and security of Minarsas Castle and web of spies and informants that have protected him these last couple of years. Once out of Vemionshire, he will be exposed. This is the opportunity his enemy has been waiting for. If they are to kill the Earl, they must do it during this trip while he is relatively unprotected.

To give GMs more options and flexibility (and just in case your players have read the module…bad, bad players, shame on you!) we have included several possible enemies for you to choose from. You may use the villain that best suits your campaign. Or, if you prefer, feel free to introduce your own.

The constant in *The Earl's Progress* will be the Bailiff of Wynlis Manor, Sir Andro Valador (see pg 9), the "wronged" brother-in-law of the Earl. He is a blue-blooded noble of impeccable lineage and the long time friend of Sir Declaen. Sir Andro was slighted and dishonoured when, in 717TR, his supposed "friend" and patron chose a lowborn *commoner* to become Constable of Zoben Keep over him. Instead of giving this lucrative, powerful and prestigious appointment to his most loyal friend and brother of his wife, the Earl tossed it away like a bone to a jumped-up yeoman pig. Sir Andro has been left to rot as bailiff of a "pitiful" 3000-acre manor in south-eastern Vemionshire. He kept his tongue, feigning loyalty and shrugging off his ambitions, claiming the post would have been too much of a bother anyway. Secretly, he nurses a deep, burning hatred for the Earl and waits for the opportunity to reap his revenge.

The Earl of Vemion routinely investigates those who work for him and dismisses any he suspects of disloyalty.[34] This has made it extremely difficult for the enemy to kill him. One night, after many flagons of ale, Sir Andro's façade slipped and he railed against the injustice of it all and revealed his carefully concealed hatred for the Earl. This was just opening the enemy was searching for. Sir Andro was above reproach; no one would ever suspect him, especially not the Earl. The next day, the enemy made a carefully crafted pitch to the bailiff, appealing to his wounded ego and bruised honour. If they worked together, they could rid the world of Sir Declaen and elevate his son in his place. Surely, Sir Urian would cast out this upstart commoner and install his loyal and loving uncle in his place. It was agreed; Sir Andro will help kill the Earl.

GM Note

None of the back-story or potential enemies is supported by official Hârnic references. It is entirely made up by the author. It may or may not be true. Use it or discard it as you see fit.

Option 1 – Lady Thilisa Meleken

Lady Thilisa wants to kill her father because of her mother. Lady Ialny's palsy is not because of an illness but because of the Earl's actions. Lady Ialny was a strong woman and often argued with her husband over his decisions. One night, during a particularly vicious argument, Sir Declaen struck her. She fell and hit her head on the stone fireplace. The head injury has never healed, leaving her permanently trapped in her own useless body. On hearing of her mother's "sickness" Lady Thilisa rushed to Minarsas where her brother told her what had happened.

The Earl is very remorseful for his actions. He is not normally the type to strike women. It was done in the heat of the moment. Since then, he has spared no expense to save her life. He dotes on her, in part because of the extreme guilt he suffers. Many nights the thoughts of his actions will not allow him to sleep. Lady Thilisa has never forgiven her father. She is polite and civil to him in public, but in private she is angry and vengeful. She has been plotting her mother's revenge for many years.

Thilisa plans to assassinate her father and put her brother, Sir Urian, in his place. He is a pliable fool who trusts her. He already looks to her for leadership and will even more when his father is gone. She will control him like a puppet. In fact, she has a close friend whom Urian is sure to fall for (tall, blonde, with big breasts and smarter than him, just his type). Sir Urian knows nothing of the plot and would be horrified at the thought.

GM Option: Lady Thilisa may have already sent assassins to ensure the Earl of Osel, Sir Sedris Meleken, never returns from his search for the murderer. This will leave Thilisa in control of both Osel and Vemion and potential Kingmaker. She favours Lady Cheselyne the Elder (another slighted woman).

Option 2 – Sheriff of Vemion

As the King's youngest unacknowledged bastard, Sir Tulath Kaphin has a claim to the throne. Conscious of his weak position, he carefully conceals his burning ambition to be king. He has few supporters beyond his wife (daughter of the Baron of Ternua) and his mother (the powerful and mysterious Dame Erila Kaphin, King's consort and Lord Privy Seal). The Earl of Vemion has taken pains to bring this contender under his influence, but there is a growing rivalry between these two men. The sheriff enjoys hunting with the Earl's son, Sir Urian Caldeth.[35]

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Sir Tulath wanted a powerful appointment to match those of his bastard half-brothers: Sir Maldan Harabor (Constable of Olokand Castle and Sheriff of Meselynshire) and Sir Koris Harabor (Marshal of the Guard). Considered something of a wastrel, the King constantly delayed, claiming he was "too young." Somewhat reformed since his recent marriage to Lady Elena Verdreth, the King relented and in 718TR made him Sheriff of the distant shire of Vemion in hopes Larani would grant him some maturity. So far, the King's hopes have not been rewarded. Charming and optimistic, Sir Tulath lives extravagantly and is deep in debt.

Far from capital or centres of influence, Sir Tulath cultivates Clan Caldeth in hopes building a power base in the south. His attempts to woo the Earl failed; Sir Declaen proved too independent and politically savvy. Undeterred, the Sheriff turned his attentions towards the Earl's heir, Sir Urian. Young, politically inexperienced and naïve, he proved more receptive to Tulath's charms. The sheriff plans to remove the elder Caldeth and "accelerate" his friend's inheritance. Once Sir Urian is fully committed to his cause, Tulath intends to use him to enlist Lady Thilisa's support. With the Earldoms of Vemion and Osel in his camp, he believes he has a real chance of securing the throne. Unaware of her son's machinations, Dame Erila would be horrified at the chaos that could ensue if the anchor of the east were to come loose unexpectedly.

Option 3 – Eye of Krasula

In 30 Navek 716TR, three innocent young children were snatched off the roads of Zoben. Two days later, their bodies were discovered, murdered and drained of blood. The Laranian priests recognised the symbolic date and the hallmarks of the ritual murder sacrifice of the dread Navehan holy day, *Shadowmath*. Afraid there might be panic if it was revealed that Navehans were murdering children, they quietly appealed to the Earl for assistance.

For weeks the Earl's agents searched for signs of the dark church, until, by chance, a gong farmer emptying the keep's cesspit overheard the constable planning the next murder and reported it to the local Laranian priest. In a swift and unexpected raid, the Earl's men captured the constable alive. At the hands of Laranian inquisitors, he broke, revealing he was a Navehan cleric and naming his acolytes. They were quietly arrested and hung. The courageous and battle-tested Sir Coreth Lothlar was named to replace the constable and since that time has kept a close watch for any signs of resurgence. The Navehans have not forgotten this challenge to their power.

Despite the Earl's best efforts to keep it secret, news of the executions has circulated around through the shire. In 717TR, rumours of more "dark practices" led to a panic and the burning of three freemen of nearby Larwedin Manor.[36] Then, in 718TR, Smee of Koralir was captured on the roof of Caer Minarsas. On the rack he confessed to being a Navehan cleric. Publicly, the Earl dismissed the confession. Privately, security was redoubled.

Sir Andro has no idea he is really working for a Navehan cleric from Tashal. He thinks his "ally", Sir Hevan (a well-dressed, obviously noble knight), is an agent of Sir Conwan Elendsa. The cleric has convinced Sir Andro that the Earl intends to back the bastard Maldan Harabor as successor to the King, something that gravely offends the bailiff's traditional beliefs in legitimate succession. He has asked Sir Andro "just" to pass details of the Earl's movements and security to one of several contacts; his agents will do the rest. Sir Andro was given a list of the contacts to memorize and then burn. Afraid he will forget the names, he keeps the document in his coin purse.

Option 4 – Constable of Kyg

Sir Danyes Bernan is well connected and maintains a lavish home in Tashal. He is known as a consummate host and his events are always well attended, continuing long after the more sedate guests have retired. Afterwards, rumours of more scandalous behaviour and embarrassed apologies circulate widely among the younger nobility. Appointed constable of Kyg Keep in 717TR, he is a corrupt thieving administrator, although the Earl of Balim does not yet know this. Under his direction, Kyg has become the centre of a quiet Lia-Kavair operation that acquires herbs and fungi from local herbalists and produces poisons and proscribed drugs. Sir Danyes is paid handsomely for his protection and patronage.[37]

Suspicious of this unexplained wealth, the Earl has had agents monitoring the constable since his appointment. In 718TR, one of them was caught and revealed his master's name under torture. Using his contacts, Sir Danyes hired a Lia-Kavair assassin to kill the Earl. Since that time, the Earl's agents have redoubled their search for proof to condemn the constable. But, he has proved too skilled at concealing his tracks. There are rumours that he had ordered the murder of the Baron of Setrew's sister and that he has been conspiring with the Lia-Kavair to produce poisons and proscribed drugs, but no proof. A few months ago, the Earl's agents finally obtained a copy of the accounts paid by the constable to the Earl of Balim. Travelling manor to manor, they confirmed Sir Danyes is skimming huge amounts from the fief. Sir Declaen intends to present the document to Sir Troda in Olokand. Warned by his own agents, Sir Danyes will do whatever it takes to prevent that happening. By providing a sympathetic ear (and some tender young female company), he has convinced Sir Andro to help him.

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THE EARL'S CAVALCADE

As a Peer of the Realm, the Earl of Vemion travels in a style only a handful of other nobles can match. In addition to his family and friends, he brings his personal bodyguards, the *Wyvern Guard*, and numerous servants. His cavalcade is most of his personal household, except for those who are staying behind to keep his Earldom and castle functioning. According to strict protocol, an Earl is expected to travel with an entourage of between 25-50 followers. However, there are few who are foolish enough to count the retinue of an Earl. A reluctant traveller, Sir Declaen compensates by travelling in lavish style with a large baggage train, loaded with luxuries, and at least sixty followers.

NAMED NPCS

There are a number of characters within *The Earl's Progress* that should be restricted to NPC roles under GM control. They are high-profile characters whose activities are important to the flow of the adventure. Use of these named NPCs will allow the GM to control the schedule of the cavalcade and give him two key levers over the PCs activities, the carrot (in the form of rewards and favours for jobs well done) and the stick (punishment and dismissal for bad behaviour).

Earl Of Vemion, Sir Declaen Caldeth

Sir Declaen is a brilliant manager of assets, but less so of men. His sophisticated plans have made his clan one of the wealthiest in Kaldor. The Earl's great weakness is an inability to delegate. He is an insomniac and a voracious reader, and concentrates on finance, husbandry, masonry, trade and other subjects of practical value.[38]

Earl Declaen Caldeth meets the King once per year, in the autumn, in Kolorn to deliver his annual feudal payment. Aside from this, he rarely stirs from Vemionshire. This progress is a rare event and considerably out of character. He has kept his true motives to himself.

Chamberlain / Herald

While the Earl is the senior person present, it is the chamberlain, Sir Gorlin, who will assign tasks and whose favour the PCs should seek. Sir Gorlin Faragar has held the post of herald for more than 25 years and chamberlain for 16 years. His age is exceeded only by his knowledge of Vemionshire; indeed, the Earl jokes that Sir Gorlin directed the first gods as they put Vemionshire on Kethira's green face.[39]

Sir Gorlin is responsible for organizing the retinue. He assigns duties and oversees that multitude of tasks necessary for the smooth operation of the Earl's household on the move. He is the person the PCs will have most contact with. The chamberlain takes his orders directly from the Earl and speaks in his name. Sir Gorlin is in charge of all aspects of the trip except security, which is run by Sir Kobar. The two men have worked together for two years and get along well. The PCs will regret it if they cross the Chamberlain.

Captain of the *Wyvern Guard*

Sir Kobar Drelican, 28, is the eldest son of the Minarsas bondmaster. He is a talented warrior, both intelligent and strong. He took an oath to defend the Earl and his family to the last drop of his own blood when he accepted the post in 718. The Earl considers him invaluable.[40]

In matters of the Earl's personal security, and by extension the other family members and retinue, he is in complete command and can only be over-ruled by the Earl personally. With the full backing of a peer of the realm, he has no qualms about putting any other knight or noble in their place. He is still learning the fine art of diplomacy, but he will try and talk before drawing his sword. His men respect and trust him.

Lady Ialny (nee Valador), Wife of the Earl

The Earl's wife Lady Ialny, older sister of Lord Kaery Valador of Zutlin Manor, suffered a terrible palsy several years ago, which left her crippled and speechless. Although she is ten years older and mostly bedridden, the Earl's devotion to her is undiminished. He can often be found sitting with his wife, reading to her for four or five hours past candleset. Harpers compose songs about the Earl's devotion.[41]

Sir Declaen Caldeth

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Lady Ialny's health has worsened recently. The Earl's personal physician, Sir Petral, fears she is failing and there is little he can do to stop it. This is a prime motivation for the Progress. The Earl hopes that the nuns at Erone Abbey can cure his wife where others have failed. To make her journey as painless as possible, the Earl commissioned a special enclosed wagon for the trip. Inside, it has a custom built bed with a thick feather mattress that is suspended from the ceiling by braided leather straps to minimize jarring. Maid Camissa, Nursemaid Hila and Sir Petral tend to her every need.

Nursemaid Hila

Hila is a long time member of the Earl's household and was nurse to all three of Lady Ialny's children. For the last ten years, she has tended her mistress full-time. She sleeps next to her and takes her meals at her mistress' bedside. Hila will only leave Lady Ialny when Sir Petral, Maid Camissa or the Earl is there to watch her.

Maid Camissa Caldeth

Camissa is the unmarried youngest daughter of the Earl, a romantic teen who dreams of life beyond the lonely solitude of Minarsas. She loves seeing visitors of any kind, and in the company of strangers her loneliness lifts and a truly sunny disposition emerges.[42]

The Earl's Progress is the most exciting thing ever to happen to fourteen-year-old Camissa. She has never been outside Vemionshire. The opportunity to visit her elder sister (Lady Thilisa, wife of the Earl of Osel), see Erone Abbey (Camissa fancies herself a Peonian), see her cousins at Zutlin, see the fabled city of Tashal AND go to the Olokand Tournament have her positively jumping for joy.

Camissa's kindness to the servants, enthusiasm and intense curiosity about the trip will have her incessantly investigating every tiny detail. She is constantly accompanied by a member of the *Wyvern Guard*, but loves to give him the slip. She will badger her father to allow her to investigate every aspect at each of their stops. Sir Gorlin may assign PCs he trusts as her minders. She is a clever and determined girl. Protecting her will be a considerable challenge. PCs should never forget she is also the daughter of an Earl.

Bailiff of Wynlis Manor & Wife

Sir Andro Valador is Lady Ialny's younger brother and the Earl's long time friend and confidant. Although Sir Andro is somewhat younger than the Earl, they have much in common. Despite his loyalty and family connections, Sir Andro was passed over for the position of Constable of Zoben, in favour of a common born peasant. Privately, the Earl felt that his brother-in-law was simply not up to the job. Since then, a burning hatred, well concealed, has festered in Sir Andro's soul. When the **Enemy** (see pgs 6-7) suggested they could work together to "hasten" the Earl's departure from this world, he eagerly accepted. Sir Andro is aided by one of the ostlers, Esar Keriel (see pg 10), an apprentice of Donar of Harabor and possibly other minions (at the GM's discretion).

Sir Andro's wife, Lady Milycia, is a simple woman with no interest in politics. She knows nothing of her husband's plans. As the senior noblewoman (after the incapacitated Lady Ialny and teenage Maid Camissa), Lady Milycia has appointed herself mistress of the entourage. An experienced bailiff's wife, she organizes, directs and bullies the maids. Sir Gorlin is happy to let her; it is one less headache for him.

Squire & Page

As befits his rank, the Earl has two personal attendants. His squire, seventeen-year-old Arlbis Hirnen from Nenda, is smitten with Maid Camissa. His page and nephew, twelve-year-old Mikha (the son of Lord Kaery Valador), is a small sturdy boy with red hair. He suffers from a serious case of hero worship for the champion of the Minarsas joust (who may be a PC). He will slip away from his duties when he can just be around this "brave knight". He is constantly pestering the knight for stories. Even if he is annoying, he is the nephew of both the Earl and Sir Andro, and guests will do well to remember that. His feelings are easily hurt.

Young and isolated by virtue of their rank, the boys have bonded like brothers. They are notorious among the household for tormenting the servants with their pranks and practical jokes. When appropriate, the GM may add various hijinks by the boys for comic relief.

Personal Cook / Food Taster

The cook, cellarer and food taster, Taral of Plair is an obese man. No matter the temperature, he seems to sweat constantly, repeatedly mopping his brow with his dishcloth. On the verge of a heart attack, he struggles to keep up. Friendly, helpful and polite he is appreciative of any kindness. Considerate PCs will find themselves the sly recipients of sweetmeats and dainties slipped from the Earl's table. With His Lordship's permission, the *Wyvern Guard* get the leftovers from the Earl's table. Taral makes enough to ensure they eat very well.

In Minarsas, he is assistant cook under Sweldur of Gron. But for this trip, he works personally for Sir Declaen. A favourite of the Earl, he is also well liked by Sir Gorlin and the other servants. His fine singing voice and endless supply of hilarious and bawdy trail songs make him the centre of attention around the campfire.

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Personal Physician

Sir Petral Aswain, a skilled physician, is charged with the personal care of the Earl's wife. He has created a nutritious potion he calls "Fyvrium" which keeps the Earl's wife alive. The medicines located in his locked trunk are worth a small fortune. Petral's cousin Goshal is a noted physician in Tashal, and both men are from the respected Clan Aswain of Athten Manor close to Minarsas.[43]

Lady Ialny is slowly dying and there is little Sir Petral can do except make her more comfortable. He is gravely concerned that the long, rough trip will be the death of her, but the Earl fears that without help, she will die anyway. The Earl has reassured the physician that he knows the risks and will not hold him responsible if she dies.

GM Option: Sir Petral is a Fyvrian Shek P'var.

Bonded Clothier & His Wife

Ebran of Harabor is responsible for generating income from the Earl's sheepfolds. One of the Earl's most senior common retainers, he presides over a network of fullers, dyers, spinners and weavers distributed throughout the Earl's manors. [44] He is also Clothiers' guildmaster for Vemionshire and a town alderman. He married the younger sister of the Harabor clanhead in 695 and was then adopted into the Harabor Clan. Ebran is a major figure in local politics. [45] The clothier represents the Earl in most of his dealings with the Mangai. Ebran has considerable discretion in his dealings, but the Earl has the final say on all agreements.

Ebran is travelling with his wife, Feya. She is the younger sister of (the now deceased) Lesel of Harabor and thus the aunt of Sheriff Sir Maldan Harabor of Olokand and Marshal Sir Koris Harabor of the Royal Guard. She is very fond of Sir Koris.

Esar Keriel

Twenty-three, Esar is old for an apprentice. The son of a poor day labourer he is well aware that his master, the Ostler Donar of Harabor[46] has no intention of making him a journeyman. Little better than a serf, Esar decided he had to make his own future. His luck turned the day he was assigned to tend to Sir Andro. Esar's quick obedience, deference and almost painful desire to please stroked the ego of the vain bailiff. Soon, Esar was doing "special" jobs on the side for the knight, including reporting on the comings and goings of the castle.

Esar is bought and paid for. He has secretly sworn allegiance to Sir Andro in return for the promise of a position in his household. Esar is clever, strong and brave; he has to be to risk life and limb tending warhorses. On many occasions, he has broken up battling stallions, showing a self-confidence that the horses can sense. However, he has yet to kill a man. He would do so if Sir Andro ordered, but his conscience would likely betray him afterwards, as he is a pious (if lapsed) Peonian, not an Agrikan. Esar wears a leather jack and carries a solid but plain dagger, iron-shod staff and ox-hide whip.

Wyvern

Accompanying the Earl everywhere he goes is his faithful wolfhound, Wyvern. Tall and solid, he is an experienced hunting dog and has tangled with bears and wolves on several occasions. He has no fear of men. Wyvern runs along beside the Earl when he rides, curls up at his feet when he is sitting and lies across the entrance to the Earl's tent/room when he is sleeping. Wyvern is very protective of his master and will snarl if anyone comes too close. Wyvern rarely barks, but when he does, the guards know something is wrong. He knows the members of the *Wyvern Guard* and the Earl's inner circle (including Sir Andro) by scent, sight and sound and will ignore them.

Earl Caldeth with "Wyvern"

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POSSIBLE PC ROLES

The Earl's retinue is large and offers many different roles for PCs to play. The following positions have been deliberately structured to allow PCs to fill the positions. For the GM's convenience, each position also has a name (or names) assigned to the NPC role in event positions are not filled by PCs.

Being a member of a noble household or a guest of a great magnate is an excellent opportunity for exciting and challenging roleplaying. However, it does come with considerable restraints. The GM should take the time to talk to his players to ensure they understand their position within the hierarchy of the retinue. PCs that work with the GM should find this campaign interesting and rewarding. PCs who fight the feudal order of things will find themselves frustrated and chaff against the considerable restrictions of the constraints of medieval life.

Laranian Chaplain (1 noble)

The Earl's regular chaplain is Serolan Margon Irin. He administers both the chapel at Minarsas Castle and the Temple of the Lion of Dolithor in town. Because of his many duties, he cannot come with the Earl on this trip. Therefore, he sent word to the abbeys of Lyntord, Irtivir and Halaina and the chapterhouses of Kelen and Myshtas to nominate suitable priests to accompany the Earl and attend to the retinue's spiritual needs.

If a NPC: The Chaplain is Matakea (Priest) Garin Ertus from Halaina Abbey. He is the second son of the Lord Ertus of Narmas Manor in Lynnfana Hundred.

Friends & Family (5+ nobles)

As befits a man of his stature, the Earl usually travels with several friends and family. This includes assorted in-laws, nephews, liegemen and trusted confidants. Given the unusual and exotic nature of *The Earl's Progress*, everyone is vying for a position in the retinue and the chance of an exciting visit to the capital and the tournament. Also included in the retinue are favoured members of his court (knights and ladies), agents in his employ (possibly including PCs who have recently completed missions on the Earl's behalf) and liegemen.

Sir Andro Valador and his wife Lady Milycia are definite members of the retinue (see pg 9). The other friends and family are up to the GM, and can vary widely. If guests bring their own followers or servants, they will be expected to work for the chamberlain and contribute to the efficient operation of the caravan. **These are all possible PC roles.**

If NPCs: Likely members of the retinue are the Earl's two nephews, Sir Ferin and Sir Celed Ubael. Their father was cousin to the Baron of Uldien. Both are members of the *Lady of Paladins* stationed at Myshtas Chapterhouse. They would be happy to join their uncle and visit Olokand. Given the Earl's generous support of the chapterhouse, the Reblena would not object.

If not filled by PCs, the other three guests can be filled with the Earl's friends. Sir Tarris Drelican, Lord of Ontes Manor, is one of the Earl's favourite hunting companions. Sir Tarris will bring his son. He is hoping to find a knight willing to accept the obviously effeminate boy, now fourteen, as his squire. Miris is looking for a knight in shining armour as well, but not for the reasons his father hopes. The third guest will be Sir Julo Baslier, a late middle-aged, rather pot-bellied hedge-knight who has been in the Earl's employ for two decades. He is known for disappearing for long periods of time. He and the Earl apparently have a close relationship as Sir Declaen has left orders for the knight to be allowed to speak to him at any hour.

Household Guards (10 commoners)

The protection of the Earl's person is trusted to a team of veteran warriors. All of these men have proven their loyalty repeatedly and are willing to give up their lives to protect their liege.

Sir Kobar Drelican commands the eight mounted men-at-arms (medium foot) of the *Wyvern Guard.*[47] At least two of these skilled and deadly men-at-arms accompany the Earl at all times. The constable, Sir Morgal, has also assigned two of his rangers[48] to act as scouts and messengers for the retinue. They travel ahead of the cavalcade looking for brigands and ambushes.

In addition to the Earl, the men are charged with guarding his wife, daughter and personal possessions, which includes a significant amount of silver. The Earl is carrying enough coin to pay for the round trip and the feudal obligations he owes the King. On the return trip, he will also be carrying the feudal obligations paid to him by Kolorn and Baseta.

GM Option: Depending on recent events (especially any further foiled assassination attempts prior to the departure of the Progress) Sir Morgal may decide to assign additional troops to protect the Earl. These could include longbowmen from the Minarsas garrison or yeomen archers from the Earl's outlying manors.

These are all possible PC roles. However, the two members of the *Wyvern Guard* assigned as personal bodyguards to the Earl should be GM-controlled NPCs. They will have little time or freedom away from guarding Sir Declaen, which limits their usefulness in adventuring. Also, it allows the GM to protect the Earl's life so as not to derail the entire campaign with his untimely death.

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Champions (3+ nobles, 1+ commoner)

Prior to departing from Minarsas, the Earl will hold a tournament. The winner of the knight's joust, the champion of the melee (also a knight), the victor of the squire's joust and the top yeoman archer will be invited to join his Progress and compete in Olokand. These positions are open to all of the Earl's liegemen and will be hotly fought over, as attending the tournament as the Earl's champion is a great honour. Success at the tournament may lead to permanent positions in the Earl's household. Needless to say, these men are extremely anxious to prove their worth. Depending on their status, some of the champions may bring their own squires, servants or family members. **These are all possible PC roles.**

If NPCs: The champions are Sir Jerinsa Caran from Lezter Manor (joust), Sir Brinaer Auerdas from Nerlane Manor (melee), Squire Uldis Harand from Iswend Manor and Yeoman Enil Peryne from Zoben Keep.

Staff (36+ commoners)

Working directly for the Chamberlain is large group of staff. The group can be split into specialists and servants. **All positions are possible PC roles.**

The first group are the specialist members of the Earl's household. This includes the inside specialists (scribe, harpers, fool and cook) and outside specialists (ostlers, huntsman, falconer and teamsters). They consider themselves higher status that the servants, labourers and maids. The nobles don't distinguish between them.

There are five inside specialists. The scribe keeps the Earl's records. He has been brought along to check the records of Zoben, Kolorn and Baseta. There are two harpers and a fool to entertain the Earl (GM discretion: members of the Cloudy Mountain Players [49]). A second cook assists the Earl's personal cook prepare meals for the other nobles. Since they can't bake bread on the trail, they buy it (plus meat and fresh vegetables) from manors along the route.

There are eleven outside specialists. Normally, Scisco of Lehsa would tend the Earl's horses. However, he is home with a broken leg. Donar of Harabor has arranged for three ostlers (including Esar Keriel, see pg 10) to tend to the many warhorses and palfreys. The Earl's favourite huntsman attends him on this Progress. The huntsman cares for the Earl's hunting dogs and will guide any hunting expeditions (with the assistance of local huntsmen). The Earl also owns several falcons and hawks, normally kept at one of his nearby manors. Since he intends to do a little hawking while on his trip, the falconer was summoned along with the birds. He will tend them throughout the trip. The Earl has two regular teamsters he uses. They drive the Lady Ialny's coach and the Earl's personal wagon. Four additional wagons with teamster drivers have been gathered from the Earl's outlying manors. These men are experienced but have never left Vemionshire before. The six teamsters maintain the wagons and draft horses.

The second, and largest group, are the general servants. This consists of ten manservants and ten maids. They do the manual labour. The manservants are general labourers and stablehands. The female servants include chambermaids, pantrymaids and washerwomen. They take care of the multitude of domestic tasks. For formal occasions, the male servants are issued matching livery, surcoats bearing the Earl's coat of arms.

All of the male servants are armed, most with a short sword and leather jack. Sons of yeomen, four of the men also carry shortbows. These men are not professional men-at-arms, but are equivalent to village militia (HârnMaster stats: OML+1 SB). Sir Kobar has organized them into shifts. At night, when the cavalcade is encamped, they patrol the edge of the camp, especially the horse picket line, to guard against thieves and brigands. For the most part, they are loyal and brave, but not foolhardy. They leave the real fighting to the knights and men-at-arms and concentrate on protecting the wagons.

Lady Milycia giving orders

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HOSPITALITY

Hospitality between nobles is a matter of honour and duty. No self-respecting lord or bailiff would allow a Peer of the Realm to sleep in a pavilion or stay at an inn when their manor house was available. It would be unheard of. Lords bend over backwards for their honoured guests, including vacating their own rooms for the Earl's use and providing fine accommodations for his entourage. Most nights, the Earl will be accommodated at a manor rather than camping in the "rough".

The knowledge of a person's seniority within the kingdom is vital. The most senior person will get the best of everything. There is no concept of first-come-first-served. If the Earl arrived late, after all of the rooms and beds had been allocated, other guests would be displaced to ensure he had the best of everything, no matter the hour or the inconvenience.

However, it is just good courtesy to advise your hosts of your impending arrival to ensure they can prepare. A courier or messenger rides several hours ahead of the retinue. He informs the destination of the rank and number of guests en route so preparations can be made. Usually a large meal will be prepared.

Guests are not expected to pay for anything. Meals and accommodation are provided without expectation of compensation. The food the retinue eats and the grain and fodder the retinue's stock consumes can be a significant burden on any fief they visit. In recognition of this, it is also good courtesy for a guest to present a gift to their host on departure. This can include clothes, jewellery, horses and other gifts in kind. It will almost never include silver coin. This would demean the host and imply they were nothing more than a common innkeeper.

One of the side benefits of providing hospitality is a return invitation. A polite guest will invite their host to visit them at their fief. An invitation to Minarsas Castle and dinner with the Earl are worth substantial prestige and bragging rights. For a knight with only one manor, the opportunity to attend the Earl's court is one to be treasured. A large progress such as the Earl's will spawn many smaller knights' progress' to Minarsas.

The route of *The Earl's Progress* is quite deliberate. Small manor houses lack the space and facilities to host such a large entourage and the financial impact can be devastating. Consequently, the chamberlain has chosen to make most stops at keeps, castles and abbeys. They are well able to accommodate the sixty-plus guests of the Earl's party. When a stop over at a manor is unavoidable, the first choice is one of the Earl's own manors. If nothing is available, then the cavalcade will impose on the manor of another lord. Sir Declaen is scrupulous about giving substantial gifts in thanks for the hospitality. Not all nobles are so considerate. Because of his wealth and reputation for largess, the Earl of Vemion will be welcomed with open arms where ever he chooses to stop.

Roleplaying Opportunities

Regardless of their position within the entourage, each stop generates many opportunities for the PCs to interact with their hosts and staff. The GM should encourage the PCs to interact with their peers within the host household. Due to the many requirements, complex nature and size of the cavalcade, this is an excellent chance for the nobility to deal with subordinates, servants to deal with their superiors and everyone to deal with their peers to get the job done.

Before beginning each leg of the journey, preparations are made for the next stop. An advance party, usually a senior representative (noble or common) and several assistants depart on horseback, several hours ahead of the main party (an ideal role for PCs). They ride straight to the destination with minimum delay. On arrival, they meet with their host to inform them of the details of the entourage (estimated time of arrival, numbers, rank etc). The advance party is the first impression of the Earl's household. It is a high profile and important task and is only given to followers the chamberlain knows can properly represent the Earl with courtesy and diplomacy.

When the entourage arrives, the retinue's work really begins. The nobles meet with their hosts; soldiers see to security; guildsmen enquire as to trade; servants prepare the quarters and tend to the wagons, horses and baggage. This is a good opportunity for all ranks to develop new contacts and find out new rumours (see pgs 20-24).

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CAVALCADE ENROUTE

The Earl of Vemion's retinue is a large group of people, horses and wagons stretching out over 400 feet of road. The facing illustration shows Sir Gorlin's ideal organization (the middle strip attaches just behind Lady Ialny's coach and the right hand strip attaches behind the common retainers). The daily reality is probably something less, with the cavalcade more strung out, or people moving from section to section throughout the day.

1. **Morgal's Rangers.** About 100 yards ahead of the retinue are two scouts. These men are skilled hunters and woodsmen, personally trained by the Earl's Constable, Sir Morgal. They are responsible for scouting the route, looking for ambushes or possible problems. They also serve to provide an advance warning so others can move off the road to allow the Earl's retinue to pass.

2. **The Earl and Inner Circle.** The first group of horsemen, riding ahead of the dust, consists of the Earl of Vemion and his senior retainers and personal guests. His squire, Arlbis Hirnen, rides in front, bearing the Earl's personal standard. Sir Gorlin (Chamberlain and Herald) and Sir Kobar (Captain of the *Wyvern Guard*) are next. They will deal with any incidents or problems. The Earl rides in the centre, flanked by two imposing men-at-arms of the *Wyvern Guard*. They are under strict orders to never leave his side. The Earl's favourite hunting hound, Wyvern, runs alongside his master's horse. The horses are used to the dog's presence. Directly behind the Earl is his young page, Mikha Valador. He frequently acts as a messenger, riding his pony up and down the column with considerable glee.

Following the Earl is his inner circle. Flanking young Mikha are the Earl's two nephews, Sir Ferin and Sir Celed Ubael (unless the GM has replaced them with PCs). Then come four of the Earl's friends, including Sir Andro Valador, Bailiff of Wynlis Manor. The PCs may or may not be in this part of the cavalcade depending on their status and popularity with the Earl.

3. **Lady Ialny's Coach.** Escorted by two members of the *Wyvern Guard*, the invalid Lady Ialny rides in a fine wagon with an arched wooden roof (see pg 25). Maid Camissa and Nursemaid Hila attend her. Lady Milycia (wife of Sir Andro) rides with them. A hand picked teamster known for his skill with finding the smoothest path drives the team. A maidservant rides beside him.

4. **Lesser Noble Guests.** Immediately following Lady Ialny's carriage are the other nobles, led by Sir Petral, the Earl's Physician. He rides immediately behind the carriage so he can quickly tend to Lady Ialny, if necessary. The Laranian Chaplain and the Jousting, Melee, Squire and Archery Champions accompany him. If an NPC, the archery champion should be played very much as a fish out of water. He will have limited riding skills and rarely have been in the company of so many nobles before.

5. **The Earl's Personal Wagon.** Unofficially dubbed the "Treasure Wagon", this vehicle carries the Earl's personal effects and baggage, including a large pavilion, several chests of silver pennies (both to pay for the trip and £500 tribute to be paid to the King), furniture, bedding, weapons and armour. Four members of the *Wyvern Guard* provide a close escort to the wagon and are under orders not to leave it unattended at any time while it carries the treasure. A trusted teamster, armed with a broadsword and wearing a leather jack drives it. He will defend the wagon with his life. The maidservant responsible for the Earl's pavilion sits beside him.

6. **Baggage Wagon and Common Retainers.** This covered wagon carries the baggage, arms and armour of the other knights, nobles and men-at-arms. Feya Harabor (wife of Ebran Harabor) and Taral Plair (the Earl's personal cook and food taster) ride on top of the baggage. They share the wagon with the Earl's four falcons and two hawks. Two armed manservants, on foot, escort the wagon. Each man has three large hunting dogs on stout leads. Following them are the Earl's senior common retainers, including Ebran Harabor (his bonded clothier) and his falconer, huntsman and chief ostler. The huntsman carries a large black longbow; he is an excellent archer and expert tracker.

7. **Cargo Wagons.** The fourth and fifth wagons (see pg 19) carry food for the retinue, water, feed for the horses, tools and kitchen equipment (trestle tables, caldrons etc). Two armed menservants on foot escort each wagon. A teamster drives each wagon with a maidservant beside him. The fourth wagon carries four more maidservants riding on top of the cargo. The fifth wagon carries the second cook and scribe.

8. **Warhorses.** While travelling, the nobles ride palfreys, while the two junior ostlers lead the knight's warhorses. This can be a dangerous and thankless job. Most warhorses are ungelded stallions bred for their fighting spirit. Fights between these high-strung horses are common. They are trained to lash out with their hooves and bite, which makes the thought of breaking up two of these dangerous (but very valuable) beasts a daunting prospect indeed. It is not a job for the faint hearted or unskilled.

9. **Baggage Wagon.** The sixth wagon carries the pavilions for the other nobles, commoners' baggage and the other odds-and-ends that don't fit elsewhere. Four armed manservants, the cavalcade's rear guard, escort the last wagon. These four men are all yeomen's sons, trained and equipped with short bows.

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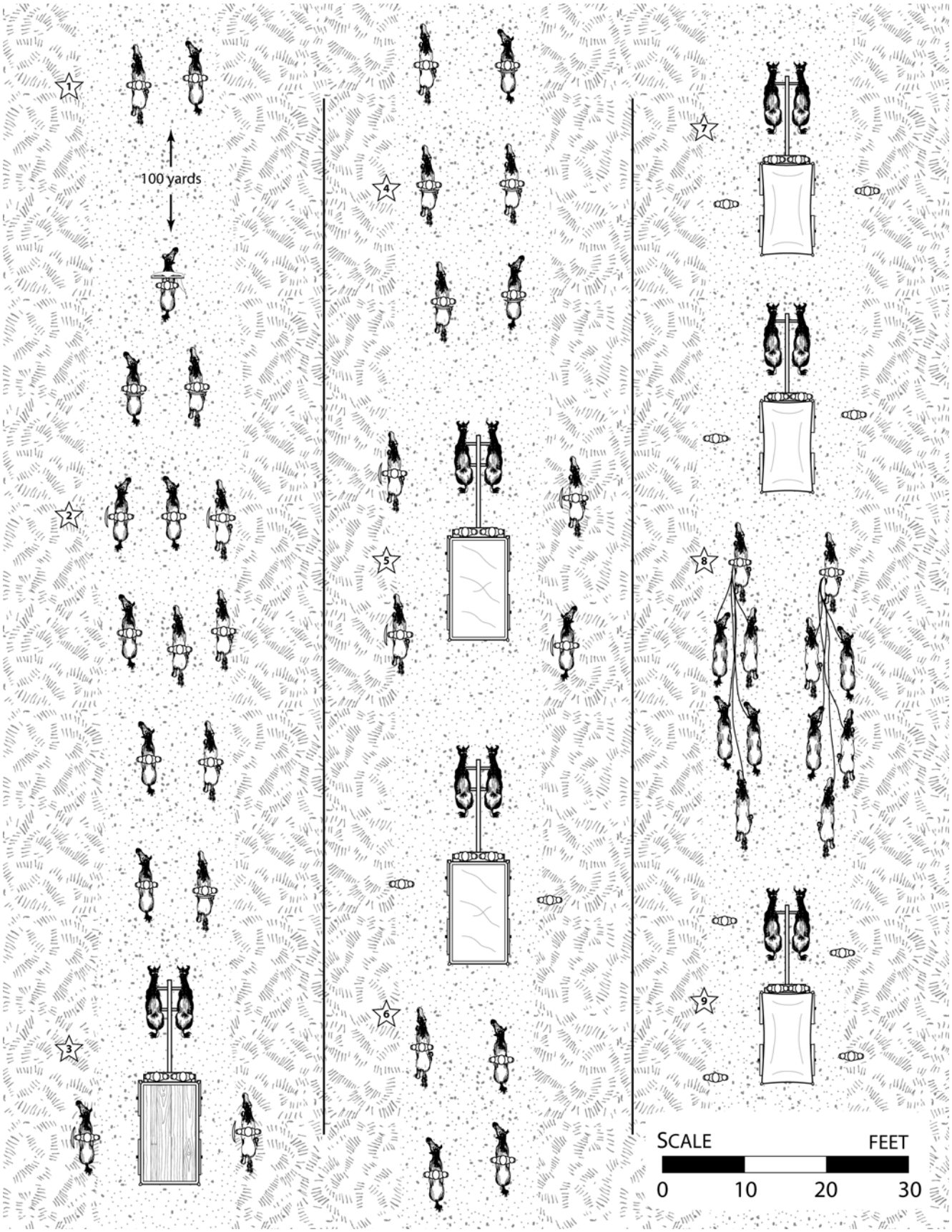

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CAVALCADE ENCAMPED

Normally, the Earl and his entourage will spend their evenings as guests of other nobles. However, occasionally, there is no suitable accommodation or the castle is full. In this case, the cavalcade is well prepared to rough-it by camping outside. Scouts will be sent ahead to find a good campsite. It should be level and mostly free of trees. The ground should be firm and dry and there should be sufficient room for the whole caravan.

When the cavalcade camps for the evening, there is a very strict order to the establishment of the camp. Sir Gorlin, the chamberlain, personally supervises the entire operation. All members of the household, with the exception of the nobles, *Wyvern Guard* and Earl's personal staff, will assist in setting up the camp; slackers will not be tolerated. Immediately on arrival, Sir Kobar and his men inspect the area around the camp. The scouts are sent out to check the woods and ensure there are no unpleasant surprises nearby. At the same time, the servants bring out chairs for the nobles and start a fire. The Earl and his noble guests relax around the fire. His page, squire and personal cook offer them wine, ale and cold snacks (cheese, sausages and the like). Around them is controlled chaos.

Once the nobles are comfortable, the chamberlain directs the construction of the camp. The wagons are drawn into a loose circle. Under the supervision of the ostlers and teamsters, the saddles and harnesses are removed from the horses. The horses are tied to picket lines strung from tree to tree. The ostlers and teamsters ensure the horses are rubbed down and fed. While they are doing this, the other servants unload the wagons and layout the pavilions. The primary focus is getting the Earl's pavilion up and furniture installed. The other pavilions follow, concurrently if manpower allows. While the pavilions are being set up, a temporary field kitchen is set up off to one side. The cooks begin preparing the meal. Sentry positions and patrol schedules are set up. The guard roster for the night is set.

1. **The Earl's Pavilion.** Sir Declaen travels in grand style. Even when he has to camp outdoors, he expects the best. The second wagon of the cavalcade carries his large square blue and white pavilion along with carpets, a complete bed with mattress, brazier and chests of clothes, desk and chair. The Earl keeps the three heavy ironbound oak chests with sophisticated locks with him at night (in the pavilion when camping). The first two each contain £250 in silver pennies. This represents about 40% of the Earl's annual feudal payment, which he intends to present to the King in Olokand. The third chest contains over £100 in silver to pay all of the expenses for the trip, plus jewellery, usurer's notes and important papers.

Lady Ialny, Maid Camissa and Nursemaid Hila share the Earl's large pavilion. The Lady Ialny's special covered wagon (illustrated on pg 25) is parked immediately behind the Earl's tent. Once the pavilion is erected, all of the Earl's furniture installed and the braziers have had time to heat the tent sufficiently, Lady Ialny is shifted (on her special bed) from the wagon into the pavilion. Sir Declaen personally supervises whenever his wife is moved. Several large, strong menservants have been specially trained for this task. The ladies' personal effects, including chests of clothes and toiletries, are also moved into the tent.

A member of the *Wyvern Guard* stands watch outside the Earl's pavilion at all times. Another guard stands watch outside the chamberlain's tent just a few feet away and is ready to assist him at a moment's notice.

2. **Personal Staff.** The Earl's page, squire, chaplain and personal cook/food taster share this round tent. It is much less extravagantly furnished with a chest of clothes and bedroll for each man and carpets for the ground. The page and squire are both light sleepers and can be quickly summoned to the Earl's tent.

3. **Family and Friends.** This tent houses six to eight people. It is fairly spacious with carpets and mattresses for the Earl's guests. Sir Andro and Lady Milycia sleep in this pavilion.

4. **Noble Retainers.** Sir Gorlin shares his tent with Sir Kobar and Sir Petral. This tent is furnished to a level second only to the Earl, with knockdown beds, carpets and a brazier. Sir Gorlin has a folding desk and chair and often works late into the night.

5. **Knights.** This pavilion is reserved for the Earl's champions, the two knights and squire. They will share their pavilion with the Earl's nephews, members of the Lady of Paladins, or any other knights the Earl has invited to join his Progress. The pavilion is comfortably appointed with carpets and mattresses.

6. **Wyvern Guard.** The members of his bodyguard not on duty, plus the two members of Morgal's Rangers sleep here. They sleep with their weapons close at hand and can be summoned in a few heartbeats.

7. **Field Kitchen.** This work area is used to prepare the food. After the meal is served and chores are done, the servants and commoners gather here, so as not to bother the Earl or his guests.

8. **Picket Lines.** The horses are set out on picket lines for the night. Four armed servants patrol the perimeter of the camp to check on the horses and provide an outer ring of security. The senior servants sleep in the wagons. The more junior servants sleep under the wagons or in the open. Oiled canvas tarps are used to cover the baggage if rain is expected.

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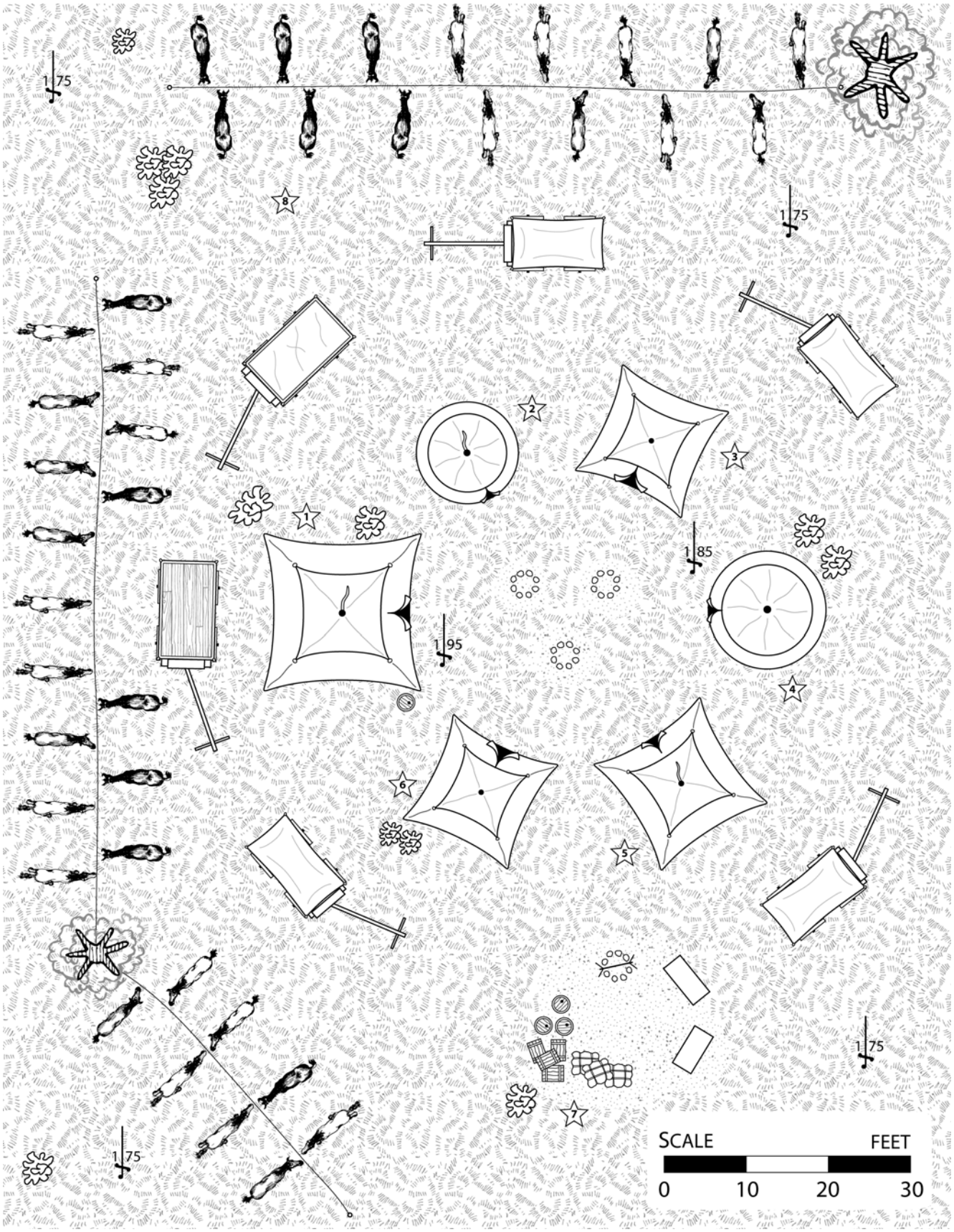

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SOCIAL STATUS

There is a strict hierarchy within the retinue that shall be respected at all times. The phrase "familiarity breeds contempt" is taken very seriously on Hârn. Those who presume to act above their station or fail to show proper respect to their "betters" will be severely punished. In no particular order, punishments include: scolding, striking (slap, cuff, kick, punch, riding crop etc), additional duties, pillory, fine, flogging, dismissal, removal of the tongue (considered extreme, it is rare outside of Rethem) and banishment (or combinations and variations thereof).

An indication of a person's position within the hierarchy is their proximity to the Earl, so promotion (or demotion) within the pecking order quickly becomes obvious. This trickles down to whether people ride or walk, where they sit and sleep, when and how much food they receive and what tasks they are assigned. Because this is not fixed, it can change dramatically over time. The Earl's personal staff has regular access to his presence in the conduct of their duties, which is a significant added advantage.

The chamberlain is the overall enforcer of the noble/common hierarchy. However, all nobles and superiors are expected to (and will) act immediately to correct an overly familiar or cheeky subordinate. A cuff upside the head is enough to raise a good bruise or welt (a blunt strike in HM terms) and serves as a nice reminder and warning to others. Within the commoner ranks, enforcement of the hierarchy is governed "unofficially" and is more often based on an individual's power, muscle, or ability to intimidate rather than their rank.

The Earl will be referred to as My Lord, Your Lordship or (at the very minimum) Sir. Equals or superiors may refer to him in the third person simply as Vemion (short form for "Earl of"). All knights and their spouses will be referred to as Sir or Lady (or Dame, if a female knight). Minor nobles (under 21) are referred to as Maid or Master (including Camissa and Mikha). The chaplain is referred to as Matakea; he is noble and has more latitude than most in dealing with his superiors (with the exception of the Earl). He may act familiar to inferiors; they may not reciprocate. Nobles address commoners by their first names. Lower ranking commoners address guildsmen by their title and name (master, journeyman, apprentice).

Time and place also matter in affairs of respect and forms of address. It may be fine for a childhood friend to be more familiar with the Earl in the privacy of his chambers, but in a public place he becomes just 'one of the crowd' as far as treatment goes. Friends of nobility realise and work with this, staying humble and respectful in company but telling them what they really think in private, making for some interesting intrigues.

The remaining members of the entourage are freemen. The nobles lump them together, but even within their number there is a clear ranking. A guildsmen's status is based on their position within the household, their rank within their guild and their guild's prestige (variable). Servants are the lowest rank of freemen; although, by virtue of being liveried members of an Earl's household, they do have some seniority and prestige that sets them above common followers of lesser nobles.

The captain and men-at-arms are an exception to the normal rules. They are responsible for the Earl's life. Because of this, they have special status in situations affecting his security, placing them above all, except for the Earl and chamberlain. They work in close quarters with the nobility and have earned their positions by virtue of their ability to walk a delicate line. Senior men-at-arms are referred to as Arkalin and Melbrin.

PRECEDENCE

Nobility

The Earl of Vemion

Immediate family (Lady Ialny and Maid Camissa)

Chamberlain (Sir Gorlin),

Extended family (nephews, Sir Andro and Lady Milycia)

Noble guests (champions, knights and ladies)

Senior noble retainers (captain and physician)

Laranian Chaplain

Junior noble retainers (squire and page)

Freemen

Earl's personal staff (clothier, cook, nurse)

Bonded master guildsmen (scribe, ostler etc)

Master guildsmen guests (negotiators)

Household guards (*Wyvern Guard* and *Morgal's Rangers*)

Common liegemen guests (yeoman champion)

Senior common retainers (huntsman, falconer, etc)

Junior guildsmen (journeymen and apprentices)

General servants

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One of the cavalcade's cargo wagons

POSITION WITHIN THE CAVALCADE

As indicated in **Social Status** (see pg 18), a person's physical location within the entourage is very important. Other clues (such as: whether they are walking, riding or being carried in a wagon; what type of clothes they wear; and what their body language and their speech patterns say) combine to communicate considerable information to anyone they meet, long before they are introduced. Thus, sending the wrong signals, such as wearing too fine a clothes, riding when you should be walking or acting noble when you are common can be extremely confusing and will not be tolerated.

Depending on the outcome of the **Pregame** (see pg 30), there may be additional members of the entourage not shown on the **Cavalcade Enroute** diagram (see pgs 14-15). In general, they will fall into one of the following five categories: Earl's inner circle/guests, lesser nobles/retainers, senior commoners/guildsmen, soldiers or staff/servants. Before the entourage departs, the GM (in the role of the chamberlain) should assign them positions within the travelling entourage, as appropriate. If the PCs are senior enough, this could be a point of negotiation (see **Place Means Status**, page 35).

A similar exercise will have to be undertaken to assign accommodations. If noble, room will be made for the PCs in one of the pavilions or they will get some sort of room when visiting another noble. If they are a senior common retainer or soldier, they can sleep in one of the wagons or on the floor of their host's hall. If they are servants, they will have to scrounge whatever they can, perhaps a spot under a wagon or in a barn.

Since status is variable, the GM should allow the PCs to occasionally "renegotiate" their position as the adventure progresses (if they do well). He should equally feel free to "demote" them when they screw up.

The chain of command within the entourage is relatively fixed, stemming from the Earl's ultimate authority, down through the chamberlain to the guests and servants. However, there will be occasions where the Earl, chamberlain and captain are absent. Most of the time, the chamberlain will appoint a deputy caravan master in his stead. This will be based mostly on rank and seniority. If the senior person is unable to fulfil the position or has screwed it up badly on previous occasions, the chamberlain may pass over them to select a more competent leader (perhaps a PC). The deputy caravan leader will then have to tread carefully when dealing with the passed over individual.

In the absence of nobles (members of the household or guests), the next most senior in command will be a member of the Earl's permanent household. Ebran of Harabor is senior and well trusted. Members of the *Wyvern Guard* are next. The Earl's huntsman, falconer and scribe follow them. However, if for some reason (incompetence or panic) the senior individual present fails to act in an urgent situation, there is an opportunity for a strong leader to step forward and assume command. In a crisis, the other servants may look to PCs who are skilled, experienced and trusted by the Earl or chamberlain. Success will be well reward; failure equally well punished.

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RUMOURS

Whenever the PCs are in a social situation, they can make an **Intrigue** roll to determine if they pick up any new or interesting rumours. If they achieve a critical success (CS) they learn 1d4+1 (rolled by the player) rumours. A marginal success (MS) allows them to learn one rumour. A marginal failure (MF) results in them being unable to elicit any interesting rumours, but a critical failure (CF) alerts the NPC to the fact that the PC is trying to solicit information and no further attempts may be made to solicit gossip from that NPC.

Once the PC has made a successful **Intrigue** roll, the GM secretly rolls to determine the rumour origin (i.e. where the rumour comes from). Then, the PC rolls 1d100. The GM takes the PC's roll and reads out the rumour from the appropriate origin table. The PCs may hear the same rumour from several sources.

In most situations, each subsequent interaction with the same NPC reduces the PCs Intrigue roll by –10. However, there are three ways for PCs to "pump" an NPC for more information, through successful Rhetoric, Dancing or Lovecraft rolls. As long as the PC succeeds in **both** an **Intrigue** roll and the indicated skill roll, there is no penalty for subsequent rumours. Upon failing either roll, the normal -10 penalty starts to accumulate.

Rumours are ranked by "juiciness". The most interesting rumours are listed higher on the tables and the most naïve and spurious are listed lower. The source of the rumour modifies the PC's rumour roll. The higher ranking, better connected a person is, the better rumours they will have. This is the reason Lady Cheselyne's dinner parties are so well attended. PCs do not have to directly interact with the source; the GM may allow them to eavesdrop on the conversations of their betters.

The rumours are marked as **True**, **False**, **Mix** (of truth and fiction), unconfirmed (**Uncon**) or possibly true (**Poss**). Under no circumstances should the validity of a rumour be revealed to the players.

INTRODUCING GM RUMOURS

GMs are encouraged to make up their own list of campaign specific rumours and plot hooks using the lists below as a model. The rumours can be specifically tailored to attract/discourage PCs from taking certain actions or tie into the GM's future plans for his campaign. By mixing GMs rumours with ones from the tables below, the PCs will be unaware of which rumours are GM generated and which are from this module. Letting a few exceptionally juicy rumours slip early on in the campaign will encourage PCs to make maximum use of this role-playing opportunity and allow the GM to influence the direction of the campaign and/or future adventures.

Rumour Origin (GM Roll)	
01-09	Rumour about event/person of GM's choice/list (or roll again)
10-29	Rumour about event/person in the shire where the encounter takes place
30-44	Rumour about event/person in the home shire of the source NPC
45-60	Rumour about event/person in the home shire of the PC
61-62	Rumour about event/person in Balimshire/Kiban
63-64	Rumour about event/person in Meselynshire/Olokand
65-66	Rumour about event/person in Nephshire/Gardiren
67-68	Rumour about event/person in Oselshire/Qualdris
69-71	Rumour about event/person in Semethshire outside of Tashal
72-74	Rumour about event/person in Thelshire/Kolorn
75-76	Rumour about event/person in Vemionshire/Minarsas
77-80	Rumour about event/person in Tashal
81	Rumour about event/person in the Army of the Oselmarch/ Genin Trail
82	Rumour about event/person in the Army of the Chelmarch/ Trobridge/Salt Route
83-84	Rumour about event/person in Azadmere/Silver Way
85-86	Rumour about event/person in Orbaal/Fur Road/Noron's Way
87-88	Rumour about event/person in Laranian Church
89-93	Rumour of national significance
94-95	Rumour of international significance
96-00	Special Rumour

Situation	Skill	Setting
Have another, my friend!	Rhetoric	PC and NPC are drinking in a comfortable setting. Both the PC and NPC may become drunk. Their skills may deteriorate with increased inebriation!
I could have danced all night!	Dancing	PC and NPC of opposite sexes meet at a social dance, gossiping continues as long as the dance does. Beware jealous husbands!
Such sweet pillow talk!	Lovecraft	PC and NPC retire for a private tryst. The GM may require a WILL roll to have the PC keep focused on the mission!

Rumour Source (GM Roll)	
-15	Urban poor and cottars
-10	Farmers, villeins and urban craftsmen
-5	Tenant officers (reeves, woodwards, herders, beadles) and yeomen
0	Minor/junior servants of noble households
+2	Normal servants/men-at-arms of noble households and guildsmen
+5	Knights, nobility, aldermen and guildmasters of the applicable shire plus their trusted retainers
+10	Abbots, reblena, constables, sheriffs or barons plus their wives, close clansmen, family members and senior retainers
+15	Earls and members of the Royal Court plus their wives and personal confidants
+20	Senior members of the government, including Lord High Chamberlain, Lord Chancellor, Exchequer Royal, Marshal of the Royal Guard and Constable of Tashal
+25	King Miginath and Lady Cheselyne Hosath

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Balimshire (Kiban)

01-24	The fens southeast of the Nephen are full of runaway serfs. (**True**)
25-34	The wealthy and influential Baron Kisan Tesla is looking for a suitable husband for one of his daughters. (**Poss**)
35-44	The Rekela of Brynd is on death's door. The Serekela is quietly drawing up a list of possible successors. Serolan Sheryd Quathis of Brynd is the front-runner. (**True**)
45-49	The Rekela of Kephrus, Tyrnal Dariune, is a cousin of the Earl of Balim and is being groomed as the Serekela's replacement. There have been three assassination attempts on his life. Sir Troda Dariune has offered £100 for the capture of the assassins. (**True**)
50-59	The Reblena of Jenkald, Sir Luisan Kelic, has openly advocated splitting off the Kaldoric branch of the Lady of Paladins because of the Solori Crusade. (**True**)
60-69	The brother of the Baron of Uldien, Sir Belsin Ubael, is planning an expedition to Anzeloria. He is currently seeking sturdy and well-travelled companions to join him. (**True**)
70-79	Constable Dagald Jendral of Fisen is the foremost authority on courtly arts and is consulted on customs of chivalry. (**True**)
80-89	The Earl of Balim has given substantial funds to the Order of the Lady of Paladins in Jenkald. (**True**)
90-94	The wife of the Sheriff, Lady Mesela, is a witch. (**Mix**)
95-99	The Miner's Guild has discovered gold in the hills north of Kiban, but is keeping it secret. (**False**)
100-104	The Dariunes came to power under the Usurper; the rightful Earl of Balim is living in obscurity. (**Poss**)
105-110+	Sir Troda has a claim to the throne, but has a confidential understanding with King Miginath to leave the choice of heir to the succession council. (**True**)

Meselynshire (Olokand)

01-24	A werewolf is attacking people near Baseta. (**Uncon**)
25-34	Sir Churus Londel, Baron of Yeged, is a romantic fool, and an Ilviran, too! (**Mix**)
35-44	Sir Churus Londel, Baron of Yeged, welcomes artists and musicians to his court. (**True**)
45-49	The Constable of Baseta's son, Sir Miren, has changed since returning from the Solori Crusade. He avoids festivities and prefers long solitary rides through the country. (**True**)
50-59	Sir Maldan Harabor is ruthless and ambitious; his desire for the throne is undoubted. (**True**)
60-64	Sir Churus is planning a trip to Orbaal and needs escorts. (**Poss**)
65-69	The Baron of Setrew, Sir Wevran, has been meeting with representatives of the Sheriff to "discuss common interests." (**Uncon**)
70-79	The Baron of Tonot, Sir Uthris Pierstel spends a lot of time hunting lately. The new "housekeeper" at his hunting lodge is a beautiful, mysterious commoner. (**Poss**)
80-84	A bizarre beast in the pit of Ona Setrum guards a fabulous treasure, the magical mace called Sanric's Thunderer. (**Poss**)
85-94	If the Sheriff becomes King, he plans to replace Serekela Edine Kynn with the Rekela of Abriel, Ilor Hadan. (**Uncon**)
95-104	One of the Maldan Harabor's agents is responsible for the attempted assassinations of Rekela Tyrnal Dariune. (**Poss**)
105-109	Sheriff Sir Maldan Harabor has recently contacted several mercenary companies to arrange contracts for patrols of the Fur Road next summer. These include cavalry, infantry, and (ahem) siege engineers. (**Uncon**)
110+	A secret passage leads from the Kald & Castle into Olokand Castle. (**True**)

Nephshire (Gardiren)

01-24	A demon is stalking the Forest of Leth. (**Uncon**)
25-34	A Khuzdul from the Royal Court recently visited Bidow; the King is planning a major refurbishment of the keep costing over £400. Construction will begin shortly. (**Poss**)
35-44	There is a grain fair in Getha in the early autumn. There is work for mercenaries escorting grain up the Silver Way. (**Poss**)
45-49	The Miner's Guild has discovered several productive silver veins in the Kanir Forest. (**Uncon**)
50-59	Lady Meliara, wife of the Earl, is the sister of the Serekela. She is a powerful and dangerous woman. Cross her at your peril. (**True**)
60-64	Ilvirans are well accepted in Nephshire. The Earl protects them from the fanaticism of the Laranians. Many Jarin from Orbaal have settled there. (**Mix**)
65-69	The Earl's half-brother, Akitt Llack, bailiff of Charmic Manor has been illegally cutting trees in the Kirsta Forest. (**True**)
70-79	The Baron of Getha has petitioned the Earl of Neph to end the barging of goods from Naniom Bridge to Kiban. (**False**)
80-84	Lady Myrtis, wife of the Baron of Getha, wants to marry her daughter Lysella to Sir Urian, son of the Earl of Vemion. (**True**)
85-89	Sir Hemison Curo is the most refined man in Kaldor. (**Poss**)
90-94	Trouble is brewing between the Baron of Getha, Earl of Balim and guilds over the status and control of Naniom Bridge. (**Uncon**)
95-99	Sir Hemison Curo is a degenerate swine. (**Poss**)
100-104	Despite having a wife and eleven children, the Earl of Neph, Sir Hemison Curo, has a fondness for young stable boys. (**False**)
105-110+	There is an extensive Khuzdul complex under Gardiren Castle that has never been explored. (**Uncon**)

Oselshire (Qualdris)

01-24	Sir Dwyn Elorieth, Baron of Nubeth, is ailing; he won't live out the year. His son, Sir Arwyn, will inherit. (**Poss**)
25-34	Artefacts of ancient origin have recently come on the market. Someone has discovered and looted an ancient barrow. (**Poss**)
35-44	Lady Thilisa petitioned the King to allow her to remarry. (**False**)
45-49	The Baron of Nubeth is supporting the renovation of an old Ilviran abbey near Nubeth as some sort of a school. (**True**)
50-59	Sir Sedris has gone mad, and is living as a patient at Erone. (**Poss**)
60-64	The Rekela of Pagostra's bodyguard were seen riding toward Qualdris at great speed with a body slung over a horse. (**Uncon**)
65-69	Lady Thilisa is pregnant. (**False**)
70-79	I heard that Earl of Neph's son, Sir Meden Curo, has been named the new Sheriff of Oselshire. (**Poss**)
80-84	The Lady of Paladins wiped out a great number of Pagaelin who were poised for an attack at Oselbridge when the Genin Trail caravan approached. (**Uncon**)
85-89	A Pagaelin raid decimated a Lady of Paladins company. They are keeping it secret because they suspect evil magic. (**Poss**)
90-94	Lady Thilisa has taken Sir Meathgir, knight-commander of the Qualdris garrison, as her lover. (**Uncon**)
95-99	The Dariunes are planning to build a bridge at Jedes Keep to siphon off the profits of the Salt Route from Tashal. (**Poss**)
100-104	The Reblena of Nebulan requested the Serekela petition the King to allow the Lady of Paladins to build a keep at Oselbridge. (**Poss**)
105-109	The Lord Marshal, Baron Orsin Firith, has petitioned the King for permission to build a keep at Oselbridge. (**True**)
110+	Lady Thilisa had her husband killed, that's why he has not returned. He's buried in… (**Uncon**)

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THE EARL'S PROGRESS 22

Semethshire (Outside of Tashal)

01-24	The Lady of Paladins Chapterhouse at Whyce is recruiting common soldiers. The pay is excellent. (**Mix**)
25-34	A group of ruthless brigands known as the Black Boot have been attacking travellers along the Shebra–Kiban–Querina road. (**True**)
35-44	Rekela Tyrnal Dariune is planning to visit every abbey in the shire later this summer. (**Uncon**)
45-49	The Earl of Balim sent a large convoy of goods from Tashal to Kiban under a heavy escort of his household troops. (**Poss**)
50-64	There is something under the abbey at Caleme. (**Uncon**)
65-74	The Baron of Ternua, Sir Tarmas Verdreth, is hiring mercenaries. He has a strong strategic position on the only bridge crossing the Nephen River south of Naniom. (**True**)
75-79	Salarl Tobro, a commoner, has produced a document proving he is the acknowledged bastard son of the former Serekela, Sir Kalabin Elendsa (and thus the King's cousin). (**Uncon**)
80-89	Sheriff Conwan Elendsa is barred from inheriting the throne because of an oath made in his youth. (**True**)
90-94	Sir Conwan has hired several masons. Construction has begun on a new wall around his seat at Etoss Manor. The foundations are too deep and strong for a manor house wall. My cousin told me he is building a keep without the King's permission. (**False**)
95-99	The Serekela, Edine Kynn, is planning a survey of church lands. He is looking for trustworthy men to conduct it safely and accurately. (**True**)
100-104	The Constable of Heru, Sir Bereden Pawade, has been skimming large amounts of money from the fief revenues. He has a secret account with the dwarves. (**False**)
105-110+	Sir Conwan Elendsa, the Sheriff and possible heir to the throne, has held several meetings with the Earl of Balim and the Serekela in Caleme. (**Poss**)

Vemionshire (Minarsas)

01-24	Strange flying creatures have been spotted in increasing numbers along Rumerill Ridge. (**Uncon**)
25-34	The Constable of Pendeth, Sir Garath Ruseller, is a drunk. (**True**)
35-44	Gargun have been spotted in unusual numbers in the Valdrun Forest, east of Halaina Abbey. (**Uncon**)
45-49	Sir Danyes Bernan, Constable of Kyg Keep, was caught in a compromising position with Lord Ertus of Narmas' wife. (**True**)
50-59	Dragons live in the marshes of Tontury Lake. Each has a lair piled high with gold and gems. (**False**)
60-64	Sir Danyes ordered the Baron of Setrew's sister killed to keep her from revealing his connections with the Lia Kavair. (**Poss**)
65-69	Dwarves have been seen working on the Silver Way. They are planning to improve the road to Vemionshire. (**False**)
70-74	The Earl of Neph intends to replace Sir Garath. (**True**)
75-79	A long lost Khuzdul silver mine has been discovered two leagues west of Pendeth. (**True**)
80-84	The Lia Kavair has a large illegal drug operation in Kyg. The constable protects them. (**True**)
85-89	A mysterious scroll found during renovations of the chapel at Athelren Keep includes directions to a long lost treasure. (**True**)
90-94	The Earl of Vemion will recommend to the King that he name Baron Hirnen of Nenda his heir. (**False**)
95-99	Sir Danyes is stealing from the Earl of Balim. (**True**)
100-104	Sheriff Tulath Kaphin is deeply in debt to Danzys of Cuke. (**True**)
105-109	The Constable of Zoben is a commoner; the position should have gone to a noble Sir Andro Valador, the Earl's brother-in-law. (**Poss**)
110+	The Earl caused Lady Ialny's palsy. He struck her and she hit her head on the stone fireplace. (**Uncon**)

Thelshire (Kolorn)

01-29	The Baron of Kolorn, Sir Orthis Bastune, has several mistresses sequestered within a short ride of his keep. (**True**)
30-44	Sir Dwyn Elorieth, Baron of Nubeth, is ailing; he won't live out the year. His son, Sir Arwyn, will inherit. (**Poss**)
45-49	The Peonian Abbey of Bromeleon has suffered a major outbreak of leprosy. No one dares approach. (**False**)
50-59	A vicious pack of man-eating wolves have taken up residence in woods south of Tocade Manor. The Bailiff of the Hundred is offering a £5 bounty for their elimination. (**Mix**)
60-69	Sir Orthis is deeply in debt to the Khuzdul, he sends them horses and grain every year. (**True**)
70-74	The Sheriff, Sir Ranal Gybsen, is seeking a wife. He fancies Lady Thilisa, "widow" of the Earl of Osel, failing that, her younger sister, Maid Camissa. He has gotten wind of the Earl of Vemion's trip to Olokand and plans to make his case there. (**Uncon**)
75-84	A large expedition travelled down the Kald River earlier this year. They were planning to survey the Tuleme Falls as a possible port for Kaldor. They have not returned. (**Poss**)
85-94	A score of Kath warriors have crossed the Kald River in search of the son of a chieftain held at Chewintin Manor. (**Uncon**)
95-99	The numerous affairs of Lady Peresta, wife of Sir Orthis, are notorious, especially her liaison with Sir Koris Harabor. (**True**)
100-104	Sir Orthis' heir, Sir Lyndar, is actually Sir Koris' bastard. (**True**)
105-110+	The Sheriff discovered an ancient map giving the location of Parikyg, an ancient Khuzdul outpost reportedly filled with treasure and guarded by a fell reptilian beast. He is seeking to raise an expedition to recover the treasure "for the King, of course." (**Uncon**)

City of Tashal

01-24	This city was built by Medrik I. (**Mix**)
25-34	The thespians south of town are all Navehans. (**False**)
35-44	Sindarin built this city. (**Mix**)
45-49	There are bars of silver under the Balasa Bridge where a barge struck it and sank. (**Poss**)
50-59	Lady Cheselyne the Elder is a powerful Shek P'var, and she has ensorcelled Sir Scina. (**False**)
60-64	The Navehans were badly hurt by a schism recently; now is the time to go after them. (**Mix**)
65-69	Lady Cheselyne the Younger is a witch, and she has ensorcelled Sir Scina. (**False**)
70-74	There is a treasure buried… (**GM choice**)
75-79	There is a body buried…(**GM choice**)
80-84	Lothrim built this city. (**Mix**)
85-89	The Navehans are strong here, even though Sir Koris hangs a few every year. (**True**)
90-94	Insiders took the Sword of Calsten, and hid it in the city. (**Uncon**)
95-99	The house of Sir Danyes is the site of scandalous orgies. (**Uncon**)
100-104	The Navehans are secretly supported by mercantylers from Coranan. (**Poss**)
105-109	Prince Toron of Melderyn is coming next summer with the Genin Trail Caravan. (**True**)
110+	There is a secret escape tunnel from the Caer out into Orgael Wood. (**True**)

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Army of Oselmarch (Genin Trail)

01-24	The army wiped out a great number of Pagaelin poised to attack at Oselbridge when the Genin Trail caravan approached. (**Uncon**)
25-30	The guilds have spent considerable funds repairing and improving the Genin Trail. It is in good condition this year. (**Uncon**)
35-39	The Dariunes are planning to build a bridge at Jedes Keep to siphon off the profits of the Salt Route from Tashal. (**Poss**)
40-44	Trading in Thay was heavy this spring. The Genin Trail caravans should have an excellent selection of goods this year. (**Uncon**)
45-49	Prince Toron of Melderyn is coming next summer with the Genin Trail Caravan. (**True**)
50-54	The King will make Baron Orsin Firith the Sheriff of Oselshire. That will put the whole southern frontier under one commander. Our victory over the Pagaelin is assured. (**False**)
55-59	Like the Solori, the Lady of Paladins are planning a crusade against the Pagaelin. (**False**)
60-69	A Pagaelin raid decimated an Oselmarch company. They do not want anyone to know because they suspect evil magic. (**Uncon**)
70-79	The King has given his permission for the Lord Marshal of Oselmarch to build a keep at Oselbridge. (**False**)
80-89	Orsin Firith is out of favour in the Royal Court. The king is planning to make the Earl of Vemion commander. (**False**)
90-99	The King has given his permission for the Lady of Paladins to build a keep at Oselbridge. (**False**)
100-104	The commander is building up his forces to assault Burzyn and take Chybisa for Kaldor. He'll be the earl. (**Mix**)
105-109	A renegade group of Navehans have infiltrated the Pagaelin. (**True**)
110+	Baron Orsin Firith has secured the backing of the Earls of Vemion, Osel and Balim, plus the support of the Serekela and Lady of Paladins. If the King does not name him heir before he dies, Firith intends to seize the crown by force. (**False**)

Azadmere (Silver Way)

01-24	There's a village going up at Naniom Bridge and the King is not happy about it. (**Mix**)
25-34	Gargun have expanded in the Sorkin Mountains, and there are bands closer to human settlements than at any time since Calsten drove them out. (**Uncon**)
35-44	Lothrim is really in a prison in Azadmere City, being magically kept alive for perpetual torture. (**False**)
45-49	If you get a silver penny from a dwarf and keep it in your pocket, it will grow into two at every Yaelah. (**False**)
50-59	Some Jarin mercantylers from Azadmere are shipping their goods by boat from Naniom Bridge now. (**True**)
60-64	The river up by the Guthe Ford is home to a great serpent. It killed two men on the trail last year. (**False**)
65-69	The gargun of Fana use poisoned weapons. (**True**)
70-79	Gargun are really degenerate Khuzdul cursed by their god. (**False**)
80-84	The Silver Way was once a great road passable to wagons. There is a ruined bridge half way up. The Khuzdul are planning to rebuild it and repair the road. (**Mix**)
85-89	Khuzdul women do not have beards. They cultivate a sort of moss that hangs from their chins. They find tall bearded human men quite irresistible. (**False**)
90-94	There is a large underground complex at Three Valley Gap. The lower levels have never been explored. A large quantity of dwarven weapons was left behind. (**Mix**)
95-99	The Khuzdul have offered land, south of Zerhun, and the title of Baron to any knight who can liberate Fana. (**False**)
100-104	A huge shipment of silver, gold and gems is due in Tashal any day. The Khuzdul will pay a premium for wheat this year. (**Mix**)
105-110+	Azadmere depends on Kaldor for food. We could starve them into submission, but the king doesn't want to because… (**GM Choice**)

Army of Chelmarch (Trobridge & Salt Route)

01-24	The Chelni have an annual moot near Trobridge. (**True**)
25-34	Sir Rayneld Ynel, nephew of the Deputy-Commander is planning an embassy to Trobridge. (**True**)
35-44	If you stray from the Salt Route near the Shava Forest, you are likely to wake up at the inn. (**Mix**)
45-49	The Trobridge Inn is built on an ancient gravesite where Lothrim took heavy losses. (**Uncon**)
60-64	The Salt Route is in very poor condition this year. There have been several washouts and the trail is very muddy. The caravans will probably be late. (**Uncon**)
65-69	The Kath raids have started early. The Deputy-Commander has sent word to the Rekela asking for the squadron of knights and company of men-at-arms from the Lady of Paladins Chapterhouse at Vadan to come early this year. (**Poss**)
70-79	Tharda covets Trobridge and has dispatched an embassy to secure it. This could mean another war. (**True**)
80-84	The Deputy-Commander is a coward; he got his job through connections but he is not up to it. (**False**)
85-89	A beautiful young lady, Lelona of Yarquane, is missing. Her father thinks she may be trying to reach Evael via the Salt Route. (**True**)
90-94	The Deputy-Commander is addicted to fanosel. (**False**)
95-104	Several people have disappeared from Trobridge lately. They were last seen in the company of a Thardic mercenary named Dernil of Hort. One of the missing is the son of a friend. (**Mix**)
105-110+	The Deputy-Commander is a raging alcoholic. (**False**)

Orbaal (Fur Road & Noron's Way)

01-24	Noron has nine sons, all as weird as he. (**Mix**)
25-34	The Taelda are great healers. (**Poss**)
35-44	Noron is a demon of Sarajin. (**False**)
45-49	There are strange creatures in the woods to the north. They hunt gargun with great clubs and can disappear at will. (**True**)
50-59	Noron is an avatar of Ilvir. (**False**)
60-64	The gargun fear Noron greatly. Evoking his name will cause them to run in fear. (**Mix**)
65-69	You must see Barsothe Falls. Watch out for the Taelda! (**Mix**)
70-74	The Ivinians are planning to attack Kaldor in the spring. (**False**)
75-79	The Anoa are shapeshifters. (**False**)
80-84	The Jarin are ready to rebel. They are awaiting the signal from their leader, the Prince of Leriel. (**Mix**)
85-89	An ancient Khuzdul hunting lodge was recently uncovered near the road. A raven attracted the caravan's attention. (**Poss**)
90-94	The Orbaalese have begun bringing strange and wonderful things from Lythia through their port in Lorkin. The Melderyni have been keeping such items for themselves. (**Mix**)
95-99	Earl Curo supports the Jarin of Leriel against the Ivinians. (**Mix**)
100-104	Noron has decided to allow unrestricted travel on Noron's Way. The passage is safe now. (**False**)
105-109	Earl Curo wants to seize Lorkin as a seaport. (**Poss**)
110+	Noron is a Pradeyalkri. A Pradeyalkri is a semi-divine creature and enemy of Sarajin. (**True**)

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THE EARL'S PROGRESS 24

Laranian Church

01-24	The Serekela has a dread disease. (**False**)
25-34	The Lady of Paladins Chapterhouse at Whyce is recruiting common soldiers. The pay is excellent. (**Mix**)
35-44	The church plans to create a new diocese in Vemionshire and elevate Abbot Ardin to Rekela. (**False**)
45-49	The Rekela of Brynd is on death's door. The Serekela is quietly drawing up a list of possible successors. Serolan Sheryd Quathis of Brynd is the front-runner. (**True**)
50-59	The Rekela of Kephrus, Tyrnal Dariune, is a cousin of the Earl of Balim and is being groomed as the Serekela's replacement. There have been three assassination attempts on his life. Sir Troda Dariune has offered £100 for the capture of the assassins. (**True**)
60-64	One of Maldan Harabor's agents is responsible for the attempted assassinations of Rekela Tyrnal Dariune. (**Poss**)
65-69	Rekela Tyrnal Dariune is planning to visit every abbey in Semethshire later this summer. (**Uncon**)
70-74	The Reblena of Jenkald, Sir Luisan Kelic, has openly advocated splitting off the Kaldoric branch of the Lady of Paladins because of the Solori Crusade. (**True**)
75-79	The Earl of Balim has given substantial funds to the Order of the Lady of Paladins in Jenkald. (**True**)
80-84	The Rekela of Pagostra's bodyguard were seen riding toward Qualdris at great speed with a body slung over a horse. (**Uncon**)
85-89	The Reblena of Nebulan requested the Serekela petition the King to allow the Lady of Paladins to build a keep at Oselbridge. (**Poss**)
90-94	As with the Solori, the Lady of Paladins are planning a crusade against the Pagaelin. (**False**)
95-99	The King has given his permission for the Lady of Paladins to build a keep at Oselbridge. (**False**)
100-104	The Serekela, Edine Kynn, is planning a survey of church lands. He is looking for trustworthy men to conduct it safely and accurately. (**True**)
105-110+	If the Sheriff becomes King, he plans to replace Serekela Edine Kynn, with the Rekela of Abriel, Ilor Hadan. (**Uncon**)

International Significance

01-24	A seer at the fair said there would be terrible storms and ruined harvests in the west this summer. (**Poss**)
25-34	A seer at the fair said there would be terrible storms and ruined harvests all over Hârn this summer. (**Poss**)
35-44	The Orbaalese have broken the Melderyni blockade. New, exciting goods from Lythia are flowing through Lorkin. (**Mix**)
45-49	War has broken out between Shorkyne and Trierzon. (**False**)
50-59	Civil war is imminent in Rethem. The Earl of Tormau, Denyl Lynnaeus, has raised an army of Orbaalese mercenaries. King Chafin III rarely ventures out of his fortress at Shostim. (**True**)
60-64	Prince Toron is coming next summer with the Genin Trail Caravan. (**True**)
65-69	The King of Kanday has called a summer levy. He intends to march on Tharda and crush them once and for all. The Chequered Shield has sent out a call for volunteers. (**Uncon**)
70-74	The dead are walking in Golotha. (**True**)
75-79	The Solori Crusade is going badly. The Laranians are loosing support (and tithes) in Melderyn. (**Mix**)
80-84	Kronas has besieged Edino. It looks bad for the Kandians. (**False**)
85-89	The Sebrath (Pontiff) of the Laranian Church is planning to travel to Tashal to see the great statue of Larani. He will bring an escort of 1000 Laranian knights (**False**)
90-94	There is a shortage of silver in Melderyn. Merchants expect heavy buying at this summer's fair. Azadmere and Tharda may not be able to meet the increased demand. (**Uncon**)
95-99	Pirates in the Venarian Sea took three Larun; some mercantile houses are ruined. (**Uncon**)
100-104	The Stahlers of Menglana intend to demand tribute from King Alegar II this year. If he fails to pay, they will invade. (**Uncon**)
105-109	The last Sindarin left Evael this spring. Now there is only a handful of Jarin remaining. There is plunder for all. (**False**)
110+	In return for his protection and support, the King of Kanday will swear fealty to the King of Melderyni and become a Duke. (**False**)

National Significance (Kaldor)

01-24	A seer at the fair said there would be terrible storms and ruined harvests in Kaldor this summer. (**Poss**)
25-34	King Miginath is ailing; he surely won't last beyond the Royal Chelebin Tourney. (**Poss**)
35-44	Thardic troops were seen massing near Trobridge. There will be a war this summer for sure. (**False**)
45-49	King Miginath is ailing; he won't last 'til the Summer Fair. (**Poss**)
50-59	The King intends to invade Chybisa in the Spring. (**False**)
60-64	King Miginath is ailing; he won't last the month. (**Poss**)
65-69	The Earl of Balim has gone too far. The Mangai petitioned the King to prevent barging of goods from Naniom to Kiban. (**Mix**)
70-79	King Miginath is ailing; he surely won't last beyond (**GM Choice**).
80-84	King Miginath is dead, but nobody will announce it until they know whom to pick for a successor. (**False**)
85-89	That Chybisan mistress of his is poisoning King Miginath. (**Poss**)
90-94	Finally, the King will name (**GM Choice**) as his heir.
95-99	King Miginath intends to acknowledge all three of his bastard sons at the Royal Chelebin Tournament. (**Poss**)
100-104	Maldan Harabor is hiring mercenaries for a coup. (**Uncon**)
105-110+	King Miginath is an Amorvrus. (**Poss**)

Special

01-24	Ilvir was once a good god who produced faeries and unicorns, but ever since Lothrim Ilvir has been corrupted and only produces Ivashu. (**False**)
25-34	There are huge cracks under the ground, and Khuzdul and Ivashu use them to get from place to place. (**Uncon**)
35-44	The "true" tale of Loag's Box says… (**GM Choice**)
45-49	Bognor the Fyvrian was a Curo from Gardiren. (**Uncon**)
50-59	There is a secret group of wizards known as the Shek P'var. They jealously guard their secrets. (**True**)
60-64	Lothrim is not dead. He slew the gargun left with him and now sleeps, awaiting release. (**Uncon**)
65-69	There is a huge abandoned Khuzdul city north of Lake Benath. It contains entire rooms of gold just waiting for the taking. (**Mix**)
70-79	A race of little people lives along the west edge of Shava Forest. They are fat, happy and resistant to magic. (**Uncon**)
90-94	Sindarin are among us. They can charm you to think they are human. They spy and steal children. (**Mix**)
95-99	A strange beast with a bow that shoots arrows five feet long has been seen just to the north. Some say it is an ogre. (**Uncon**)
100-110+	A peasant's revolt is looming. You had best depart before all hell breaks loose. (**Poss**)

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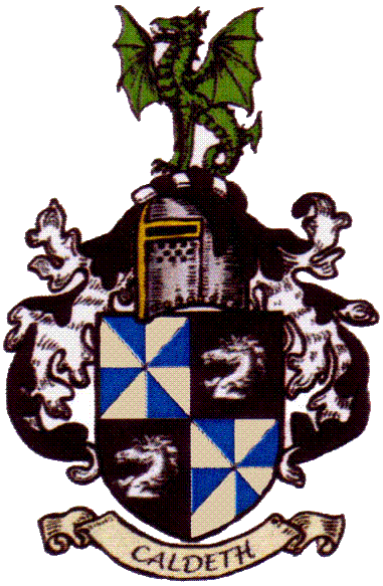

The Earl's Progress

Campaign Notes and Adventure Hooks

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THE CAMPAIGN

The following pages comprise the core of the campaign portion of the module. Once the GM is comfortable with the NPC members of the Earl's retinue, the next objective is to plan the campaign. To assist in this process, the module includes a calendar to plot the large scale activities of the trip, a pregame portion where the GM and PCs can roleplay how they came to be part of the Earl's entourage and then the actual trip itself, day-by-day. There are also illustrations and room for notes.

The calendar is a useful tool for keeping the campaign on track. It lists the location of the cavalcade and some key activities that will occur that day. It also includes pre-generated weather and marks the Laranian holy days (shown with the small round chequered shield). If the GM marks off the days as the PCs progress, it will make it easy to resume the adventure for the next session.

The pregame is an important part of an adventure as large as *The Earl's Progress* campaign. This is an opportunity for the GM to logically and believably incorporate the PCs into the Earl's entourage. There are many ways to do this. At its most complicated, the PCs may undertake one or more missions on the Earl's behalf to earn his trust. At its simplest, the Earl might take a liking to the PCs at the feast. The end result of the pregame should be the PCs being selected to join *The Earl's Progress*.

The locations, dates and activities are the skeleton of the campaign. Under the Earl's direct supervision, Sir Gorlin, the Earl's Chamberlain and Herald, has prepared a detailed schedule for the trip. Each stopping point is planned out, travel times and anticipated dates of arrival are shown. A GM's guide of what will happen, day-by-day, is provided. However, it is only a guide. Weather, PC actions, added GM events, unexpected obstacles can alter the plan. The GM should feel free to adjust the schedule and even eliminate whole sections if they do not conform to his adventure plans.

Adventure hooks are just ideas to spark the GM's imagination. The GM may pick and choose from them, as he likes. Some GMs are comfortable making up the details on the fly while others prefer extensive preparation. Read through the hooks in advance and adjust as you see fit. To assist the GM, each adventure hook is marked as either intended for **Nobles**, **Commoners** or **Both**. GMs can adjust the hooks to fit their PC mix.

Extensive white space has been left beside each location and adventure hook for GM Notes. This allows you to make notes about what you plan to happen and to record what actually happens. You can also keep track of NPCs encountered, contacts made, promises to keep, relationships and important clues.

THE KEY TIMING

The following schedule is provided as an ideal guide. The only fixed date is the Olokand tournament from 12 – 20 Larane. The Earl will not be late for this event unless extraordinary circumstances make that unavoidable.

PLANNING

The key to a successful and enjoyable campaign (for the GM and the PCs) is planning, PLANNING, **PLANNING**. This does not mean writing out every encounter or designing every building the PCs might enter, but it does mean thinking each adventure hook through beforehand. Most adventures follow the three-act rule: set-up, confrontation and resolution.

Part One: Set-up

Answer these three questions: **Who (or what) is this adventure about?** (Who is the opponent? What kind of person are they?); **Where's it taking place?** (What's the story's location? What kind of place do the characters live in?); **What's going to happen?** (Something is going to happen that is going to challenge the PCs).

Part Two: Confrontation

Your PCs have a dramatic need; to find the Holy Grail, to defeat the evil empire or to kill the shark. But it wouldn't make that great adventure if they could complete their task in the next ten minutes. Conflict is the essence of drama. The PCs have to overcome a series of obstacles that you drop in their path. Let them struggle towards their goal. This section can be subdivided into two, separated by the mid-point, where something relevant to the PC's main aim becomes clearer. Each of these two halves can be cut in half by a Pinch; a key scene that helps keeps the story on track.

Part Three: Resolution

The adventure should be on a roll by now. Everything should be in place for the finale so it's a downhill run to the finish line. The PCs should know what needs to be done so part three is spent planning and getting into a position of strength, mostly carrying out the action and finally enjoying the afterglow and seeing who gets to ride off with who into the sunset.

Even if you prefer to "wing" the adventure hooks, as GM, you should at least take 15-30 minutes, think through what you want to happen, jot down a few notes, prepare a few resources (i.e. pre-prepared NPCs, generic building plans, sketched map) so that you and your players can maximize your time playing. Most importantly, have **fun**!

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NOLUS 720TR

1 **Minarsas** Feast **Weather:** Cool, Clear, Dry, NW 1-3	**2** **Minarsas to Zoben** **Weather:** Warm, Clear, Fog, NE 0-2	**3** **Zoben** **Weather:** Cool, Partly, Dry, S, 0-2	**4** **Zoben** Hunting **Weather:** Cool, Partly, Dry, SW 1-3	**5** **Zoben** Prayers **Weather:** Cool, Partly, Dry, S 0-2
6 **Zoben to Athelren** **Weather:** Warm, Clear, Dry, S 0-2	**7** **Athelren** **Weather:** Warm, Partly, L Rain, NE 0-2	**8** **Athelren** Shiremoot **Weather:** Cold, Fully, H Rain, NW 0-2	**9** **Athelren to Chesel** **Weather:** Cool, Fully, L Rain, SW 1-3	**10** **Chesel to Nubeth** **Weather:** Cool, Fully, L Rain, NW 2-4
11 **Nubeth to Qualdris** **Weather:** Cool, Clear, Dry, NW 1-3	**12** **Qualdris** **Weather:** Cool, Clear, Fog, NE 0-2	**13** **Qualdris** **Weather:** Warm, Partly, L Rain, NE 0-2	**14** **Qualdris** Feast **Weather:** Cold, Fully, H Rain, NW 0-2	**15** **Qualdris** Prayers **Weather:** Cool, Fully, L Rain, SW 1-3
16 **Qualdris to Nebulan** **Weather:** Cool, Partly, Dry, S 0-2	**17** **Nebulan to Qualdris** **Weather:** Cool, Partly, Dry, SW 1-3	**18** **Qualdris to Ledyne** **Weather:** Warm, Clear, Dry, S 0-2	**19** **Ledyne** **Weather:** Cool, Fully, L Rain, NW 2-4	**20** **Ledyne** Garden Party **Weather:** Cool, Partly, Dry, S 0-2
21 **Ledyne to Kolorn** **Weather:** Cool, Clear, Dry, NW 1-3	**22** **Kolorn** **Weather:** Cool, Clear, Fog, NE 0-2	**23** **Kolorn** Feast **Weather:** Cool, Partly, Dry, S 0-2	**24** **Kolorn to Ternua** **Weather:** Cool, Partly, Dry, SW 1-3	**25** **Ternua to Zutlin** **Weather:** Cool, Fully, L Rain, SW 1-3
26 **Zutlin** Visit Erone **Weather:** Cold, Fully, H Rain, NW 0-2	**27** **Zutlin** Visit Erone **Weather:** Warm, Partly, L Rain, NE 0-2	**28** **Zutlin** Staff to Tashal **Weather:** Warm, Clear, Dry, S 0-2	**29** **Zutlin to Tashal** **Weather:** Cool, Partly, Dry, S 0-2	**30** **Tashal** Family dinner **Weather:** Cool, Fully, L Rain, NW 2-4

Weather Format: Temperature (Hot, Warm, Cool, Cold), Cloudiness (Fully Cloudy, Partly Cloudy, Clear), Precipitation (Heavy Rain, Light Rain, Fog, Dry), Wind direction and speed.

MONTHS OF THE HÂRNIC SEASONS

Spring: Nuzyael, Peonu, Kelen
Summer: Nolus, Larane, Agrazhar
Autumn: Azura, Halane, Savor
Winter: Ilvin, Navek, Morgat

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THE EARL'S PROGRESS 28

LARANE 720TR

1 **Tashal** Lady Cheselyne **Weather:** Cool, Clear, Dry, NW 1-3	**2** **Tashal** Const. Dinner **Weather:** Cool, Clear, Fog, NE 0-2	**3** **Tashal** Galopea's Feast **Weather:** Cool, Partly, Dry, S 0-2	**4** **Tashal to Caleme** **Weather:** Cool, Partly, Dry, SW 1-3	**5** **Caleme** Prayers **Weather:** Cool, Fully, L Rain, SW 1-3
6 **Tashal** Camissa Missing **Weather:** Cold, Fully, H Rain, NW 0-2	**7** **Tashal** **Weather:** Warm, Partly, L Rain, NE 0-2	**8** **Tashal to Airth** **Weather:** Warm, Clear, Dry, S 0-2	**9** **Airth to Kerk** **Weather:** Warm, Partly, Dry, S 0-2	**10** **Kerk to Olokand** **Weather:** Cool, Fully, L Rain, NW 2-4
11 **Olokand** Royal Court **Weather:** Warm, Clear, Dry, NW 1-3	**12** **Olokand** Opening **Weather:** Cool, Clear, Fog, NE 0-2	**13** **Olokand** Joust **Weather:** Warm, Partly, Dry, S 0-2	**14** **Olokand** King's Dinner **Weather:** Warm, Partly, Dry, SW 1-3	**15** **Olokand** Joust/Prayers **Weather:** Cool, Fully, L Rain, SW 1-3
16 **Olokand** Joust **Weather:** Cold, Fully, H Rain, NW 0-2	**17** **Olokand** J Finals/Prayers **Weather:** Warm, Partly, L Rain, NE 0-2	**18** **Olokand** S Joust/Melee **Weather:** Warm, Clear, Dry, S 0-2	**19** **Olokand** Archery **Weather:** Warm, Partly, Dry, S 0-2	**20** **Olokand** Closing **Weather:** Cool, Fully, L Rain, NW 2-4
21 **Olokand to Baseta** **Weather:** Warm, Clear, Dry, NW 1-3	**22** **Baseta** Private dinner **Weather:** Cool, Clear, Fog, NE 0-2	**23** **Baseta** Hunting **Weather:** Cool, Partly, Dry, S 0-2	**24** **Baseta** Gargun Raiders **Weather:** Cool, Partly, Dry, SW 1-3	**25** **Baseta to Kerk** **Weather:** Cool, Fully, L Rain, SW 1-3
26 **Kerk to Airth** **Weather:** Cold, Fully, H Rain, NW 0-2	**27** **Airth to Tashal** **Weather:** Warm, Partly, L Rain, NE 0-2	**28** **Tashal to Erone** **Weather:** Warm, Clear, Dry, S 0-2	**29** **Erone to Wylain** **Weather:** Cool, Partly, Dry, S 0-2	**30** **Wylain to Hasiel** **Weather:** Cool, Fully, L Rain, NW 2-4

Weather Format: Temperature (Hot, Warm, Cool, Cold), Cloudiness (Fully cloudy, Partly Cloudy, Clear), Precipitation (Heavy Rain, Light Rain, Fog, Dry), Wind direction and speed.

DAYS AND WEEKS

Tuzyn Reckoning (TR) does not measure time in weeks. A tenday (three per month) is a common convenience, and a Hinyael (fifteen days) is used occasionally.

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AGRAZHAR 720TR

1	2	3	4	5
Hasiel to Nubeth **Weather:** Warm, Clear, Dry, NW 1-3	**Nubeth to Chesel** **Weather:** Cool, Clear, Fog, NE 0-2	**Chesel to Athelren** **Weather:** Warm, Part, Dry, S 0-2	**Athelren to Minarsas** **Weather:** Warm, Part, Dry, SW 1-3	**Minarsas** Prayers/Feast **Weather:** Cool, Fully, L Rain, SW 1-3
6	**7**	**8**	**9**	**10**
Minarsas **Weather:** Cold, Fully, H Rain, NW 0-2	**Minarsas** **Weather:** Warm, Partly, L Rain, NE 0-2	**Minarsas** **Weather:** Hot, Clear, Dry, S 0-2	**Minarsas** **Weather:** Warm, Part, Dry, S 0-2	**Minarsas** **Weather:** Cool, Fully, L Rain, NW 2-4
11	**12**	**13**	**14**	**15**
Minarsas **Weather:** Warm, Partly, L Rain, NE 0-2	**Minarsas** **Weather:** Cool, Fully, H Rain, NW 0-2	**Minarsas** **Weather:** Cool, Fully, L Rain, SW 1-3	**Minarsas** Earl's Court **Weather:** Cool, Partly, Dry, SW 1-3	**Minarsas** Thanks giving **Weather:** Cool, Partly, Dry, S 0-2

Weather Format: Temperature (Hot, Warm, Cool, Cold), Cloudiness (Fully Cloudy, Partly Cloudy, Clear), Precipitation (Heavy Rain, Light Rain, Fog, Dry), Wind direction and speed.

LARANIAN RELIGIOUS PRACTICES [50]

Soratir, lay masses, are held three times each month on the fifth, fifteenth and twenty-fifth. In most temples the High Priest leads the rites, although any master can officiate. Masses generally include a sermon from the priest, most of which consist of an example from the life of a saint or legendary hero. These sermons are intended to show the honour and piety to be won by those who are just and compassionate.

There is provision for private devotions within most Laranian temples. Generally these are small chambers with few artefacts except the altar. The private ceremony consists of silent prayer and meditation, designed to bring the adherent "nearer to Tirithor", and to rededicate their devotion.

Worshippers can also make confession to a priest should they feel the need. This, and any penance prescribed by the priest, is considered to purify the soul and renew the spirit of the adherent. Priests usually assign penance based on their judgment of the severity of the sin. Penance may range from reciting a litany of praise of the goddess to performing some dangerous service.

GM Notes:

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Pregame

The Earl's Progress begins with the pregame. The purpose of the pregame is to seamlessly, logically and believably integrate the PCs with the Earl's entourage. The GM can simply talk the players through this portion of the adventure; however, it can be more enjoyable to actual roleplay events as an extension of the campaign. If the PCs are using new characters purpose made for the campaign, then the GM can combine the pregame with character creation. The players can integrate existing PCs into the campaign with a little work. There are several potential "entry points" into the Progress. The GM should simply select the one that best fits his PCs and play it out. Some options work better for **Nobles, Commoners** or equally well for **Both**. Options include:

Tournament (Both). The Earl has decided to begin this progress with a local tournament. This event will be held in the Stock Common east of Minarsas Castle. It will open with a Laranian Soratir (Low Mass) on 25 Kelen, followed by five days of tournament. It will be a local affair open to liegemen of the Earl of Vemion only. Knights, squires and yeomen from across Vemionshire will converge on Minarsas to pay homage their liege and to compete for the right to attend the tournament in Olokand in his retinue. The champion of the knight's joust, captain of the melee (also a knight) and winners of the squire's joust and yeoman's longbow shoot will be invited to join *The Earl's Progress*. See **Tournament**[51] for ideas and more details.

Agents of the Earl (Both). Sir Declaen employs a network of agents throughout the kingdom. Some work for him directly, some through proxies. The PCs have done him some great service and have been summoned to Minarsas. As a reward for their work the Earl invites them to join his entourage. Their skills may be needed enroute.

Members of the Household (Commoners). The PCs are already part of the Earl's household; options include personal retainers (guards, specialists or servants). This works best with new characters or when the players' existing characters have previously worked for the Earl.

Friends of the Earl (Nobles). The PCs have become friends with the Earl. The GM must come up with a plausible reason for the PCs to get to know Sir Declaen. Hunting, hawking and wool business are a few of the possibilities. How much the Earl "trusts" his friends is up to the GM. He is likely to have them investigated.

Family Members (Nobles). Although the Caldeth Clan is small, there are more distant relations and in-laws (Valador, Ubael, Meleken and Verdreth). The Earl may accept PCs into the entourage as a favour to their parents. This works especially well for a group of young, related characters seeking marriage or future employment.

Last Minute Replacements (Commoners). A bad batch of meat (poisoned?) at the departure feast has given several of the entourage's specialists and servants food poisoning. The Earl is unwilling to wait for them to recover, so Sir Gorlin quickly recruits replacements from those attending the joust. Until they prove themselves, they will be watched closely.

The Bailiff's Pawns (Both). Sir Andro Valador is conspiring with one of the Earl's enemies (see pgs 6-7) to get rid of him and replace him with his more malleable son. Through a few "suggestions" and "recommendations" he arranges for the PCs to be included in the entourage. They will be his instruments to bring down the Earl.

Entertainers (Commoners). The Earl does not have bonded harpers or a fool in his full-time employ. Given the length of the journey, he has instructed his chamberlain to find someone who can entertain him during the long trip. They need not be guilded; PCs with (some) acting or musical skills could be hired in a pinch.

Guild Negotiators (Commoners). Ebran Harabor is the Earl's bonded clothier responsible for the planned negotiations in Tashal. He is free to select additional representatives (the PCs) of the mercantylers', clothiers', hideworkers', lexigraphers' and salters' guilds to assist him in the negotiations. The Earl wants to sign contracts for the next several seasons and no one wants to be left out.

Additional Specialists (Commoners). Although the entourage already includes a number of specialists, a casual word in the chamberlain's ear could convince him that he needs a few other specialists, including litigants (for the negotiations), weaponcrafters (to repair armour and weapons), wheelwrights (to fix problems with the wagons), etc. A fast talking PC with a good story could get himself hired if he plays on the chamberlain's paranoia that something could go wrong he hasn't planned for.

Criminals (Both). The Earl has recently captured some high profile criminals. He has chosen to bring them to Olokand for execution. The PCs could be jailers, witnesses, victims or the criminals!

Shek P'var and Companions (Both). The Earl has come to believe that his wife has been struck down by a curse and that his enemies might try to use magic on him. He hires a PC mage and his companions to provide supernatural protection for his entourage.

Abbot's Messengers (Both). The Laranian High Priest of Halaina Abbey has important correspondence for the Serekela. The Earl agrees that the Abbot's envoys can travel with the entourage as far as Caleme. The messengers include priests and a few lay brothers and Lady of Paladins knights as escorts.

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PC Rank And Its Implications

The Earl's Progress is an excellent opportunity for the GM to emphasize the difference between nobles, guildsmen and commoners on Hârn (see pg 18). The different social classes do not "mix", rather they interact following a strict, but unwritten, code of conduct. For many Hârnic campaigns, this is not a problem. The adventures take place out of the public eye, where a commoner can mix with his betters and a noble can accept advice from a guildsman. *The Earl's Progress* is **not** such an environment. The PCs will be in the close company of Sir Declaen Caldeth, 19th Earl of Vemion and a Peer of the Realm. Social norms **will** be observed and need to be enforced by the GM through NPC agents like the chamberlain, Sir Gorlin. Therefore, having a group of PCs from mixed ranks may pose a significant problem.

Single Rank Party: The simplest way to avoid the problem of mixed ranks is to create a party from only one rank. The entourage is large enough for a group of five (or more) nobles, guildsmen or commoners. This will allow the PCs to interact freely with each other without fear of accidentally breaking one of the unwritten rules of rank interaction. Unfortunately, this will also limit the adventures that the PCs can participate in. Nobles will not be able to go skulking around sewers and commoners will not be allowed to participate fully in the King's Court.

Multiple PCs: An alternate way of resolving the problem is to allow the players to run multiple PCs of different ranks. That way for one session, they can play commoners sent on a mission to mingle with the locals, the next session they can be nobles hobnobbing with the Earl at a fancy dinner party and then play guildsmen negotiating a valuable contract for wool. This style of play is more work for the GM and requires the players to strictly segregate the knowledge of each of their PCs, but can be a lot of fun.

Mixed Rank Party: The third and most challenging option is to allow the players to run the PCs of their choice regardless of rank. Then, the PCs will have to interact with each other following the medieval rules of conduct. This requires a lot of work and maturity on the part of the PCs and the GM. Actions have consequences and the GM must enforce them. While challenging, this style of play (if done right) is potentially the most rewarding. It allows the players to truly immerse themselves in the culture and thought processes of a true Hârnic character. Players and the GM will have to expend additional effort to learn and follow the appropriate social behaviour.

To avoid in-game conflicts, discuss the kind of game and what the players and GM want to get from it **before** the campaign begins. The responsibility for making the game work is then spread over the whole group.

GM Notes:

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NPC SPECIFIC ADVENTURE HOOKS

Earl of Vemion. Sir Declaen is notorious for not being able to delegate. The Chamberlain has tasked the PCs to do something (such as set up the Earl's pavilion). The Earl is supposed to be relaxing, but soon he is hovering over the PCs, directing everything. "Lay it out facing north…no south. Nail down that corner first…now over here." Sir Gorlin looks on with resignation. The PCs should be driven to distraction. Everyone knows how annoying he is, but he is the boss and they must do whatever he says. Backtalk or surliness will be swiftly and harshly dealt with.

Earl of Vemion. The PCs have been given another task by the Chamberlain. It is very important and time critical. Just as they are about to leave to go do the task, the Earl walks by and says, "You, you and you, come with me." Sir Declaen takes the PCs to do some inane and pointless job (considerably below their station, i.e. having nobles rearranging the furniture in his solar). They waste precious hours. The Chamberlain will still expect their original task to get done on time.

Chamberlain. Sir Gorlin is also the Earl's herald. However, his chamberlain duties keep him fully occupied. Any herald PCs will be automatically assigned to assist him in his duties. If there are no heralds, a junior knight will be tasked with the duty. The duties are not onerous (i.e. delivering messages, announcing the Earl's arrival, some light diplomacy), but they do represent a significant high profile role-playing opportunity for the PC.

Captain. Sir Kobar is in charge of security. However, he must sleep sometime. As the Progress unfolds, he watches noble PCs (especially knights and senior squires) looking for leadership potential. If a PC does well, the Captain will select him to fill the position of acting Lieutenant. This "honour" means that the PC will be on security duty every night. The GM should impose significant penalties for lack of sleep.

Maid Camissa (before **The Missing Maid**, see pgs 52-53). The Earl's daughter is intensely curious, clever and determined. She wants to explore every location they visit. She has a *Wyvern Guard* man-at-arms as an escort, but she is quite talented at giving him the slip. If the PCs prove themselves reliable and diplomatic, Sir Kobar may task them to act as her bodyguards or find her after she slips away. The search for an errant Maid Camissa is the perfect excuse to enter every room in a castle. If the PCs need to get into a restricted area, Camissa might even be willing to help them by going missing on purpose. The price for her help is their assistance to go somewhere she wants but is against the Earl's wishes (i.e. Erone Abbey).

Maid Camissa (after **The Missing Maid**, see pgs 52-53). After her scare in Tashal, Maid Camissa is more appreciative of her bodyguards. She is still curious, but more cautious. Her kindness and sunny disposition resurface slowly. If the PCs are friendly and loyal, she bonds quickly with them. This is especially true with female PCs or male PCs who directly participate in her rescue in Tashal. She is not afraid to use her rank to assist or protect her "friends." She loves the idea of "adventures". Few, below the rank of Baron, will dare even question the daughter of an Earl, making her a potentially valuable assistant. However, Sir Declaen will be horrified and furious if he discovers out PCs have involved her in their shenanigans. He will punish the PCs severely.

Sir Andro. The descendant of fourteen generations of nobility, Sir Andro can trace his family tree back to the Restoration in 406TR. He is intensely conscious of his status and honour. If the PCs fail to accord him the utmost respect and deference or question his honour in anyway, he will react immediately. Common or guildsmen PCs who talk back will receive a riding crop across the face without warning. Noble PCs (of lesser status) will be belittled and treated with contempt or, in extreme cases, even challenged to a duel. Sir Andro is in his thirties and a competent (if not extraordinary) swordsman.

Lady Milycia. The self-appointed mistress of the retinue, the Bailiff's wife is somewhat haughty but sensible and practical. When she needs something done, she will simply order the nearest person to do it. Example: They have run out of sweet smelling herbs for Lady Ialny's brazier. Lady Milycia spots a couple of the PCs "lounging around" and sends them out to purchase herbs that smell "like this" (shoving a handful of what look like dried weeds in their hands). She is very fussy and will send them back if the herbs they buy are not "exactly" right.

Physician. Sir Petral has served the Caldeths for many years. He is well known and respected and is often called upon to treat injured members of retinue. A member of the Aswain Clan (known to be excellent physicians), Sir Petral is an outstanding teacher and remarkably open to sharing his knowledge. He will enlist PCs who display interest or skill in the medical arts as his assistants; they will learn a great deal.

Wyvern the Wolfhound. The dog takes an intense dislike to one of the PCs (the reason is up to the GM). He growls whenever the PC is nearby and watches them closely, attracting the scrutiny of the Earl, Chamberlain and Wyvern Guard. If the PC tries to befriend the dog, he may attack (GM's discretion).

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ADDITIONAL ADVENTURE HOOKS

These hooks are date independent and may be inserted at anytime as the GM sees fit:

Medical Emergency (Both). Lady Ialny is having another seizure (perhaps brought on by the rough road). The caravan must stop immediately until the seizure passes. The Earl orders the Chamberlain to find the closest accommodation. The caravan will stop until Sir Petral declares Lady Ialny able to travel again.

Wagon Problems (Commoners). One of the wagons (not the one carrying Lady Ialny) suffers a broken axle. The PCs are assigned to stay with it while the teamster replaces it with one of the spares.

Spooked Horses (Both). The caravan is proceeding along normally, when a horse pulling wagon number three almost steps on a Hârnic adder. The team bolts. They careen across several major ruts before the wagon bounces out of control and tips over on its side, spilling the baggage and a screaming Goodwife Feya Harabor and Cook Taral Plair flying several yards. No one is seriously hurt, but the horses are severely tangled in the tack.

Brigand Attack (Day) (Both). The caravan spreads out throughout the day, opening gaps between the wagons. A group of desperate men attack one wagon (probably the last one) while the nobles are away (hunting, visiting, picnicking etc.) or far ahead. They attack quickly, without warning and attempting to grab as much as they can before fleeing back into the forest. The PCs must make an unplanned defence of the wagon or rush to its aid. The number and strength of the brigands should be scaled to present a moderate danger to one wagon, but which can be swiftly dealt with. PCs may be sent to hunt down the brigands and deliver their heads to the Earl.

Brigand Attack (Night) (Both). The retinue has camped for the evening. A group of thieves attempts to infiltrate the picket line and steal some of the horses (and any other items left unattended). An armed servant spots them and raises the alarm. The PCs must come to the defence of the camp. The brigands manage to get away with the Earl's second favourite horse. The PCs are dispatched to hunt them down. The priority is getting the horse back, but if they kill the brigands, so much the better.

Mercantyler's Caravan (Both). The Earl's cavalcade meets a group of guildsmen on their way to Tashal for the Summer Fair. They request permission to join the Earl's caravan for a few days for mutual protection and company. There is a thief among them and during the first night, he makes off with a PCs most valuable possession. If the PC accuses the merchants without proof, it will cause very hard feelings. Word will get around Tashal and the PC will be charged double by other guildsmen.

An Update (Both). This hook may occur anytime after Lady Ialny is left at Erone Abbey. In the middle of the night, the Earl (an insomniac) suddenly decides he needs an update on his wife's condition. One or more messengers (the PCs) are dispatched to Erone to get the latest on her condition. There has been no progress, though she seems to have recovered from the effects of the trip.

Assassin! (Both) This hook may occur anytime after Lady Ialny is left at Erone Abbey. One of the Earl's agents brings urgent news. The Navehans intend to kill Lady Ialny at the hospital. Unable to go himself, the Earl dispatches a strong party of trusted men (including the PCs) to secure his wife and find the assassin.

Pursecutting (Both). This hook can be played at any stopping point where there is a significant number of people, but works especially well in Tashal. One of the PCs has their purse cut or small item stolen. The GM should roll to see if they notice. If they do, they can give chase.

A Game of Chance (Commoners). The PCs get involved in a small game of dice. They begin to loose badly (or win too well), implying the dice are loaded. A fight breaks out after one side or the other refuse to pay up after a particularly big loss. Other members of the retinue will intervene to prevent bloodshed.

Homesickness (Commoners). Few of the servants have ever left Vemionshire. One of the servant girls is intensely homesick, so much so she is not thinking straight and decides to walk home, alone, in the middle of the night. Her absence is not discovered until the next morning. No one knows what has happened to her. The PCs are dispatched to look. She will be found several miles away walking home in tears.

Jousting Practice (Nobles). Olokand is the greatest tournament in the kingdom and knights must be in top form when they arrive. To keep their skills sharp, they order the servants to clear an area for them to use as a temporary training ground and challenge each other and the local knights to a bit of "fun".

Fresh Ale (Commoners). The Earl has a desire for some good, fresh ale. Of course there is none in the retinue, so the PCs are dispatched to scour the neighbouring villages in search of an alewife with a fresh batch fit for an Earl. Of course, they have to test it first. What is the skill check for riding a horse drunk?

Tired Pilgrims (Nobles). A small group of tired Peonian pilgrims beg for alms. They are on their way to Bromeleon and have already run out of food. They are on the wrong road heading away from the abbey. Do the PCs bother to tell them?

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Minarsas (1 Nolus)

The Earl cherishes the romantic notion of Vemionshire hospitality. Feasts were once a common and popular event before Lady Ialny was struck down with a palsy. However, of late, the Earl's feasts have been few and far between. As if the Earl's decision to go on this great progress was not out of character enough, he has declared 1 Nolus to be a holiday and announced a huge feast to honour the victors of the tournament and to celebrate the beginning of his trip. This is the event of the season. Everyone who can wants to attend.

The great hall of Caer Minarsas can comfortably seat about forty people, far too few for the crowd that is expected. The wool tent (normally only used during the fair) has been pulled out of storage and erected at the edge of the tournament grounds.

The quantity of food is staggering. Wagonloads of food have been brought in from the surrounding manors. For the common folk, the Earl has provided a dozen oxen, a score of pigs and two-score of sheep to be roasted on huge outdoor fire pits. Ale from every manor in two leagues has been brought in to quench their thirst. Hunters have spend a tenday to bring in the deer, wild boar, grouse and many other delicacies to be prepared for the nobles in the castle's kitchens. The Earl's cellars have been thrown open to provide wine for the more refined noble palates. No expense has been spared.

Everyone in the town, plus nobles from across the shire, has been invited. Despite filling every square inch of the tent with trestle tables and benches, there will barely be enough room for the nobles and more important guildsmen. The commoners will be fed, but will have to find space outside the tent to eat.

The feast is an all day event, starting about noon. The events commence with the Earl's introducing the tournament's champions. Then, the Earl and a few important guests will speak, the Laranian and Peonian clerics will offer thanks and the feast will begin. Entertainers, both those hired by the chamberlain and those working for thrown coin, will abound.

A Little Extra Coin (Both). A stranger approaches a PC member of the retinue. His brother lives in Tashal. He hasn't seen him in years. He asks the PC to deliver a package to him in return for a respectable amount of silver (up to the GM). The package could be innocent or illegal (a shipment of prohibited drugs). Will the PC act as a courier for someone he doesn't know?

May I Have This Dance? (Nobles). As the evening wears on, the tables are cleared away to make room for the nobles to dance. The PCs "friends" encourage them to dance. A handsome male PC ends up dancing with the Earl's daughter. She is quite taken with his good looks and dancing ability.

Suspicious Activity (Both). Sir Andro is making final preparation for the trip, meeting with some of his illicit contacts. The PCs see him. The GM should let them watch if they want, but he doesn't do anything that can't be easily explained away.

Last Chance (Both). This is the last opportunity to be included in the retinue. For those PCs who failed to win the tournament, this is a chance to remind Sir Gorlin of past services rendered, services they can provide, debts owed, etc. There is great potential for intrigue at this feast.

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Minarsas to Zoben (2 Nolus)

Late the next morning, the Earl's retinue will make the short trip, just two leagues, to Zoben Keep. This serves as an opportunity for the Chamberlain, Sir Gorlin, to shake out the order of march and correct any deficiencies. The GM should play up the after-effects of a whole day of partying, feasting and drinking.

Forgotten Items (Commoners). Maid Camissa has forgotten her favourite comb in Minarsas. The PCs are sent to fetch it.

Place Means Status (Noble). As the retinue forms up, a noble's status is shown by his proximity to the Earl. Senior nobles and his friends and family will be closest to him. The chamberlain will place other nobles further back. Noble PCs may use their Rhetoric skill or negotiation with the chamberlain to win a more prestigious place within the entourage. This jockeying for position should continue throughout the trip.

Zoben (3 Nolus)

The Earl will spend three days with the Constable of Zoben. The first day will be spent receiving an accounting of the fief. Sir Andro will be in a foul mood.

Inventory (Commoners). The PCs are sent to check on the contents of storerooms. When they move a barrel to get at some other crates, they discover a small iron locked box hidden underneath. It is the constable's life savings. What do they do?

Inspect Manors (Nobles). The Chamberlain dispatches some of the nobles to check on the state of repair of some of the nearby manors.

Zoben (4 Nolus)

The Earl and his knights plan to take in some hunting and visit the surrounding manors.

The Hunt (Both). The Earl and the noble members of his retinue attend a deer hunt.[52] The PCs play the role of hunters (if noble) or beaters (if common). Although still close to home, something bad could happen, something as simple as a bad fall or as serious as an assassination attempt on the Earl. This is an opportunity for the GM to begin to introduce suspicion and fear into the retinue. He may also introduce an injury and resulting infection.

Zoben (5 Nolus)

Soratir is the Laranian Lay Mass. The chaplain will lead a prayer service in the keep's chapel. All Laranians will attend. The rest of the day will be free time. This is a good opportunity to socialize and attempt to solicit interesting rumours from other members of the party (see pgs 20-24).

Constable Coreth Lothlar

GM Notes:

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GM Notes:

Sheriff Tulath Kaphin

Zoben to Athelren (6 Nolus)

The trip to the shire moot of Vemionshire is also short, just a half day. There is somewhat of a carnival atmosphere to this leg as most of the retinue will still be fresh and on familiar ground.

Hawking (Both). The Earl decides to ride ahead of the slow moving caravan to take in a little sport. He invites several nobles to accompany him. The Chamberlain quickly assigns several servants to assist the falconer.[53]

Athelren (7 Nolus)

The Earl will spend a couple of days visiting with the Sheriff and discussing shire business. Sir Declaen has taken great pains to bring this contender under his influence, but there is a growing rivalry between the two men.[54] The first day will be a social event. Both nobles and commoners alike are at Athelren for the Shiremoot planned for the next day. PCs may encounter old friends (or enemies) from across the shire. They will be most interested in *The Earl's Progress*.

Intelligence Gathering (Both). Several individuals (both noble and common) seem excessively interested in the Earl's business (i.e. How long will you be gone? Who is in charge while the Earl is away?). The Chamberlain tasks the PCs with figuring out who is asking and why.

Athelren (8 Nolus)

In honour of the Earl's visit, the Sheriff, Sir Tulath Kaphin, calls a shiremoot to deal with several outstanding cases. The Earl sits in as an observer. It deals with the most important cases of the year. Sir Tulath knows the Earl is going to visit his father, the King, and is anxious to reform his reputation as a wastrel. He tries very hard to make a good impression.

Shiremoot (Nobles). This is an opportunity for the PCs to see a shiremoot. The Earl may choose to intervene in a case, making a statement for (or against) the plaintiff, perhaps a case affecting the PCs directly. The Earl's presence makes several of the freemen nervous and edgy. The GM may play up their behaviour as suspicious.

Secret Messages (Both). The PCs see the Sheriff talking privately with one of the NPCs in the retinue. He gives him a pouch (of silver?) and several sealed letters. Who are they for? What do they say? The intended recipients and contents are up to the GM.

Real Message (Nobles). The Sheriff's wife, Lady Elana (nee Verdreth), approaches a noble PC with a sealed letter to her father, the Baron of Ternua. She asks the PC to deliver it in person. Contents are up to the GM.

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Athelren to Chesel (9 Nolus)

Subinfeudated from the Baron of Nubeth, Chesel Manor is the primary stopping point between Athelren and Nubeth. This will be the first full day of travel and the members of the retinue are unusually tired and footsore by the time they reach the manor. The night's activities are subdued.

Advanced Warning (Both). The PCs and a few NPCs are sent ahead of the main body of the retinue to warn the Bailiff of Chesel Manor that the Earl is coming. Several of the nobles jockey and vie for the position of Earl's messenger, possibly raising tension between knights competing for favour.

Never Seen Again (Both). A NPC is sent to warn the Bailiff. When the retinue arrives that afternoon, Sir Jurik is surprised to see them and nothing is prepared. The Bailiff is profusely apologetic. He did not receive any warning and the messenger never arrived. The PCs are sent out to look for the missing messenger.

Chesel to Nubeth (10 Nolus)

After an early morning and another full day's travel, the Earl stays at Nubeth Keep, a guest of the Baron. The Baron throws a small feast in the Earl's honour. The Earl has brought a large silver broach, as big as a shield boss and set with semi-precious stones as red as blood, as a gift for the Baron of Nubeth. The Chamberlain gives it to one of the PCs to hold. The Earl plans to present it to the Baron on his departure.

Thief Among Us (Both). During the dinner at Nubeth Keep, the broach goes missing from the PCs baggage (or baggage they are supposed to be guarding). Is it someone from the keep, or a member of the caravan? They must recover it before morning or admit to the Earl they lost his gift.

Nubeth to Qualdris (11 Nolus)

The trip to Qualdris is a long one with few places to stop along the way. The nobles ride ahead, leaving the servants and guards to plod along behind. The wagons don't arrive in Qualdris until well into the evening. This is a full day's travel.

Escaped Horse (Commoners). One of the valuable warhorses is spooked by a fox and snaps its lead, running off at high speed. One or more PCs, preferably one with high tracking and/or horsecraft skills, is assigned to help track down the horse. It takes them several hours/days.

Wildfire (Both). A grassfire, set by the Pagaelin to drive game, has gotten out of control and is racing across the grassland to the east of the road. The nobles race ahead, leaving the PCs to take care of the wagons.

Baron Dwyn Elorieth

GM Notes:

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GM Notes:

Lady Thilisa Meleken

Qualdris (12 & 13 Nolus)

The servants and animals have several days to rest in Qualdris while the Earl visits with his daughter, the wife of the Earl of Osel. The first two nights are reserved for intimate family dinners. Lady Thilisa spends a considerable amount of time with her mother, Lady Ialny, and her sister, Maid Camissa.

Replenishing Supplies (Commoners). The trip has already begun to diminish the cavalcade's supplies. The Chamberlain sends some servants to requisition supplies from the castle stores, while others purchase new supplies in town.

Intelligence Gathering (Both). Several individuals (both noble and common) seem excessively interested in the Earl's business (i.e. How long will you be gone? Who is in charge while the Earl is away?). They are soliciting information from the PCs (see pgs 20-24). Are they just curious? Or, is there something more nefarious going on? Does Lady Thilisa (or someone else) have plans while the Earl is away?

Curious Meeting (Both). While on another task, one of the PCs sees Sir Andro and Lady Thilisa in hushed but heated conversation. The PC may attempt to eavesdrop. See page 6 for possible subjects of conversation.

Qualdris (14 Nolus)

A large feast in the Earl's honour is planned for the third night. Everyone who is anyone in Siloryne Hundred attends, filling the castle to overflowing. Tents spring up on the commons and a festival atmosphere ensues for several days.

Feast Security (Both). The hosts (in this case, Lady Thilisa and Sir Meathgir) are expected to ensure the safety of their guests. However, there are too many guests for the Qualdris guard to watch to Sir Kobar's satisfaction. Fearing a possible assassination attempt (especially if something happened during the hunt at Zoben), Sir Kobar instructs the members of the entourage (nobles and servants alike) to be extremely vigilant. However, they must take great care not to insult Lady Thilisa by implying she is incapable of controlling her own castle. This should be a dicey proposition for the PCs, who may be tasked with ascertaining the veracity of suspected threats.

Qualdris (15 Nolus)

Soratir is the Laranian Lay Mass. Lady Thilisa's chaplain will lead a prayer service in the castle's chapel. All Laranians will attend. The rest of the day will be free time. This is a good opportunity to socialize and attempt to solicit interesting rumours from other residents of the castle and shire (see pgs 20-24).

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Qualdris to Nebulan (16 Nolus)

The following day, the Earl and his knights take the opportunity to ride to Nebulan Chapterhouse to consult with Sir Remiu, the skilled, loyal and notoriously ambitious Reblena (Knight Commander) of the *Lady of Paladins* Sword Chapter in Pagostra. He is tasked with guarding the Genin Trail. The Baron of Kobe, Sir Orsin Firith the Lord Marshal of Oselmarch, rides to meet them and confer with the Earl on the status of the frontier. Lady Ialny and part of the retinue will remain in Qualdris.

At the last minute, just prior to the Earl's departure, Lady Thilisa appears in the courtyard, mounted on her palfrey, complete with an escort led by Sir Meathgir (knight commander of the garrison). The Earl's wife "informs" her father that she is joining him, ostensively to find out whether the Army of Oselmarch or the *Lady of Paladins* have heard anything of the whereabouts of her husband. It is obvious she intends to sit in on the Earl's discussions with the Baron and Reblena. There is a short, unspoken contest of wills between Sir Declaen and his fiery daughter before he gives in and "welcomes" her participation as if it was his own idea.

Nebulan is about four leagues south of Qualdris on the main road (Genin Trail). On their arrival at the chapterhouse, a *Lady of Paladins* honour guard will be waiting for them. The GM can use this opportunity to impress upon the PCs the wealth and power of the order. The Reblena warmly welcomes the visitors. Baron Orsin Firith and his retinue are already at the chapterhouse.

After a prayer session in the chapel (everyone **will** attend), the Earl, Lady Thilisa and their respective entourages are invited into the Great Hall. There will be plenty of time to mingle before dinner is served in the late afternoon. After the meal, the Reblena, Baron, Earl and Lady Thilisa retire to the solar for private discussions. The chapterhouse will be full to overflowing, so PCs (or NPCs) will be able to slip away and investigate if they wish. Due to an accident of construction, conversations in the solar can sometimes be overheard in the hayloft below.

Spies Among Us (Both). The content, positions and outcome of the Earl's meeting with the Reblena and Baron of Kobe will be of great interest to all factions in the upcoming Succession Crisis. The content of the meeting can range from a simple update on the state of Oselmarch to a secret summit to decide whom to back in the coming crisis. Between the Earldom of Vemion, the Earldom of Osel (currently controlled by Lady Thilisa), the *Lady of Paladins* at Nebulan and the Baron of Kobe (also the Lord Marshal of Oselmarch), the attendees at this meeting control most of southern Kaldor. PCs loyal to the Earl will be tasked with guarding the meeting from outsiders. PCs working for others may try and eavesdrop.

Baron Orsin Firith

GM Notes:

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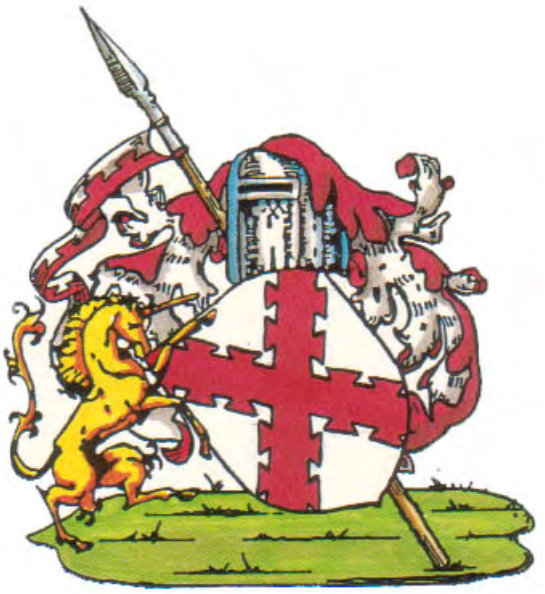
GM Notes:



Order of the Lady of Paladins

Nebulan to Qualdris (17 Nolus)

The day begins with an hour long early morning prayer session (again, everyone **will** attend). Prayers will be followed by a generous meal to break the fast. None of the nobles seems to be in a hurry to depart. The PCs will have plenty of time to mix with the other guests. In addition to the nobles, guildsmen and commoners resident at the chapterhouse, the Baron, Earl and Lady Thilisa have each brought their own entourage. This is an exciting opportunity to mix with peers and make new contacts.

After a light midday meal, Sir Gorlin and Sir Meathgir start to muster their respective parties to return to Qualdris. The ride takes a couple of hours. The party arrives back in Qualdris at about dusk. Dinner will be held for them.

Establishing Contacts (Both). Social order in the Middle Ages depended on personal relationships. The legal system was slow, cumbersome and prone to interference. In order to accomplish anything, individuals had to build up a network of contacts that they knew and could trust. Even if the PCs don't think of doing the same, the GM should prompt them by having NPCs approach them to try and establish new contacts. It will begin with polite conversation, feeling each other out, finding common interests and laying the groundwork for future relations. Men will target wealthy PCs with offers of sisters, aunts, daughters and cousins to marry off. Potential business partners will solicit guildsmen with offers of "once in a lifetime deals." Even commoners will be besieged by folks looking to find a good position in a noble household for their brother, uncle, son or cousin. This hook can be repeated throughout the adventure.

Intelligence Gathering (Both). Several individuals (both noble and common) seem excessively interested in the Earl's business (i.e. How long will you be gone? Who is in charge while the Earl is away?). They are soliciting information from the PCs (see pgs 20-24). Are they just curious? Or, is there something more nefarious going on?

You Are So Handsome (Both). During the visit to Nebulan a beautiful woman (femme fatale, noble woman, sweet young thing or serving girl, as appropriate) approaches one of the PCs. She engages them in conversation and then offers them a drink and attempts to seduce them. The PC must make a roll at ½ WILL to remain focused. If they fail, she will pull them into a secluded corner where she will try to solicit information from them as per the rules in the Rumour section (see pgs 20-24). It is up to the GM who she is working for.

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Qualdris to Ledyne (18 Nolus)

After a good night's rest, the retinue will make their way north to the seat of the dioceses of Pagostra. This is another long trip, but it is on the main road. The retinue often shares the road with late caravans making their way north up the Genin Trail to Tashal.

The first stretch of road is bordered by scrub and traverses a low range of hills known for its silver, copper, tin and salt mines. There is also a large quarry close to the road. The trail is well worn from the passage of hundreds of wagons over the years. Although easy to follow, it can be narrow at points. The large boulders have been cleared away and the worst of the potholes filled but there is rarely enough room for one wagon to pass at a time.

The sole tollbooth between Qualdris and Ledyne is at Eliten Manor [55] where the road to Sirendel Keep branches off the Genin Trail (which leads to Tashal). A wealthy manor, the lord, Sir Mikaes Larquste, also operates the Royal Tollhouse on behalf of the king in return for 1/3 the tolls.[56] His men are very vigilant.

TOLL RATES TABLE	
0.25d	Per person afoot
1.00d	Per horse/mule
0.25d	Per sheep/goat
0.50d	Per Ox/Cow
0.25d	Per Cart *
1.00d	Per Wagon *
* Draft animals extra, one teamster free	

Stand Aside (Both). The Earl's cavalcade catches up to a slow moving caravan consisting of many ox-draw wagons overloaded with blocks of stone from the quarry. They are unable to move aside for the Earl's faster moving caravan because if they leave the hard packed surface of the road, they will bog down to their axles in the soft soil. There is not enough room for the Earl's wagons to go around. A confrontation ensues. The Earl turns to one of the members of his retinue (a PC) and says, "Deal with it." The PC must get the quarryman out of the way, by any means necessary, while under the close observation of an impatient Earl. Halfway through the negotiations, it is revealed that the stone is destined for Ledyne Abbey.

The Eliten Toll (Both). The nobles and wagons roll right on past. The PCs are given a purse and told to sort out the tolls and then catch up. Sir Mikaes is mad that the cavalcade didn't stop and pay before crossing. While he wouldn't dare cross the Earl, he is more than happy to berate his underlings. Furious negotiations ensue, including the toll due on the warhorses, whether the Earl has to pay, whether there is a fine due for not paying up front etc.

Paying the toll

GM Notes:

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GM Notes:

Rekela Cerdan Bantire

Ledyne (19 & 20 Nolus)

The Earl intends to spend a couple of days with the Rekela (Bishop) of Larani discussing issues of import in the diocese, especially Vemionshire. He intends to speak to the bishop about his missing son-in-law and what plans the Rekela has put in place to search for him.

Brothers and Sisters (Nobles and Laranian Commoners). All Laranians, especially the chaplain, members of the Lady of Paladins or lay brothers/sisters, are invited to attend a church service at the abbey temple. Afterward, the members of the abbey want to know all about their trip and what is happening in Minarsas, Qualdris and Nebulan. One of the (Laranian) PC/NPCs is taken aside by the Rekela and asked to carry a mysterious sealed package (quite heavy) to the Serekela in Caleme. Other members of the group note this. Someone will try to steal the package before it reaches its destination. The package contains a very valuable book.

Garden Party (Nobles). The Earl has decided to hold a reception at the abbey to introduce Camissa to the local eligible bachelors. One of the guests, Sir Methewn, becomes overly inebriated and obnoxious. He makes several inappropriate comments about Maid Camissa's appearance within earshot, causing her to run out of the room crying. In anger, the Earl looks at the PCs and tells them to teach him a lesson he won't soon forget.

Route Reconnaissance (Commoners). Since the next section of the trip will take the cavalcade off the main roads, the Chamberlain wants to know the condition of the roads so he can chose the best route. He dispatches the PCs to ride the roads and prepare a map for his consideration. If the PCs are new to the area, they could easily get lost. They have two days to complete the task.

Ledyne to Kolorn (21 Nolus)

The trip from the abbey to the keep is short but on lesser roads, which are often rutted and narrow. Nobles on horseback can easily make the trip in just a morning, but the wagons will take most of the day.

Road Repair (Nobles). The roads are too rough for Lady Ialny's wagon. The Earl orders the chamberlain to form work details from the servants to fill the holes. Over enthusiastic servants take stones from the fences lining the road. After the cavalcade passes, several sheep get free. The local reeve complains to his lord. The knight rides after the retinue to seek restitution. The PCs are tasked with dealing with the wronged knight.

Sheep Round Up (Commoners). As part of the agreement with the local lord, some of the Earl's servants are dispatched to help round up the stray sheep. Tracking skill will be required to find some of them.

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Kolorn (22 & 23 Nolus)

Kolorn is the only keep outside of Vemionshire the Earl visits regularly.[57] Normally, he visits in the autumn in a trip scheduled to coincide with the King's trip to Jedes. This year, the Earl will deliver his annual tribute to the King in Olokand. The Baron plans to hold a large feast in his liege's honour on 23 Nolus. The Earl will meet with the Baron to review the accounts of the fief.

That's Strange (Both). The Earl's early visit has serendipitously coincided with the recent shipment of a large amount of grain and horses to Azadmere. Normally, the Baron has time to conceal his dealings with the Khuzdul, but this time, the shipment has only left a few days before, and the evidence is all around. The Earl orders a secret investigation of the Baron's accounts. Some men (possibly including the PCs) will be dispatched to catch up with the horses and grain and speak to the caravan master about who the shipment is going to and why. The caravan master will refuse to speak to the PCs, so further investigations will be required. While the Earl will not interfere in his liegeman's affairs, he will be quite unhappy to discover the size of the Baron's debts and the compromised position he has got himself into.

Plea for Aid (Noble). The baron's son, Sir Lyndar, is a conscientious administrator. He is well aware of this father's failings as a baron. He is afraid the Earl is here to cast his family out (a rational, but unfounded fear). He notes the PCs importance within the entourage and approaches them to intervene on his family's behalf with the Earl. If they are presumptuous enough to actually bring the subject up with the Earl, they are in for a harsh lesson in "not interfering with the decisions of their betters."

Kolorn to Ternua (24 Nolus)

The Earl finds the Baron of Ternua a crude and boorish man. However, he was the father of the Earl's younger brother's (Sir Rindan) late wife, and so politeness demands the Earl make at least a brief courtesy call. He will delay the departure from Kolorn so the cavalcade will arrive in Ternua late in the day, minimizing the stop to one night. He will depart early the next morning claiming (truthfully) that he is anxious to get his sick wife to the abbey hospital at Erone. If one of the PCs has accepted a letter from the Baron's daughter in Athelren, they will have the opportunity to deliver it.

Are Those Mercenaries? (Commoner) Sir Kobar spots an unusually large number of troops at Ternua Keep. He orders several men (including the PCs) to mix with the garrison and try to determine the number and composition of the Baron's forces. He files the reports for future reference.

Baron Orthis Bastune

GM Notes:

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GM Notes:

Pelnala Velira Siwen

Erone and Zutlin (25 Nolus)

Soratir is the Laranian Lay Mass. Before departing Ternua for Erone, the Earl's chaplain will lead a prayer service in the Ternua chapel. Special prayers will be offered for the swift and complete recovery of Lady Ialny. All Laranians will attend. The cavalcade will depart soon after morning devotions.

Lady Ialny's health is failing. Her physician, Sir Petral, knows it and has informed the Earl. In a last ditch attempt to cure the palsy that has stricken her, the Earl has decided to take her to the nuns at Erone Abbey (Tirrala's Homespace). The skill of the Peonian clerics and the healing powers of its mineral springs are renowned throughout the kingdom. The Earl is desperate, but realistic. He prays for a miracle, but his hope is fading.

The nuns are ready for Lady Ialny, having been warned by a messenger sent by the Baron of Ternua the day before. They have prepared a house for her plus her nursemaid Hila, Sir Petral, two members of the *Wyvern Guard* (who will guard Her Ladyship) and four servants. Even in her present state, Lady Ialny is the wife of an earl and a potentially valuable hostage. The Earl has requested that the nuns tend to her while he attends the tournament in Olokand. He plans to return in about one month. This will be his longest separation from her in several years, and just the thought of it eats at him. The Earl has promised a substantial contribution to the church to cover the cost of her stay and promises of a large annual gift if they can cure her.

Due to the lack of suitable accommodations, Sir Declaen plans to stay with his wife's family at Zutlin Manor for the next three days. The Earl is afraid his daughter, Maid Camissa, will want to stay at the abbey with her mother. He is concerned that "excessive exposure" to the Peonian church might give her ideas inappropriate to her station. He will insist she stay at Zutlin Manor and accompany him to Olokand.

After Lady Ialny is safely installed in the guesthouse, the Earl and the rest of his entourage will continue to Zutlin Manor just a league and a half up the road. They will be welcomed with great fanfare by Lord Kaery Valador. This will be a homecoming for Page Mikha (his son) and Sir Andro (his younger brother). It will be the first time Maid Camissa has visited her mother's childhood home. She will be overjoyed to see her cousins.

Close Watch (Both). The Earl has ordered a special guard placed on Maid Camissa, just in case she "accidentally wanders off." The PCs have to deal with a very wilful and clever young lady. She is not intimidated by their presence and will attempt to bluff them with clever stories and her rank. Firm but discrete are the PCs orders.

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Zutlin (25 to 28 Nolus)

The Earl will spend the next few days as the guest of Lord Valador. The Earl returns to Erone each day while he is at Zutlin to ensure his wife is safe and secure. The Earl spends many hours consulting with Sir Petral and the Peonian clerics and physicians about his wife's condition. Away from the abbey he is agitated and irritable, prone to snapping orders and finding fault with every little detail. Sir Declaen is under considerable stress and very anxious about leaving Lady Ialny, even in such capable hands. His greatest fear is that she will die while he is away.

The largest of his subinfeudated manors, Zutlin is the childhood home to his invalid wife. During the evenings of the 25th to 28th, the Earl, his daughter and noble companions will be guests of his brother-in-law and liegemen, Sir Kaery. They will enjoy a modest feast and a pleasant visit. Lord Valador and several of Lady Ialny's immediate family will join the Earl on his daily trips to Erone. Lord Valador has pledged to provide additional security to the abbey during Lady Ialny's stay. He and his knights and yeomen will supplement the two members of the *Wyvern Guard* left to guard the lady.

The Earl considers his brother-in-law one of his most trusted retainers. He will invite him and several of his other relatives to join him for the ride into Tashal. Lord Valador and the Earl will spend considerable time in private discussions. The knight's proximity to Tashal allows him to attend the royal court regularly and the Earl wants to be as prepared as possible before reaching the capital.

Wrong Place, Wrong Time (Both). The PCs are doing something they were ordered to do. The Earl storms in, livid. He tears a strip off the PCs, calling them stupid, useless and incompetent. The PCs will require several WILL rolls to remain calm. Sir Kobar and several heavily armed members of the *Wyvern Guard* attend the Earl. Any insolence, back talk or aggressive moves will be dealt with forcefully. PCs could find themselves chained to a wagon wheel if they make the wrong move. By the next morning, the Earl will be remorseful for his over reaction, but will never apologize. Imprisoned PCs (assuming they didn't do anything stupid) will be released with a stern warning.

Eavesdropping, Dangerous But Informative (Both). As a regular at the royal court, Lord Valador is well connected. He stays informed on all of the gossip in Tashal and Semethshire. His conversations with the Earl will be detailed and frank. Much of their conversations will take place at the dinner table or while riding to and from Erone Abbey. A discrete individual could learn much that would put them in an advantageous position. However, being caught eavesdropping on your liege could earn you a whipping (or worse).

Lord Kaery Valador

GM Notes:

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GM Notes:

Sir Haldare Venera

Zutlin to Tashal (28 Nolus)

The day before Sir Declaen plans to leave for the capital, the wagons and most of the servants are sent ahead to prepare the Earl's townhouse. The chamberlain deputizes a noble or senior servant to ensure everything is ready. The large walled compound contains a sizeable stone house and stables. It backs onto the city wall at the corner of Maranos Way and Chidena Street. Normally, the only occupants of the large residence are Rindan Caldeth[58] (Royal Ostler and younger brother of the Earl) and a handful of servants. He tends to consider the house his own, since his brother has not visited in many years. Sir Rindan is presently in Olokand with the King's Court. The house is vacant except for Huw Islwyn, the steward, and five servants. Most preparations are complete.

Establishing Security (Both). The PCs are sent ahead and secure the house and compound, including checking for traps, secret entrances etc. Regular patrols and sentries must be assigned. The PCs should check out the surrounding area. Sir Kobar will remind them to check the sewers and tunnels in the area to ensure that no new tunnels have been dug underneath the compound.

Zutlin to Tashal (29 Nolus)

An easy half-day's ride, the Earl insists that everything be perfect for his entry into the city. He and his knights and men-at-arms will wear full armour with spotless surcoats, while the ladies dress in their finest dresses. Given the rarity of his visits to Tashal, Sir Declaen knows that his arrival will be a major event and he intends to make it a memorable one. The Constable of Caer Elend, Sir Haldare Venera, is informed of the Earl's arrival. Since the guards do not know the Earl on sight, he will personally command the guard at Ternua Gate that morning.

After arriving at the townhouse, the Earl will spend a quiet evening; Steward Islwyn details what has happened in the capital since his last report. The servants and staff will work late into the night unloading the wagons and making sleeping arrangements.

Crowd Control (Both). The Deputy will send several staff from the house to await the Earl's arrival outside the Ternua Gate. A senior PC will be tasked with arranging the Earl's grand entrance through the city gates. Close liaison with Sir Haldare is vital. Although he has never met the Earl in person he is impossible to miss. The others will be responsible to provide a walking escort to keep back the curious onlookers. There will be several tense moments when a group of unruly street urchins darting between the Earl's guards. A self-important Laranian priest tries to get access to the Earl. The Earl will be watching how his retainers deal with the problem. The PCs must deal with him firmly but diplomatically.

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Tashal (30 Nolus)

The Earl intends to host and attend a series of dinner parties while he is in Tashal. Although the key members of the Royal Court are in Olokand with the King, he will meet with his extended family, senior nobles (those not travelling with the King), the Constable of Tashal, churchmen and business associates. On the morning of the 30th, he will summon Sir Gorlin and Huw Islwyn to discuss his plans. Huw advises the Earl that he has received three invitations in anticipation of his lordship's arrival: Lady Cheselyne for 1 Larane, Sir Haldare for 2 Larane, and a syndicate of important members of the Mangai for 3 Larane. The Earl accepts all three invitations and orders retainers to be dispatched with this thanks and acceptance. The Earl then finalizes plans for the dinner for family and friends for later that evening.

During the day, the Earl will visit the Temple of Larani in Tashal to pray for his stricken wife's quick recovery. After offering devotions at the clan chapel on the north end of the temple, he will meet with the Serolan and make a large present to the temple. In thanks for the Earl's generous donation, two Matakea will continuously pray for Lady Ialny's recovery while she undergoes treatment at Erone Abbey.

That night, Sir Declaen will host a dinner for his extended family and friends. The guest list includes members of the Valador Clan present in Tashal, including Lady Maris Valador[59] and Marik Valador[60] will be invited. Perhaps surprisingly, he will extend an invitation (through his bonded clothier, Ebran of Harabor) to Worton Harabor,[61] his wife and clan. The Earl is a shrewd businessman and knows word of such an honour will bolster the already strong support he enjoys from this important clan.

Envoys (Commoners). The Chamberlain prepares replies for the three dinner invitations. He will dispatch members of the retinue (PCs) to formally deliver the replies. This is an opportunity for the PCs to visit Lady Cheselyne's house, Caer Elend and Galopea's Feast.

Peonian Role Model (Both). The PCs come across Maid Camissa deep in private conversation with Marik Valador, a Peonian Priest. Camissa stops talking and orders the PCs to leave her presence immediately.

Feast (Both). The retinue attends the feast. The Great Hall will be packed with friends, family and a few key business associates. The PCs will have many opportunities to pick up interesting gossip and rumours. They will also be able to find out where to shop, visit or find entertainment in the city. Huw Islwyn is an invaluable resource, but will report misdeeds directly to the Earl.

GM Notes:

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GM Notes:

Lady Cheselyne Hosath

Tashal (1 Larane)

This is the first day of the Great Summer Fair. The city is filled to overflowing and there is great excitement and anticipation in the air.[62] In the morning, the opening benedictions take place in Kald Square. During the day, the Chamberlain has arranged for the weaponcrafter, Kurvel of Charin,[63] to show the Earl his own wares and a number of Khuzdul pieces he has for sale. Sir Declaen is considering purchasing a suit of chain mail and long sword of Khuzdul manufacture as a surprise present for his son. One of the PCs is the same size as Sir Urian and so will be used as a living mannequin. They will get a chance to wear the best armour they have ever seen. Its price is more than they can imagine.

That evening, the Earl is invited to the home of Lady Cheselyne[64] for dinner. The niece of King Miginath, she lives just across Maranos Way from the Earl's townhouse. This will be a major social event. Her ladyship has invited the crème-de-la-crème of those currently residing in the city, including Sir Jonil Cracert,[65] Lady Donesyn Dariune, Lady Peresta Bastune, Sir Prehil Firith and his wife Lady Shyna,[66] Lady Bresyn Risai[67] and Sir Lysat Haith.[68] The list is shorter than usual as most of the Royal Court is in Olokand with the King. Lady Cheselyne prefers the comfort of her townhouse in Tashal to drafty Olokand Castle and so limits the time she spends there.

The Chamberlain will send along a few retainers with the Earl (ideally the PCs). They are given strict instructions that they are to be seen but not heard. They are purely there in the event the Earl should need anything. The conversation will be exceptional. While they will not be able to ask questions, this is an excellent opportunity to learn juicy new rumours (see pgs 20-24).

Drunken Noble (Commoners). It is well after dark and the streets are empty of honest men. One of Lady Cheselyne's guests, Sir Jonil Cracert, has seriously over indulged. He can hardly stand. He only has a couple of unarmed servants with him. Lady Cheselyne is quite concerned for his safety. The Earl gallantly tasks his retainers (the PCs) to ensure the Governor of Mint gets home safely. The trip to Caer Elend goes without incident (though the GM should play up the threat of attack with noises in alleyways and such). However, common thieves (or otherwise if the GM so chooses) beset the party on the way back to the Earl's townhouse.

Disappearing Trick (Both). Late at night, the PCs notice Sir Andro and Esar Keriel slipping out. If the PCs follow them, they make their way to "The Spurs[69]" and meet Halime of Falesh. They speak in hushed tones for a good while. Sir Andro gives him a heavy bag of coins and returns to the townhouse.

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Caer Elend (2 Larane)

The Earl plans to spend the day casually exploring the Summer Fair. He wants to stretch his legs and see what new and exotic goods are available. Although the Earl can be generous when he wants to be, he is rather tight-fisted with his money. If something takes his fancy, he will likely just take it; leaving one of his servants to haggle and negotiate the price down to something reasonable.

In the absence of the King, it falls to the Constable of Tashal, Sir Haldare Venera, to host the Earl on his behalf. He invites the Earl to dine in the Council Chamber of Caer Elend.[70] As with Lady Cheselyne's dinner the night before, the list of other guests is limited by the absence of the Royal Court and most of the senior members of the government. Members of the *Wyvern Guard* and several other retainers (including the PCs, if desired) escort the Earl to the castle after endbell.

The Constable has done his best, and the guest list for the evening includes Sir Houla Artona from Whyce Chapterhouse[71] and Sir Gort Artoller the Commander of the Sheriff's Guard.[72] The Sheriff of Semethshire, Sir Conwan Elendsa[73] (believed by many to be the leading contender to succeed King Miginath) has made a special point of riding in from Querina to join the dinner. Sir Bereden Pawade, Constable of Heru,[74] has also made the trip to inquire if the Earl has any news of his liege lord, the Earl of Osel. Sir Haldare invited Sir Gorlin, Sir Kobar, Sir Andro and any other knights in the Earl's entourage in an attempt to fill out the rather thin guest list.

The Summer Fair (Both). The PCs join the Earl's entourage as he walks about the city. Members of the *Wyvern Guard* clear a path for the Earl as he strolls with his friends and family around him. At one of the jewellers' stands, he spots a gold necklace that he wants to give to his daughter, Lady Thilisa. He nods to his squire who tosses a purse to one of the PCs and says, "Work it out". The squire knows exactly how much is in the purse and will check what has been spent. There is not enough money in the purse. What do the PCs do?

The Long Boring Evening (Both). Once the Earl is safely delivered to Caer Elend, his escort will spend the evening waiting for him. This is an opportunity to mix and mingle with the off-duty members of the Royal Guard. It is also a rare opportunity to gain access to Caer Elend.[75] Because the King is in Olokand (with the High Guard and two companies of the Low Guard), security is more relaxed. The guards are still alert and watchful; the Constable would discipline them severely if they weren't. This is probably the best chance an agent may ever have to explore Caer Elend. Those found wandering will be severely dealt with, however, the chance to explore the castle may never come again.

Sir Conwan Elendsa

GM Notes:

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Tashal (3 Larane)

During the day, Sir Declaen will enjoy a rare day of relaxation. He will dismiss most of his entourage and "strongly encourage" them to "take in the Great Summer Fair." The Earl claims he intends to spend the afternoon reading. He will actually be observing wool negotiations from the spy holes overlooking the Great Hall.

Ebran of Harabor has spent several days meeting with mercantylers involved in the wool trade. The Earl is well aware of the value of the wool from his extensive sheep flocks. He has ordered Ebran to negotiate some major long-term contracts for his wool. Preliminary negotiations have taken place at the Mercantyler's Hall[76] and have been lengthy and hard fought. The final negotiations are taking take place in the Great Hall of the Caldeth Townhouse. Ebran will excuse himself frequently to update Sir Declaen on the negotiations. The Earl will review all of the agreements personally and make a final decision on each. The Earl will drive a hard bargain, but the quality of Vemionshire wool makes it worthwhile.

Although the wool trade is the most lucrative of Vemionshire's exports, the mercantylers', clothiers', hideworkers', lexigraphers' and salters' guilds all have considerable trade with the Earl and his liegemen. In "honour" of the Earl's visit to Tashal and in "recognition" of the Earl's "generous support," a syndicate of the guilds involved in the Vemionshire trade have invited the Earl and the most important members of his entourage to the finest dining establishment in eastern Hârn, Galopea's Feast,[77] for an elegant and decadent dinner to be remembered, completely complimentary, of course.

Book Theft (Noble). During the negotiations, a thief (disguised as a journeyman guildsman) steals the heavy sealed package that the Rekela of Ledyne asked one of the PCs to deliver to the Serekela in Caleme (see pg 42). A serving girl spots the thief, letting out a high-pitched scream and alerting the whole townhouse. The man escapes the compound, almost bowling over the PCs as they return from their shopping. One of the *Wyvern Guard* yells out "He has your package." A foot chase ensues. The thief's identity, who he is working for, why they want the package and the contents of the book, are up to the GM.

GM Notes:

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Tashal to Caleme (4 Larane)

The next morning, the Earl will ride to Caleme to visit the Serekela. Any who wish to join him are welcome to do so. This is an excellent opportunity to see the heart of Laranianism in Kaldor, the abbey of Caleme. The powerfully fortified castle-like abbey combines an impressive temple with the Serekela's palace, an academy for noble children and a chapter of the *Lady of Paladins*. The Chamberlain will send some servants along to see to the Earl's comforts and Sir Kobar will bring four guards along as an escort. The ride is a short, pleasant trip along a good road, less than one league from Tashal.

The Serekela (Archbishop), Edine Kynn, is a powerful man. He is closely associated with the Earl of Balim and his sister is married to the Earl of Neph. His wealth and power rivals, likely exceeds, that of the Earl. The Serekela welcomes Sir Declaen warmly. The party will be treated to the finest hospitality. After an extravagant dinner, they will be shown to sumptuous accommodations. The Serekela and Earl will retire to his solar and speak privately for several hours. The Earl may discuss his desire for a separate Diocese of Vemion behind closed doors.

A Proper Education (Noble). Caleme offers an academy for the children of the nobility. Sir Declaen attended it as a boy. He will undertake negotiations to send Maid Camissa here for a year or two of "finishing". The Serekela's assistant will take Maid Camissa and the rest of the party (including the PCs) on a tour of the school. Camissa becomes distraught over the prospect of being sent here and runs off. The PCs must turn the place upside down to find her.

Mysterious Delivery (Both). One of the PC/NPCs was given a package in confidence at Ledyne Abbey. Who they deliver it to and what it contains could be of great interest to certain members of the retinue. The courier is seen slipping away from the main party and speaking with a cloaked figure in the cloister.

Caleme (5 Larane)

This is a rare opportunity to celebrate Soratir, Lay Mass, with the senior Laranian priest in the kingdom, the Serekela. No Laranian would think of missing this opportunity. The sermon will be long but contain tantalizing references to events occurring throughout the kingdom. Following the service there will be several hours of socializing. The priests, other guests, residents, lay members and servants have many interesting rumours about the Laranian church, Semethshire and Tashal (see pgs 20-24). There will not be enough time to talk to everyone. After a late midday meal, the party will leisurely make their way back to Tashal before the Ternua Gate closes at sunset.

Serekela Edine Kynn

GM Notes:

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GM Notes:

Sir Rohn Sarlis

Tashal (6 Larane)

After his return from Caleme, the Earl will spend the 6th at the Enclave of the *Holy Oak College of Heralds*.[78] The chief herald, Sir Archebal Peltrei, looking grey and gaunt, greets the Earl. He apologizes that he is not feeling well (he is 77) and asks if the Earl would mind dealing with his able assistant Sir Rohn. The Earl graciously agrees and Sir Archebal retires to his quarters.

The Earl is considering suitable matches for his youngest daughter, Maid Camissa. He has some names in mind and spends the better part of the day with Sir Rohn, pouring over family trees and patents of nobility. He plans to meet several of the possible choices in Olokand and so wants to be well prepared.

On her return from Caleme, Maid Camissa is most distraught. She fancies herself a Peonian and was over-joyed at the chance to visit Erone Abbey. She idolizes her cousin, Marik Valador, who is the principal secretary of the Peonian Sulaplyn (Bishop). When she heard her father was going to the *College of Heralds* to (as she puts it) "shop for a husband for her" she became inconsolable, sobbing for hours.

The Missing Maid (Both). When the Earl arrives home, he takes ale in the main hall and summons his daughter to discuss her behaviour earlier and his findings at the Enclave. A panicked domestic bursts into the hall and loudly proclaims Maid Camissa is gone. A quick search of the townhouse and compound confirms she is nowhere to be found and neither is the Earl's squire, Arl-bis Hirnen. She was last seen only two hours earlier when a servant took her the midday meal. All of the horses in the compound are accounted for, so she could not have ridden off.

At this point, the GM should emphasize the icy cold, rigidly controlled persona the Earl adopts. Every noble, guildsman, guard and servant is summoned to the Great Hall. There is to be no public alarm. Only the city watch and Royal Guard are to be alerted. The Earl's orders are short and to the point. An NPC is dispatched to each of the city gates. The remaining members of the entourage are split into groups of 4-6 people. Sir Kobar and two bodyguards will remain with the Earl at the townhouse.

The groups will systematically search the city, starting with places Camissa knows or might be likely to go. They will check the Peonian and Laranian Temples, other noble houses and all the main thoroughfares first. Then, they are to check side streets and less reputable haunts. They are to report back to the townhouse at endbell.

By sunset, Maid Camissa has still not been found. Few will get any sleep that night, especially the Earl.

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Tashal (7 Larane)

The Earl had planned to have dinner with the Serolan of the Laranian Temple. With Maid Camissa's disappearance, it (and everything else) has been cancelled.

The Truth. Distraught at the thought of being sent to a Laranian "finishing school" and then married off to someone she doesn't know or love, Maid Camissa has decided to run away from home and become a Peonian priestess. After the midday meal, she snuck down the stairs from the solar and made her way down to the undercroft. There, several men were loading bales of wool onto a wagon. She slipped between the bales and rode out of the compound. Camissa jumped off the cart in Weavertown.[79]

Expecting her father will be watching the Peonian Temple and Erone Abbey, her goal is to make her way down river to Jedes Keep and then walk to Bromeleon Abbey. She has a small (quite inaccurate) sketch of the route, which she copied from her father's map of Kaldor. She planned to sneak across town to the Kald Gate and then catch a ride on a talbar downstream. Unfortunately, by the time she got to the gate, one of her father's men was already there. Currently, she is hiding out in the Medrik district,[80] waiting for her chance to flee the city. A first cold, dark and rainy night in a rat-infested alley has her reconsidering her "calling".

Squire Arlbis Hirnen was the first to discover her absence. Rather than raise the alarm, he went searching for her on his own. He poked his head in a few places he shouldn't have. After endbell on 6 Larane he was clubbed over the head and robbed of everything. A kindly family rescued him before he died of exposure. They recognise his coat of arms send a messenger to the Earl's townhouse on the afternoon of 7 Larane.

The Missing Maid (Con't). The next morning, the Earl raises a full alarm and announces a reward for her immediate safe return. He enlists everyone, other noble and common clans, his guild contacts and the Laranian church are thrown into the search. The PCs should be given an opportunity to find her first. One of the mercantylers thinks he "might" have seen a girl jump off the wool wagon in Weavertown. There should be true (and false) sightings of her throughout the day. More disturbingly, they will begin to see groups of dangerous looking ruffians accosting girls matching her description in hopes of claiming the reward. After an encounter with one of these bands of thugs, Camissa will seek refuge in the Halean Temple.[81] If the PCs do not find her by sunset, Camissa will reveal her identity to the priestess and they will provide an escort of Solithar (temple guards) to return her to her overjoyed and relieved father. Despite his normal antipathy toward Haleans, he rewards them generously.[82]

Maid Camissa Caldeth

GM Notes:

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GM Notes:

Lady Ygrena Ralgurty

Tashal (30 Nolus to 6 Larane)

Between the dinner on 30 Nolus and the disappearance of Maid Camissa on 6 Larane, most PCs (except for the most junior of servants) will have considerable free time during the day to spend at the Summer Fair or just exploring Tashal. Based on the number of adventure hooks the GM chooses to involve them in, they may also have several free nights. The chamberlain will be especially busy managing the townhouse and making purchases for the household in Minarsas.

Necessary Items (Both). Many of the PCs' friends and family back home have sent money and lists of items for the PCs to buy for them at the Summer Fair. The GM can create lists and role-play the difficulty of finding specific items and negotiating a fair price. This will emphasize how rare it is for people to travel to the "big city" and what a major event this is in the PCs life (and that of their family). Vemionshire is a backwater and even noble PCs will only get to visit Tashal a handful of times.

Tashal to Airth (8 Larane)

A few days before the *Royal Chelebin Tournament*, the Earl (along with most of the rest of the Kaldoric nobility that isn't already there with the King) will make their way from Tashal to Olokand. Airth Manor is a popular stopping point, but due to the numbers of nobles at this time of year, most will be forced to camp on the commons. Two of the wagons and several servants will remain in Tashal. The Earl's entourage will be reduced to less than fifty (in deference to the King and tradition).

While spending the night at Airth, members of the retinue will notice that the manor is in serious trouble. The crops are withered on the stalk and the few remaining animals are rail thin. There are no old people left and the few remaining children are sick and lethargic. This will strike most PCs as strange since they have seen no signs of drought, crop failures, disease or famine at any of the other manors they have passed through. In fact, the weather has been good and none of the nearby villages are suffering. The manor is suffering from "*The Curse of Panaga*" described in the CGI published adventure *The Staff of Fanon*[83]

Starving Villagers (Both). As the retinue approaches the village, people crowd around them, begging for food. Lady Ygrena is the mistress of the manor. She will graciously permit the Earl to camp in "Fanon's Green." She apologises but her husband is "indisposed" (passed out drunk). She explains the poor harvests and warns them that the villagers are desperate and may try to steal food. The Earl invites Lady Ygrena him for dinner and orders the distribution of some food from the wagons. The people are desperate and this may result in a riot.

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Airth to Kerk (9 Larane)

On the second day of the trip to Olokand, the Earl's retinue will stop at Kerk Manor, just off the main road. Held by the Napaldy Clan, they are subjects of the Constable of Baseta and thus vassals of the Earl. They are proud to host their liege. However, since they hold only one manor, supporting the Earl's retinue on the trip to and from Olokand is a major drain on their resources. If someone suggests it to him, the Earl waives their feudal duties for the year. While the cavalcade encamps at Kerk, the Earl's huntsmen (accompanied by several servants) ride ahead to secure the Earl a good campsite in ostler's common inside Olokand Castle.

Assassin (Both). During the night, a Navehan assassin dressed in black and wearing a wooden mask slips into the manor house and attempts to kill the Earl. Fortunately, the Earl's wolfhound, Wyvern, detects the intruder and begins to bark. Before the guards can stop him, the assassin grabs the Earl's cook, Taral of Plair, and puts a dagger to his throat. When the guards try to rescue Taral, the assassin slits his throat, sprays them with blood and tries to escape. The two Morgal's Rangers block the door. Despite the Earl's frantic orders to take him alive, the Navehan manages to commit suicide before he can be captured.

The Earl survives the attack unharmed. This is necessary, as his death would derail the rest of the adventure and have a serious implication on the upcoming Kaldoric Succession Crisis. Sir Andro hired the assassin (see pg 48) through a Lia-Kavair contact provided by Sir Danyes Bernan, Constable of Kyg Keep.[84] [85] Sir Andro considers the constable to be a degenerate pervert, but he has his uses.

An examination of the body fails to produce any clues. The assassin is an ordinary looking man under his wooden mask. There are no clues to his identity or who hired him. Everyone is shaken up. If the PCs witnessed Sir Andro's covert meeting (see pg 48) they may put two and two together, however there is no proof. The Earl would not look kindly on a PC who accused his brother-in-law based on such flimsy evidence. The bailiff does act suspicious, hovering over the assassin's body as it is examined as if checking to ensure there is no incriminating evidence. He seems relieved when nothing is found.

The Napaldy Clan are mortified that someone tried to attack Sir Declaen in their own hall. Every man fit to carry a weapon is armed. They stand guard throughout the night, but nothing else happens. In the morning, Taral's body is laid out in the Laranian chapel and the Earl's chaplain conducts the funeral mass. Sir Kobar doubles the guard around the Earl. If appropriate, the PCs replace the men-at-arms that were guarding the wagons.

Navehan Assassin

GM Notes:

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GM Notes:

Sheriff Maldan Harabor

Kerk to Olokand (10 Larane)

As with the arrival in Tashal, all of the members of the retinue are expected to dress in their finest clothing for the dramatic arrival in Olokand. The Earl, his knights, squires, pages, men-at-arms and yeomen will all be decked out in full armour. The ladies will wear their finest dresses. The many servants, wagons and horses will ensure everyone is aware that the Earl of Vemion has arrived.

Unacceptable Rooms (Both). As an Earl, Sir Declaen is invited (actually, expected) to stay in Caer Olokand during the tournament. However, because he rarely attends, no one made provision for him. The best rooms were spoken for months ago (for the King, Princess Meliem, Serekela and other Earls). In a confrontation in the Great Hall, the Sheriff has the audacity to suggest the Earl use a minor room normally occupied by servants! Sir Gorlin quickly intervenes and suggests a short recess while the Earl "freshens up". He snags one of the PCs (a noble member of the retinue or trusted servant) and whispers, "For Larani's sake, work something out with Kytem Curo, the Chamber Seneschal,[86] before this becomes a major incident." The Sheriff leaves the matter "to the servants," and takes a seat at head table and calls for ale.

The PC must diplomatically resolve the issue of precedence and secure a room suitable for an Earl. Sir Maldan is watching them like a hawk waiting to strike. The Seneschal is sympathetic and open to suggestions. This is also an excellent chance to impress Sir Gorlin.

Noble Solution. There are four suitable chambers (third floor southeast, fourth floor northwest and north east and fifth floor Sanric Tower). Noble PCs could quickly find out if all four earls are attending, who is staying in the remaining rooms and then approach the lower ranking guests (most likely Barons) and ask them to relocate to make room for the Earl. A great deal of high level diplomacy will be required shuttling between the entourages of the guests.

Common Solution. This year, the Earl of Neph has elected to take a smaller room on the third floor rather than "accept the honour" of using the fifth floor of Sanric Tower. So, that room is available. Unfortunately, all the furniture has been removed. The PCs must figure out how to get all of the Earl's portable furniture up to the fifth floor and quickly.

Failsafe Solution. If the PCs fail to find an acceptable solution by the time the Earl returns, Serekela Edine Kynn sweeps into the Great Hall and says, "A spot of bother, this problem with the rooms. Come my friend, you can share my room on the third floor." The Sheriff looks furious; the Earl looks leery; and the Serekela looks like the cat that swallowed the pigeon.

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Olokand (11 Larane)

The morning after he arrives in Olokand, the Earl must formally present himself to the King in the Royal Council Chamber of Caer Olokand.[87] The preparations for the audience begin early in the morning. Everyone dons their newest and most stylish robes or dresses (recently purchased in Tashal and in the latest fashion). For the Earl, the ladies of his household have selected a luxurious velvet tunic of the deepest sapphire blue trimmed in gold thread and richly appliquéd with the Caldeth arms in silk. The *Wyvern Guard* and all of the Earl's knights are flawlessly turned out, but unarmed. Only the Royal Guard may carry weapons in His Majesty's presence. The chamberlain checks and rechecks everything. At the appointed hour, the Earl's party assembles in the Great Hall. Sir Kobar stands guard over two ironbound chests with heavy locks. Each requires a pair of muscular servants to carry. They contain a large portion (40%) of the Earl's annual feudal obligation.

Once the heralds announce that the King is ready to receive them, the Earl and his party make their way to the entrance to the Royal Council Chamber. The king's heralds announce the members of the party in order of precedence. Once everyone (of importance) is introduced, the Earl makes his obedience to the monarch. Afterwards, he takes the opportunity to personally present his daughter, Maid Camissa, and any other persons of real significance in his entourage. This is a major event for the Royal Court as many of the courtiers and other nobles have never met the Earl of Vemion in person.

The formalities complete, the Earl delivers the two chests of silver to King Miginath. Sir Declaen owes an annual duty of £1200 scutage plus aids. Of this amount, £500 must be paid in silver. Servants bring forward the two chests with £250 each. Those closest to Sir Gorlin and Sir Kobar hear an audible sigh of relief when the Treasurer of the Exchequer accepts the fortune in coin.

The King spends several hours holding court before retiring to his private chambers. Before he leaves, the King invites the Earl to meet with him for a private dinner three nights hence (14 Larane). Sir Declaen spends the rest of the afternoon mixing and mingling with the other nobles and courtiers. He is a popular person and many people will be jostling for his attention.

Royal Court (Both). This is a rare opportunity for country nobles from Vemionshire to rub elbows with the King's inner circle. The presence of all of the nobles in the retinue, including Laranian priests and ladies, is required. However, none would even consider passing up the opportunity. The Chamberlain selects a number of servants (who can be trusted to behave themselves) to come along to carry the chests and look after the Earl's needs.

The Earl's feudal payment

Thems Fightin' Words (Nobles). Residents of Vemionshire are known to be laconic, clannish and suspicious of outsiders. They also speak with a distinctive accent and few have any experience with the Royal Court. The courtiers consider themselves the crème-de-la-crème of Kaldoric society and look down on these "country cousins" from the "backwoods." The snobbery quickly escalates into social combat,[88] snide remarks and biting satire. The PCs must make repeated WILL rolls to avoid challenging these "dressed up dummies" to a duel.

GM Notes:

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GM Notes:

Paying the entry fee…

Olokand (12 Larane)

Opening Ceremonies begin on the twelfth. There are several activities for participants, including the Grand Procession, King's Formal Welcome, Sermons by the Laranian Archbishop and Peonian Bishop and a Swearing of Oaths to the King. Participants must attend. Almost everyone else attends just for the pomp and ceremony.

That evening, after the ceremonies are finished, the King will invite the Serekela and the four earls to join him for a nice brandy and friendly conversation. It is the first time that the earls have all been in one room together in many years. The King sits back and watches how they get along and the dynamic between them and the Serekela. Most PCs (unless very senior) will be excluded from the keep and restricted to the ostler's common throughout much of the tournament.

The Joust (Nobles). The Earl will not personally participate; he leaves the sport for younger (and more foolish) men. The Champion of the Minarsas Tournament will represent the Earl. The Earl will pay his Champion's entry fee. Although not known as a great fan of tournaments, Sir Declaen will be very pleased if "his" champion does well. A high standing will earn a generous reward from the Earl. He has promised to match the purse (£30) if his champion wins, a powerful incentive. Other knights of the Earl's retinue may also enter the joust, but at their own expense. He will watch their performance with interest. Asking the Maid Camissa's favour may anger or please the Earl, depending on a knight's performance.

Rich Knight, Poor Knight (Both).[89] This prepared adventure can be run during the tournament, provided the PCs are have permission to be away from the main entourage. It works best if the PCs have some degree of autonomy from the Earl, perhaps family or friends just along for the fun of it or guildsmen whose work is now finished with the signing of contracts in Tashal.

Flames of Discontent (Both). [90] This adventure revolves around a debate, which is occurring at Abriel Abbey,[91] a short distance from Olokand. It works best with at least one Laranian cleric (the chaplain) and/or members of the Lady of Paladins (such as the Earl's nephews). Many of the Laranian priests are staying at the abbey during the tournament. It should be easy for the GM to arrange for the PCs to stay there as well.

Visit to Ona-Setrum (Both). [92] One evening, an old Ilviran priest wanders by where the PCs are relaxing. A NPC knows him and invites him to join them and spin a tale or two. He tells them of the natural limestone sinkhole of evil reputation just outside of town and of the fabulous lost treasure, the mace Sanric's Thunderer, [93] which is hidden there. He warns them of the monster that protects the treasure.

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Olokand (13 Larane)

This is the first day of jousting. One hundred and twenty-eight knights will joust. There is plenty of activity besides the jousting. The market is in full swing. There are plenty of people to visit with and many of opportunities to be had. During the day, the PCs should hear of, or meet, Sir Kathel Dezaller. A braggart and a drunk, he is brilliant with a lance and may befriend a more "rustic" knight (such as a hedge knight from Vemionshire). A successful PC knight might meet him in the later rounds. He demolishes his competition the first day.

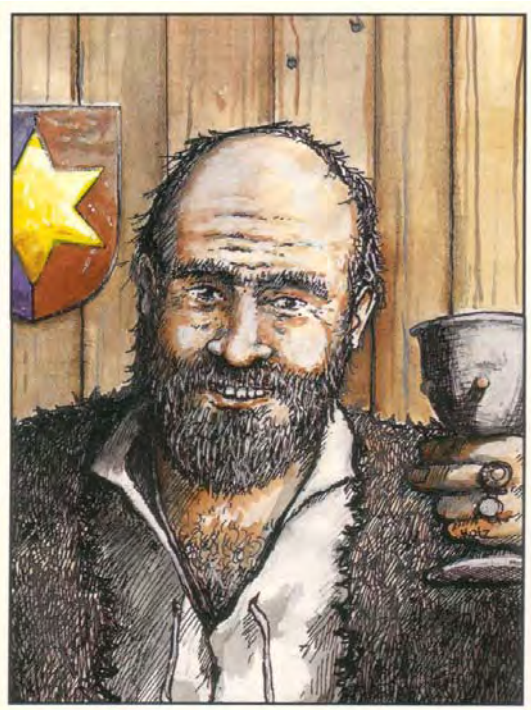
That evening in the Great Hall of Olokand Castle, the King hosts a state dinner for senior members of the government, earls and barons. Each guest sends several servants to the castle to help with preparations and serving and is allowed to bring several guests (GM's discretion). All the most important people in the realm are there, including the Lord High Chamberlain (Princess Meliem), Lord Chancellor, Exchequer Royal (Earl Dariune), Marshal of the Royal Guard, the other earls, numerous barons and several sheriffs.

While the dinner is going on inside, there is a huge bonfire and party going on just north of the castle behind the Challenge wall. The commoners, guildsmen and nobles exploring the "wild side" are drinking, carousing and singing songs. There is plenty of opportunity for adventure and misadventure.

100 Bushels of Rye (Both).[94] This prepared adventure takes place at Loban Manor, a few leagues from Olokand. It is scheduled to take place in the autumn, but could be adjusted to occur just after the tournament. Several murders have occurred. Sir Kathel asks his new friends to help him with the problem on his manor.

Arms Buyers (Both). The Earl of Vemion is concerned about a possible civil war if an heir is not named. If that happens, he intends to raise three new squadrons of *Wyvern Guard*. In event of war, the price of arms will double or triple. He intends to stock up now, but wants to keep it quiet. The Earl wants to buy thirty sets of equipment, including: mail hauberks, plate half-helms, broadswords and daggers. Many weaponcrafters from across Kaldor and beyond are present at the tournament. The PCs are told to remove their Caldeth livery, given silver, and sent out in small groups to different weaponcrafters each day. They have orders to buy a broadsword here and a hauberk there so as not to raise suspicion.

Skeleton in the Cupboard (Both).[95] Fortune has granted the PCs a map leading to a secret passage into the castle and a hidden treasure. During the feast, there will be so many different liveries and strangers that a few more won't be noticed. This is the PCs chance to infiltrate Olokand Castle and find the treasure.



Sir Kathel Dezaller

GM Notes:

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GM Notes:

The jousting continues…

Olokand (14 Larane)

Day two of the jousting passes much the same as the first. The stands are full of spectators, many knights are travelling to and fro as the jousts progress, mercantylers and guildsmen are hawking their wares and noble women and children are shopping and enjoying the excitement. The Earl spends most of the day at the tournament.

That evening, everyone is dismissed except the Earl's personal staff. The squire and page dress the Earl and Sir Kobar escorts him to the Great Hall. Kytem Curo, the chamber seneschal, is waiting for Sir Declaen. After greeting the Earl, he disappears to inquire if His Majesty is ready to receive his dinner guest. The Earl is ushered into the private chamber where the King is relaxing in front of the fireplace. A sumptuous dinner has been prepared and a small table set for two. After the formal welcome, the King dismisses most of his servants so he and Earl can enjoy their dinner in private (as private as possible for the King). Just two others remain, the King's food taster and one bodyguard (on this night, Sir Hedare Thaelbis the Captain of the High Guard). The King and Earl are sequestered for several hours.

Exploring Olokand (Commoners). This is a good day for the PCs to tour the town. While they are out, exploring, minding their own business, they are confronted. It is the quarryman they forced off the road on the Genin Trail south of Ledyne (see pg 41). Their actions cost him a considerable amount of money and he intends to collect from the PCs. He is accompanied by several other stout journeymen and teamsters (about equal numbers to the PCs). Brawling is frowned upon. If a fight breaks out, members of the Olokand garrison will react quickly to arrest the offenders, no matter who started it.

Olokand (15 Larane)

The third day of jousting reduces the field to just sixteen. This is also Soratir, the Laranian Lay Mass, and the first day of the three-day feast-mass of Saint Ambrathas. There will be numerous services in the castle chapel to accommodate the many worshippers. Some pious Laranians prefer to celebrate mass at Abriel Abbey or even the Lady of Paladins chapterhouse at Iversen.[96] In the evening, the King hosts a banquet at Chelebin Hall.

All the King's Men (Both).[97] While the PCs are at Iversen to celebrate the Soratir, they learn of Telin the Red, a notorious bandit who is plaguing the area. Capturing such a notorious criminal and bringing him to justice **during** the tournament would be a high profile coup, especially considering his true identity. Criminals are frequently tried and executed during the tourney. If the PCs have a few days to spare, they could hunt him down.

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Olokand (16 Larane)

The jousting is getting very intense. Only the very best knights remain. Betting on the outcome of each joust is common, even among the nobles (though they are more discrete). Crowds pack the stands for each round. Some definite favourites have emerged and some knights who are definitely successful but still unpopular. Sir Kathel Dezaller is one of those knights who have the skill to win.

The Earl will have a discrete, private dinner in his pavilion in the ostler's common (**not** in this quarters in Olokand Castle) with someone who wishes to discuss confidential and sensitive matters. It is well known that the Earl values his privacy and will not tolerate anyone, especially members of his own entourage, inquiring too closely into his business. The *Wyvern Guard* establishes a tight ring of security to ensure no one can eavesdrop.

Dubious Knight (Noble). Rumours have circulated that the Earl of Vemion has money to spend and might be hiring mercenaries. A rather dangerous and disreputable looking knight, Sir Randal Mohun, presents himself to the Earl and offers the services of himself and his men. The PCs are dispatched to inspect his troops. They look more like brigands than men-at-arms. They are all mounted with quilt armour, broadswords and spears. The Earl will be very interested to hear the PCs assessment of Sir Randal and his men. Sir Kobar does not like the look of this lot and advises the Earl not to hire them.

Old/New Rivalries (Both). Representatives from Vemionshire and the Earl's Court are rare at the Olokand Tournament. Several of the less cultured retainers of other Earls and Barons will make snide comments behind the PCs backs or under their breath. The GM should emphasize the bond that has developed among the retinue during the trip from Minarsas to Olokand. A strong sense of shire loyalty should stoke the PCs temper. The GM should use this day as an opportunity to build hard feelings and rivalries between the different groups. The older knights will try and keep things reasonable. Heavily armed groups of Royal Guards and *Lady of Paladins* troops roam the grounds keeping order. They are quite willing to bash heads to keep the peace.

Cloaked Guest (Both). A guest arrives hooded and concealed from view, escorted only by Sir Kobar. He is hustled into the Earl's pavilion. No one is allowed in, not even to serve the meal. The Chamberlain serves the Earl and his guest personally, while Sir Kobar stands guard. The mysterious guest is Sir Koris Harabor, Marshal of the Royal Guard and nephew of the head of Clan Harabor, a powerful and influential Vemionshire family. Many would pay handsomely for news that the King's bastard was having private meetings with the Earl, and even more to learn what they were discussing.

A lady's favour…

GM Notes:

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GM Notes:

To the victor, the spoils…

Olokand (17 Larane)

The fifth and final day of jousting has only three bouts, two in the morning to decide the finalists and the championship joust in mid-afternoon. There are long delays between jousts; so considerable most people find other activity to keep themselves busy until the trumpet announces they knights are ready. The winner of the final bout is honoured with a sizeable purse (£30). The day concludes with the Feast of Saint Ambrathas, including a grand banquet, music and dancing until dawn.

The Right Husband (Nobles). One of the Earl's primary goals for his Progress is to find an appropriate husband for his youngest daughter. He has prepared a list of possible matches. He intends to meet with their fathers, then interview the potential husbands. If he likes what he sees, then he will arrange for them to meet his daughter in a public setting. Her wishes and desires in this match are subordinate to the needs of the earldom, but her father is not an ogre, he would like to find a match that is both advantageous and who her daughter likes and may even grow to love. The PCs work as messengers, seeking out the men the Earl wishes to meet and arranging times. Since everyone attends the final jousts and there is considerable waiting in between matches, it is a perfect day for interviews and meetings.

Warhorses (Both). For ten days, Olokand is home to a massive concentration of the finest horses in the kingdom. Ostlers travel from across the kingdom to show off their wares. Also, it is inevitable that some knights will lose their horses in wagers. The winners can keep them or sell them off. There is a booming market in buy warhorses, either from winners or ostlers. Wealthy PCs may take this opportunity to buy a new horse. The Earl wants to purchase several new horses; poorer PCs (especially ostlers, teamsters and grooms) are sent to find good quality horses for him. They must negotiate a fair price.

Recruiter (Both). There are many Laranian knights and men-at-arms, *Lady of Paladins*, *Spear of Shattered Sorrow* and even *Chequered Shield* present at the tournament. One (knight for nobles, man-at-arms for commoner) strikes up a conversation. He is friendly, funny and engaging, but with a slightly foreign accent. After a few ales, he asks the PCs if they have ever wanted to travel, visit far away exotic locations, serve Larani? If they say yes, he order's several more rounds of ale and the pitch becomes more direct. Have they ever thought about joining the *Lady of Paladins*? Perhaps travelling to Melderyn? There are many "opportunities" for glory and advancement in the Holy Crusade against the hated, barbarian Solori. "Are you interested in joining?" The recruiter will do just about anything (moral) to convince the PCs to swear on a Holy Book and enlist.

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Olokand (10-20 Larane)

Optional Scene. This is not an adventure hook; rather it is a scene the GM can use (if desired) to demonstrate to the players the absolute nature of feudal justice and the value of having a powerful noble patron. It may be used at anytime throughout the campaign by replacing Maldan Harabor with a local lord, steward or other law officer and King Miginath with the local baron or earl.

The scene begins with the PCs are doing something shady (i.e. getting into a fight, sneaking around the castle, asking questions they shouldn't ask) as adventurers often do. Suddenly, the Sheriff's men jump them (augmented by Royal Guard and/or *Lady of Paladins* troops as necessary). There should be enough troops to make it clear that resistance is futile. They are clapped in irons and dumped in Olokand's dungeon[98] overnight. Heavy chains and alert guards make escape impossible. The next morning, they are dragged from their cell. A torturer is preparing interrogation chamber, heating up pokers in a brazier and oiling the rack.

The PCs are dumped on the floor of the Great Hall in front of Sheriff Maldan Harabor. They are not allowed to speak (any who do will be gagged). The Sheriff announces they have been found guilty of [**insert crime here**] and will be tortured until they reveal all of their accomplices, then eviscerated and (if still alive) hung until dead (see the movie **Braveheart** for inspiration in describing the scene). Then, their bodies with be "drawn" (i.e. ripped apart by horses) and their heads will be stuck on pikes. Just as the Sheriff is about to declare them guilty, a reedy voice says, "Stop."

King Miginath totters into the room on the arm of the Earl of Vemion. Everyone stands quickly. "There will be none of that. Release them." Immediately, the guards remove the chains and gags and haul the PCs to their feet. "I have been speaking with young Declaen here," the King says, gesturing towards the Earl. "He has explained to me that this is all a misunderstanding and assures me that he will personally deal with the misdeeds of his followers." "But, but…" Maldan stutters. "Earl, you may take your men and leave." The Sheriff glares at the Earl and clutches his fists impotently. "Thank you, my King," the Earl replies and gestures to Sir Kobar. The *Wyvern Guard* marches in and takes up positions behind each of the PCs, replacing the Sheriff's men. "Clap them in irons," Sir Declaen snarls. "They're mine now."

The *Wyvern Guard* drag the PCs out of the hall after the Earl. They are taken out to his pavilion in the ostler's yard where he holds a private court. "Idiots! Do you know the trouble you have caused me? I had to plead your case to the King himself to save your useless lives. If it weren't for [**insert good deed the PCs have done for the Earl**], I would have left you to the Sheriff's tender mercies. However, the look on his face when I snatched you out of his grip was almost worth the price. It will cost me later; so you had better appreciate the trouble you have caused me! Sir Gorlin, they are to have nothing but bread and water for five days. Assign them to the most menial of duties. I will decide what to do with them then."

After five days, the PCs are again hauled in front of the Earl. In return for their solemn vow not to repeat such foolishness (or at the very least not to get caught), they are given their parole and let off with a stern warning. Sir Gorlin warns them that for their own safety, they should stick close to the Earl or their pavilions until they leave Olokand.

GM Notes:

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Sir Cade leads the charge…

GM Notes:

Olokand (18 Larane)

The most important event for the Earl's Squire (Arlbis Hirnen) is the squire joust. Smitten with Maid Camissa and still smarting from the humiliation of being knocked unconscious and robbed while looking for her in Tashal, he is determined to do well. All throughout the week, he has practiced every spare minute, causing Sir Declaen to loose his patience with the scatterbrained fool not once but twice. He has spent every dime he brought with him (plus whatever he could borrow off friends, including the PCs) to buy the most fashionable clothes to impress his lady. He even bought the most ridiculous long toed boots which the mercantyler assured him are the height of fashion in Tengela this year.

The melee follows the squire joust. It is a chaotic, bloody affair with many real injuries. If the PCs do not alter the course of events, the White Team (Royal Domain) wins handily. The massed knights of Sir Conwan and Sir Cade are unstoppable. If the PCs do change events and the Red Team wins, a lot of people lose a lot of money. A celebratory dance concludes the evening.

The Squire Joust (Nobles). As with the joust, the Earl will sponsor his Squire Champion from Minarsas. Many will be surprised when the Earl appears early in the morning to watch the joust. He will give words of encouragement and a few common sense suggestions. Squire Arlbis will also get a few encouraging words from the Earl. However, one wither glance from Sir Declaen deters him from even asking Maid Camissa for a sign of her favour.

The Melee (Nobles). The PCs learn that there is substantial wagering going on over the outcome of the melee and an unscrupulous usurer is laying very long odds against the Red Team. If the PCs bet on their own team and win, then they stand to earn a ton of money. However, the usurer knows something the PCs don't. Sir Conwan Elendsa will captain the White Team, assisted by the King's Champion, Sir Cade Gamont, and a handpicked team of twenty knights from across the Royal Domain (including Sir Kathel Dezaller). The odds are stacked heavily in their favour.

Oblivious to the odds stacked against them, at the height of the feast of Saint Ambrathas in a well-meaning gesture, the Earl's nephews (or the Minarsas champions) loudly swear to their lord that they will win the melee in honour of the ailing Lady Ialny. Stunned and at a loss for words in this awkward situation, the Earl accepts the honour. Now, the PCs must not fail. Their success is Lady Ialny's success. In HârnReligion[99] terms, there could be a Laranian mass afterward in honour of the victory generating a huge amount of piety points for the Lady Ialny. The massive melee could be played out using BattleLust.[100]

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Olokand (19 Larane)

By the eighth day of the tournament, most people are tired. There are no major events scheduled and many people (especially nobles) take this day to relax and recover, especially after the dance the night before. There are only two minor events: Duels and the Olokand Shoot. If noble PCs have come into conflict with other nobles during the course of the tourney, they could be challenged to a duel to settle the dispute (see pg 57, **Thems Fightin' Words** and pg 61, **Old/New Rivalries**).

Duels (Nobles). Any private duels may be settled on the morning of the 19th. The Earl strongly disapproves of duelling (he doesn't want to loose good men on the eve of a potential civil war) and will be displeased if any of his retinue is involved.

The Olokand Shoot (Commoners). The common folk will be surprised when Sir Declaen shows up to watch the contest. As with the joust, the Earl will match the prize if his champion wins. If the champion of the Minarsas Shoot makes it to the final four, the Earl will offer him a permanent position in his garrison, a substantial (and lucrative) honour.

Olokand (20 Larane)

At noon the closing ceremonies begin with the Parade of Champions. The winner of the joust leads a parade of the final sixteen knights around the List, followed by the champion of the melee and the Squire of the Joust. All participants gather to celebrate and give blessing to the King, and to Larani and Peoni. The King closes the tourney with a pledge, "Larani willing, and with the help of all true knights, let us meet here again in one year to celebrate the memory of Queen Chelebin.[101]"

After the King makes his final statement, the crowd begins to disperse. Some commoners and guildsmen depart even before the closing ceremonies to get ahead of the crowds. Those nobles in a hurry to return home will often leave immediately following the speech. The Earl of Vemion is travelling north to Baseta. There will be few travellers on that road, so he takes the opportunity to spend a few additional hours meeting privately with the King over a goblet of the finest wine from his cellars, brought especially for this occasion. After his meeting, he is angry and frustrated. Rumour has it that the King has again refused to name an heir or even set a date by when he will do so.

King Miginath watches the Parade of Champions…

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GM Notes:

Constable Eres Tereneth

Olokand to Baseta (21 Larane)

The Constable of Baseta always attends the tournament. When it is over, he and his men will escort the Earl up river to his keep. Just a half-day's travel on a good road; the nobles stop several times to engage in a little falconry and enjoy a comfortable lunch on the banks of the Kald River.

Lepers on the Road (Both). In the road, in the forest north of Tentru Manor, the retinue encounters a group of a dozen or so lepers slowly making their way south. They are wearing distinctive tattered robes and carrying a small bell to warn others of their approach. They are the survivors of an extended family (cottars) from Gentes Manor, north of Baseta. The parents have the middle stages of the disease. Their children travel with them, but are disease free. They are heading for Peonian Abbey of Bromeleon and the leper colony at Poynter. They recognise Constable Tereneth. "My lord, we have been cast out of our home with nothing. Please sir, can you spare a little food or coin." The PCs (and NPCs) must make WILL rolls not to be overcome with fear of the dread disease.

Baseta (22 & 23 Larane)

After travelling so far, the Earl could not in good conscience fail to visit his holding at Baseta, it would be a grave insult to his Constable. However, throughout the visit, he will seem distant and preoccupied. He is anxious to see his wife again. He has been away for a considerable length of time and it worries him. He will receive the Baron's accounting of his fief and perhaps visit a few nearby manors to see for himself.

The Earl will encourage the Baron and members of his own retinue to enjoy some hunting in the nearby forest, however he will not attend. During the night he will not sleep and his temper will become worse over the three days. There will be no great feasts during the visit, only small dinners with just the overlord and Earl's personal retinue.

Hunting Party (Both). There are rumours of a mighty hart in the forests near by. Several of the knights start a pool, each throwing in a shilling. The first to bag the hart wins the pot. Many of the servants are drafted as beaters to drive the deer to the hunters. Unfortunately, there is a crème-coloured mother bear with cubs in the area chosen for the hunt. The Taelda venerate this subspecies of black bears (known as "Spirit Bears") and the local members of the party will warn the PCs that any who kill such a bear will be hunted down by one of barbarian shaman. If the knights or beaters corner her or come between her and her cubs, things could turn ugly. During the hunt, the scouts come across gargun sign, two dozen Hyeka travelling quickly,[102] only a day or two old.

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Baseta (24 Larane)

Even if the PCs do not participate in the hunt on the 23rd, other members of the party do. They return will wild stories of white bears and gargun spoor. The scouts believe the gargun are a raiding party from Gifuso colony.[103] Very concerned, the constable asks for volunteers to join his knights, men-at-arms and yeomen in quickly destroy the menace before they can raid and villages. The Earl permit members of his party to join this expedition, but for one day only, as he is anxious to leave.

Gargun Hunters (Both). Knights, men-at-arms and even armed servants are welcome to join the hunt. As many of the local gentry and yeomen as can be called up in one day join the men-at-arms of the Baseta garrison, led by the constable. The group leaves at first light, marching quickly towards where the scouts believe the gargun were headed.

Option 1: Wild Goose Chase. The party spends a very long day searching but never find anything. The scouts believe the gargun have retreated back into the mountains. The return back to Baseta tired and frustrated with nothing to show for their efforts.

Option 2: Easy Meat. The Morgal Rangers and local scouts quickly locate the small band, consisting of just ten gargun. The main body falls on them with overwhelming strength. The battle is swift and victorious. If one of the PCs kills a gargun, they can take a trophy if they wish (head, ear etc). The PC will be hailed a hero.

Option 3: Oh Shit! The main body blunders around in the woods for several hours, only to stumble into an ambush. This is no raiding party; it is a **swarm** of gargun, sixty or more. The PCs must fight for their lives just to survive and escape back to Baseta. When the Earl hears news of the threat, he summons all of the knights and yeomen from the region, not already present. Then, he sends for reinforcements from the Sheriff and the Lady of Paladins. He is most annoyed at this turn of events. Raising sufficient forces and rooting out these gargun will be a major undertaking and significantly delay his departure. However, it cannot be helped. As overlord, it is his responsibility to protect his liegemen. The PCs may be tasked with leading patrols or protecting outlying manors until assistance can arrive.

Treating the Wounded (Both). For non-combatant PCs, there will be plenty of work if combat ensues. Many members of the hunting party are wounded in the skirmish. Those with medical skills or even laymen are drafted into helping treat the wounded. The Earl's physician is in Erone and there is no physician closer than Olokand, so the PCs must do what they can to bind up slash wounds and treat broken bones.

A Gargu-Hyeka Warrior…

GM Notes:

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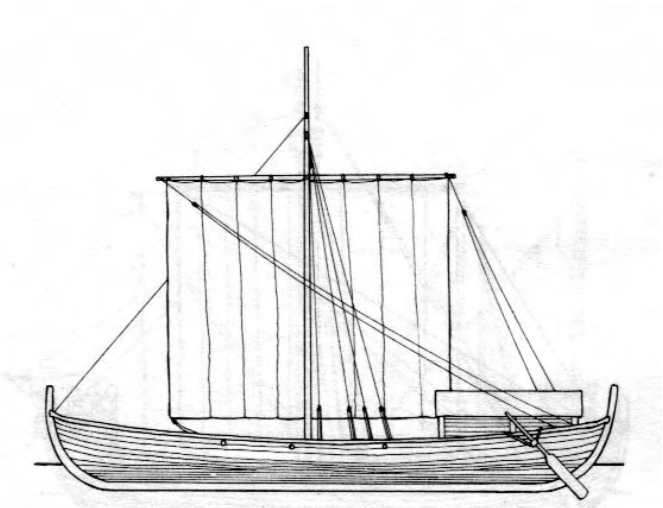
GM Notes:



The Earl's boat…

Baseta to Erone (25 Larane)

After the absolute minimum possible stay seemly, the Earl takes leave of Sir Eres and departs for home. A long time servant, Sir Gorlin knows that the Earl is anxious to be reunited with his wife and concerned about what his son is doing back in Minarsas. He suggests that to save time, the Earl should travel back to Erone by talbar (river boat).[104] By travelling with the current and pressing oars men, the Earl can reach the abbey in just one day. The boat leaves the keep after early morning prayers.

The talbar requires a crew of ten oarsmen. It has an experienced captain/pilot at the helm, but cannot carry the entire party. The Earl, Maid Camissa, Sir Andro, Lady Milycia, Squire Arlbis, Page Mikha, Sir Gorlin, Sir Kobar, two of the *Wyvern Guard* and Wyvern the wolfhound will travel by boat. Sir Gorlin will pick the most competent knight (possibly a PC) to lead the cavalcade in his absence. They are to make best speed back to Tashal, pick up the other servants, wagons and goods, and meet the Earl at Erone Abbey in four days hence (28 Larane).

Rescue Party (Both). Unless the GM deems otherwise, the boat trip will proceed without incident. The boat's pilot is experienced, has made the trip many times before and knows the river well. However, if the GM wishes to extend the adventure, he can arrange for the Earl's boat to have a problem (stuck on a sandbar, attacked by Kath barbarians, struck a deadhead log etc). The PCs will not discover this until they arrive in Erone, at which point, they will have to stage a rescue. It can be as anti-climactic as finding the Earl playing chess on a sandbar or as dramatic as arriving to find their liege pinned down by Kath bowmen.

Baseta to Kerk (25 Larane)

The temporary leader of the caravan must get the caravan organized and on the road as quickly as possible after morning prayers if they hope to make Kerk Manor by sunset. The first day on the long road home is a long rainy one, passing Olokand Castle en route. The wagons and servants will have to push hard to keep up with the mounted nobles. The wagons are heavily loaded; both with the Earl's furniture and effects, but also with the large amount of arms and armour his retainers have secretly bought for him in Olokand (see pg 59).

Freelancers (Both). Sir Randal Mohun (see pg 61) has heard about the Earl's buying spree. He also witnessed Sir Declaen sail past Olokand earlier in the day. He knows the baggage train is full of loot and many of the knights have gone with the Earl. In the forest north of Tentru, he and his men stage an ambush. They hope to steal the armour, weapons and any silver, flee northeast to Gardiren and then disappear.

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Erone and Zutlin (25 to 28 Larane)

The Earl arrives in Erone at about sundown on the 25th. He is immediately taken to see his wife. Lady Ialny is unchanged. The doctor, Sir Petral, gives high praise to the nuns for all their efforts. Alas, none of their curatives have had any effect. The Earl and Maid Camissa join Lady Ialny in the guesthouse, while the rest of the party stays in Zutlin. Sir Declaen spends several days resting and partaking of the therapeutic springs. Maid Camissa is overjoyed for the opportunity to spend time with the nuns. Although obviously disappointed, the Earl seems truly relaxed for the first time in a month.

Kerk to Airth (26 Larane)

The rain gets worse the second day, but the distance is less, only about six leagues. The servants will have to set up camp at the end of the day. If anything, the situation in Airth appears graver then during the outbound trip.

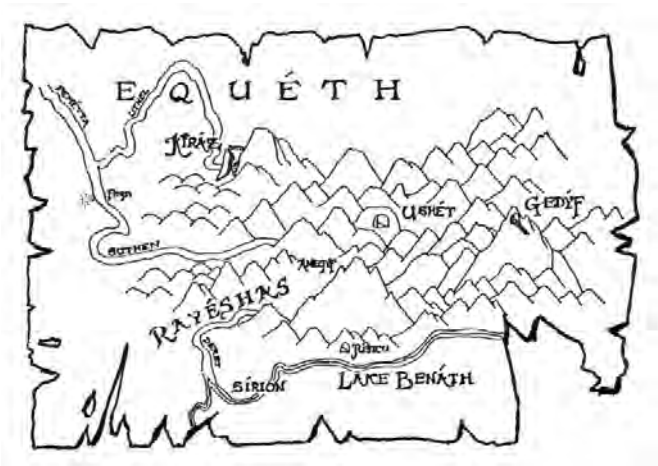
Mired in Mud (Commoners). While crossing the ford north of Ovendel Manor, the last wagon becomes hopelessly mired in the rain soaked bank, already churned up by the previous wagons and horses. The PCs must organize the recovery. They can use the teams of horses from the other wagons and a block and tackle to pull it out or send someone to the manor to bring help (perhaps six or eight oxen). Several hours are lost and everyone ends up completely filthy.

Fanon and Beyond (Both). Airth is the setting for The Staff of Fanon (see pg 54). If the GM wishes, when the caravan leaves to rejoin the Earl, the PCs can remain behind in Airth and help the locals who are in desperate shape. This will lead them to two subsequent adventures, Kiraz[105] and the Curse of Hlen,[106] which may keep them busy for a very long time.

Airth to Tashal (27 Larane)

Full eight leagues, the third day is hard on the servants and animals. At the end of the day, there is little rest, as the goods purchased at summer fair must be loaded on the wagons in preparation for the next day. There are too many goods, so Stewart Islwyn hires an addition wagon with teamsters to help.

Final Evening in Tashal (Both). Those who can, take one last opportunity to pick up the few remaining things they need before leaving. The physician has sent word he needs a number of special herbs and drugs. Huw asks the PCs to track down a good apothecary and get a few items. The man has already closed up, so the PCs have to track him down at the local tavern. He grumbles about reopening and adds 10% to his prices for the trouble (double if they mention it is for the Earl).



A map leading to Kiraz…

GM Notes:

GM Notes:

One of the Ebasethe (Priestess) of the abbey…

Tashal to Erone (28 Larane)

Even after the long day before, everyone is up at dawn preparing to depart. The wagon train must depart as soon as possible to meet up with the Earl. This can be a very chaotic morning if the temporary caravan leader is not well organized. The GM can use Steward Islwyn as a prod to keep the pressure on the PCs to get everyone moving quickly. Everyone should be tired and surly.

Missing Person (Commoners). When the cavalcade forms up, a quick roll call reveals that the Minarsas Champion Squire is missing. He was last seen heading toward the Tower Inn. Several search parties are dispatched to find the drunken fool and wake him up.

Letters to Minarsas (Noble). Steward Islwyn has several letters for the Earl and others in Minarsas. He asks one of the PCs to carry them for him. Before they depart, servants from other noble households arrive with their own letters for stops along the way home. The GM may take this to a ridiculous extreme for comic relief when Goodwife Jayal Harabor arrives with six bolts of fine cloth and an apprentice to send to her family in Minarsas.

Missing Goods (Commoner). Sir Gorlin has sent a list with everything that must be brought from Tashal. A last minute check finds two of the Earl's newly purchased robes are missing. A search of the townhouse produces nothing. The PCs must decide what to do.

Traffic Jam (Both). After much delay, the caravan finally makes its way out of the Caldeth Compound towards Ternua Gate to leave the city, only to run head on into a mass of humanity flooding into the city with the opening of the gates. The PCs must clear a path by threats, negotiation, pleading or force (if that seems the wises option).

Once the caravan makes it out of Ternua Gate, the trip to Zutlin should be easy. They meet Sir Gorlin and the others who travelled by barge. He resumes command (perhaps to the relief of the harassed temporary caravan boss) and they proceed to Erone. There they set up temporary camp and pack up most of Lady Ialny's belongings.

The Peonian members of the cavalcade (most of the commoners) will likely want to partake in the evening service at the abbey and perhaps make an offering. Gift or not, the nuns will present each member of the entourage with a small clay tablet stamped with a daisy and fired with white, yellow green glaze to mark their visit. Grateful for their efforts to cure Lady Ialny, the Earl makes a generous donation to the abbey.

Stocking Up (Both). The hospital produces a variety of oils, unguents, salves, balms, elixirs and potions. [107] Sale of the medicines brings much-needed silver to the abbey. PCs may wish to purchase some for future use.

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Erone to Wylain (29 Larane)

The trip to Wylain Chapterhouse will probably be the longest day of travelling on the trip, over nine leagues. The nobles will ride ahead and spend the evening with the Reblena while the baggage caravan struggles to catch up. Fortunately, the *Lady of Paladins* always put on a fine feast and have plenty of accommodation, even if the servants do have to sleep in the barn or stables.

Fellow Guests (Both). Wylain Chapterhouse, located on the Genin Trail, is a popular hostel for travellers, especially members of the *Lady of Paladins*. In addition to the Earl's retinue, the chapter is hosting a group of Kaldoric members of the order returning from the Solori Crusade. The chaplain and/or the Earl's nephews know several of them. This is a unique opportunity to find out what is really going on.

Wylain to Hasiel (30 Larane)

The Earl is anxious to return home and so takes the most direct route to Nubeth. Riders (possibly PCs) will be dispatched at dawn to warn Lord Teyanas of the Earl's pending arrival. He imposes himself on one of the Earl of Osel's fiefs and spend the night at Hasiel Manor, a relatively short trip compared to the day before.

Larani's Blessing Be Upon You (Noble). In the morning, before leaving the Genin Trail, the retinue encounters a group of pilgrims stopped on the side of the road for a rest. On their way to Tashal to see the great temple, they are Laranian nobles from Cherafir[108] [109] [110] in Melderyni.[111] They question noble looking PCs on the statue of the goddess, whether they attended a service, how did they find the experience, etc. They have some interesting international rumours (see pgs 20-24).

The Eliten Toll (Noble). The return trip again travels through the Royal Toll (see pg 41). This time, Sir Gorlin is prepared and sends the PCs ahead of the retinue with a purse and the details of numbers of people, horses and wagons. They are told to have everything sorted out before the cavalcade arrives. Depending on how the previous set of negotiations went, this could be a simple or a hard mission. In any event, again the Earl will again proceed right through without stopping.

The Matakea (Priest) for the chapter…

GM Notes:

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Dearest Thilisa,

After an extended treatment at Erone, your Mother's condition remains unchanged. I am a loss at what to do next. Sir Petral fears she will continue to grow weaker despite his best efforts. He suspects she may be under some sort of curse. I intend to consult Serolan Irin upon returning home.

I have made numerous enquires as to Sedris' whereabouts. No one seems to know what has happened to him. It is as if he dropped into the abyss. I have a dozen of my best agents scouring the kingdom for him. Rękela Bantire has ordered all of his priests and chaplains throughout the south to send word the moment they hear tell of him. I will not rest until he is found and restored to you. Have faith my love, he will be found.

I have spent the last month talking to the senior nobles of the realm, including two extended audiences with the King himself. I emphasized to him that the lack of a designated successor worries everyone, including myself. The King is the King and remains immovable. He will designate a successor in his own good time. When that will be, Larani only knows.

Personally, I believe there are only four real contenders for the throne. Among the traditionalists, Sir Conwan Elendsa is the front-runner. He is wealthy, well placed, well liked and legitimate. Sir Maldan Harabor is a dangerous and ambitious man. His desire for the throne is palpable in everything he says and does. The traditionalists will never elect one born out of wedlock. Lady Cheselyne Hosath has the lineage and ambition to be queen, but lacks the charisma to draw nobles to her cause. Her financial resources are surprisingly deep and may have ensnared some lesser nobles. Sir Orsin Firith is the dark horse in this race. He is a proven fighter with a good head for strategy and some of the most experienced veterans in the kingdom under his command. He could defeat them all if it came to open warfare.

The other contenders will likely back one faction or another. Sir Koris will no doubt support Maldan; taking much of the Royal Guard with him. He is well liked by his men. I do not think Sir Tulath has the ambition or support to makę a serious run for the throne. The claims of Sir Erelar, Dosyl Indama or the Ubael children are meaningless without the swords to back them.

The Earls will swing the fight. As always, Balim seeks to be Kingmaker. He and the Serekęla are thick as thieves. Whispering, scheming, prodding for weaknesses, I don't trust either of them. Neph has informers everywhere. I think he wants to wear the crown himself. I do not believe a word out of his mouth.

With Sedris missing, that leaves you and me, dearest. Personally, I could never support Maldan. Cheselyne is a shrew and her daughter is worse. Since only the Serekęla can free Conwan from his oath, he and Balim will own him if he is made King.

If it comes to civil war, we will need a strong king, a warrior king, to end this quickly. I urge you to join me in backing Orsin Firith. I think we can count on Sir Remiu of Nebulan. Between the four of us, we control southern Kaldor. If there is a protracted struggle, a unified south will keep our heartlands safe.

Write me soon, your loving father, Declaen

Hasiel to Nubeth (1 Agrazhar)

The trip to Nubeth is a relatively easy day on a good road. The Baron's outriders will inform him well before the Earl's cavalcade or messengers arrive and wine and food will be ready and waiting.

Detached Messengers (Both). The Earl has written a letter to Lady Thilisa (see left). The Earl's opinion about the state of the nation would be of great interest to his opponents. A half a dozen men (possibly the PCs) are sent to escort the courier to Qualdris. The group is attacked. The bag containing the letter is stolen in the fight. If the messengers are PCs, they will need to get the letter back and find out who has read it.

Courier from Tashal (Both). In the middle of the night, a rider on a lathered horse pounds on the gates of Nubeth Keep and says he has an urgent message for the Earl's ears only. The PCs recognize him immediately as one of the servants from the townhouse in Tashal. He is led in to see the Earl immediately. A half a glass later, he comes out and is led away to get food and rest.

GM Options:

a. The King is dead. Let the Succession Crisis begin.

b. Earl Sedris Meleken has been found, injured but alive.

c. Sheriff Maldan Harabor has hired an army of mercenaries. Sir Koris has turned on the King. Together they hold him hostage in Olokand.

d. The Earl's sister, Lady Colenia (who lives in Uldien) has died unexpectedly.

e. Thardic troops have taken Trobridge Inn. The King has declared war.

f. Melderyni troops are marching on Chybisa. The King has declared war.

g. The Earl's missing tunics (see pg 62) have been found. One of the serving wenches tried to sell them back to the same mercantyler who sold them to the Earl in the first place. She has been found guilty and has already been executed.

h. Any other piece of exciting news the GM thinks worthy of a messenger killing two horses and waking the Earl in the middle of the night.

GM Notes:

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Nubeth to Chesel (2 Agrazhar)

Whatever the news from the night before, the Earl presses on to Chesel without delay. He has little patience for delays and a lame horse or wagon with a busted wheel will be left behind with a small escort. The most valuable goods transferred to other wagons.

Repair Party (Commoners). One of the wagons breaks an axle on a bad pothole. Rather than wait for it to be repaired, Sir Gorlin assigns the PCs to get help from the nearest manor, fix the wagon and catch up to them in a few days. While the wagon is immobile, the PCs spot unknown people watching them from the woods. Is this the prelude to a brigand attack or simply runaway serfs hoping for a little food? If the PCs do nothing, there will be a surprise attack during the night.

Chesel to Athelren (3 Agrazhar)

Despite his desire to get home as quickly as possible, the Earl will make time to visit the Sheriff. He prefers to keep a close eye on the Sir Tulath and remind him that he is the Earl of Vemion and that he will tolerate no abuse of his people.

Just A Friendly Drink (Commoners). The Earl has several agents in Athelren. He will have the Chamberlain send out servants into the town to "relax". Their real purpose is to rendezvous with the agents and collect their reports on the Sheriff's actions over the last two months. The Sheriff has his own men and they will try and follow the servants in hopes they will lead them to the Earl's agents. Reports are that the Sheriff is truly trying to reform his image. His extravagance has been much reduced, to only three feasts a week. Rumour has it that even his usurers are getting nervous about the size of his debts and have tightened the purse strings.

Watch and Report (Both). Sir Urian is expecting the Earl to arrive home sometime around the beginning of Agrazhar but does not know exactly when. The Earl dispatches the PCs to ride ahead to Minarsas earlier than expected. They slip in quietly, incognito, and take up positions in Minarsas, both outside and inside the castle (aided by Sir Morgal, if necessary). The Earl dispatches a second group of servants. several hours later, to loudly proclaim that the Earl has arrived in Athelren and will he home tomorrow. The PCs watch to see if anyone acts suspicious or tries to leave before the Earl arrives. They also inspect to make sure security is as it should be and that there are no surprises in store for the Earl. The Earl has several full time informants within the community. The PCs are given several names (not all of them by far) to check with. They are to report back that night with a detailed account of everything that has happened well he was gone. Sir Declaen likes to be well prepared.

Repairing a broken wheel…

GM Notes:

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Athelren to Minarsas (4 Agrazhar)

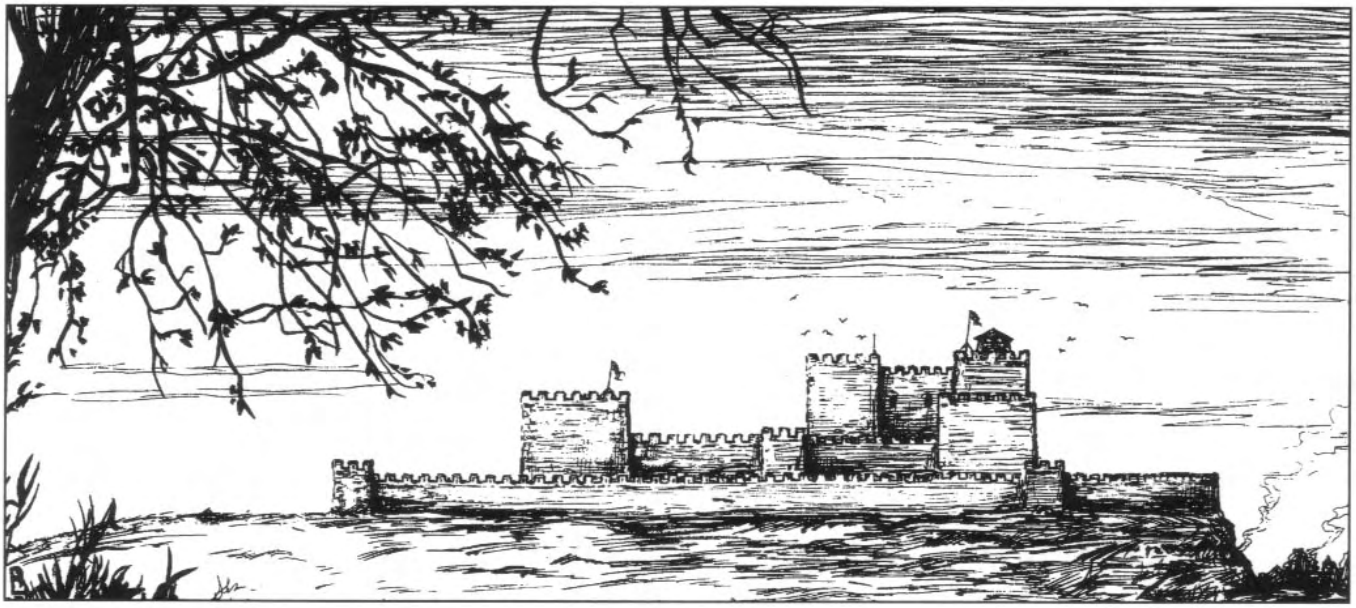
The final leg to Minarsas will be an emotional homecoming after being gone for over two months. Children line the village streets and friends and family are there to meet the returning retinue.

The Longest League (Both). Just as the cavalcade reaches the home stretch, when they have let their guard down, there will be one last assassination attempt on the Earl. One of the PCs should be placed to intervene (thus earning the Earl's gratitude). If the PC fails, a member of the *Wyvern Guard* will sacrifice himself to save Sir Declaen. However, now there is an opening for worthy followers to join the Earl's bodyguard, perhaps someone who has proven themselves during the Progress.

Finding Sir Urian (Noble). It seems that the Earl's son and heir is not at home. Apparently, three days ago he went hunting with some friends and has yet to return. An annoyed Earl sends the PCs to go find the twit and tell him to get his ass back to Minarsas to account for his actions (or lack there of) during the last two months. Sir Urian is deep in the mountains in the eastern half of Grimruld Hundred hunting a massive lone wolf that has been preying on sheep in the area. He has been using Myshtas Chapterhouse as his base, returning there nightly.

Word to Zoben (Commoner). Now that the Earl is back, he immediately dispatches several riders, the PCs, to Constable Coreth Lothlar to report to Minarsas to give an account of all activity over the last two months. The PCs are also given private orders, to make discrete enquiries to find out what Sir Coreth has been up to.

GM Notes:



Minarsas Castle, the seat of the Earl…

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Minarsas (5 Agrazhar)

The Earl's arrival home coincides with the first Soratir of Agrazhar. Serolan Margon Irin leads the retinue and castle household in a private low mass to celebrate the party's safe return home. Afterward, the Earl hosts an intimate dinner just for the members of his household who travelled with him. In thanks for their hard work, risking their lives, faithful service and loyalty, he presents each member with a gift appropriate to their station (equivalent to about 3 months salary).

Minarsas (6 Agrazhar)

Sir Urian arrives about mid-morning. He, along with Constable Morgal Rintaran, are summoned to the Great Hall to give an official accounting of what has happened in Minarsas and the shire in the Earl's absence. All has been fine in Sir Declaen's absence, much to his surprise and relief. The Earl thanks Sir Morgal for his hard work. As it turns out, Sir Urian actually did a reasonably good job in his father's absence. His hunting trip up north was at the request of the Reblena of Myshtas Chapterhouse who reported that the region had been plagued by a wolf that no one else had been able to kill. Sir Urian proudly presents the wolf's head to his father.

Minarsas (7 to 13 Agrazhar)

A normal routine settles over the Caer Minarsas household. Riders are dispatched to key holdings to invite prominent members of the shire to court on 14 Agrazhar.

Minarsas (14 Agrazhar)

Sir Declaen holds court in the Great Hall of Minarsas Castle. He informs his subjects of the outcome of his progress, what he has seen, whom he has spoken to (most notably the King), and the performance of the Minarsas champions at the *Royal Chelebin Tournament*. His subjects are invited to speak, air issues or make appeals not heard since the spring court. The event lasts most of the day. The liegemen are invited to stay the night and join the Earl in his official thanks giving on the morrow.

Minarsas (15 Agrazhar)

The day begins with a large public ceremony at the Lion of Dolithor Temple of Larani in the town. The Earl makes a public donation to the temple in thanks for a safe and successful trip. In a somewhat surprising development, he muses aloud that Sir Urian has done so well he may do this again next year. His son beams with pride. Guests from across the shire join the members of the retinue in a final feast before taking their leave of the Earl and dispersing back to their homes. They will have many tales to tell their friends and family.

Serolan Margon Irin

GM Notes:

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GM Notes:

A word milord…

AFTERWARD

After the excitement of two and a half months as members of the Earl's retinue, visiting cities, castles and abbeys, home seems much smaller and more humble that the PCs remember. Their eyes are open. They have seen a glimpse of the wider world that awaits them beyond the confines of Vemionshire. They are not the same people who left Minarsas at the beginning of Larane. They are travellers, pilgrims and courtiers. As winter comes and goes and spring is in the air, they will start to get itchy feet once again…

A Profit To Be Made (Both). If the PCs brought back novel and valuable items from Tashal and Olokand, they can resell them in Vemionshire at a handsome profit. So handsome, that it might be worth a return trip. They have made many new friends and contacts. They know the route now, how difficult could it be…

Members of the Household (Both). The PCs performance (assuming it was good) has caught the eye of Sir Gorlin. He has been looking to augment the staff of the castle. He invites the PCs back and offers them positions within the Earl's permanent staff. If they accept, he welcomes them into the fold. You see, he has this little job, which they would be just perfect for…

Agents of the Earl (Both). The PCs proved themselves adept at getting in (and out) of trouble. The Earl has been looking for "resourceful" individuals to undertake certain "tasks" for him. He has the PCs brought to him in his solar late one evening. Sir Declaen wants to send them on a "special" mission…

The Maid's Minders (Both). Maid Camissa is being sent to the Academy at Caleme (or the household of her new husband). It would be inappropriate for a girl of her tender years to go alone without at least a few familiar (and trustworthy) faces to keep her company. She has requested the PCs. She will be a handful…

Leave and Never Return (Both). The Earl does not tolerate rogues or adventurers in his service. He bailed the PCs out of hot water because they were sworn to him, but now that they are home safely, he dismisses them from his service. Sir Kobar makes it clear on the way out; they have a week to leave the shire. Well, they do have all those new contacts throughout the kingdom…

A Lucrative Offer (Both). There are those (such as Maldan Harabor) who will pay much for regular reports from Vemionshire. Nothing "too" treasonous, just reports on troop strengths, deployments, the Earl's movements, that sort of thing. There is money to be made in the selling of information. Heck, if they are loyal and report the offer to the Earl, he might instruct them to accept and work as double agents. Deadly, but the pay is good…

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OPTIONS FOR AN EXPANDED ADVENTURE

Option 1: The Hunt for the Earl of Osel (Both). Sir Sedris Meleken left Qualdris in 719 in pursuit of a murderer. He has not been heard from since. His wife, Lady Thilisa, is understandably concerned. His father-in-law, the Earl of Vemion, is worried about Lady Thilisa. The Rekela of Pagostra is worried about one of his most important parishioners. If the PCs do well, one of these patrons may send them to search for the missing Earl. Time is of the essence. If the Earl is still missing when King Miginath dies, his absence could greatly affect the Succession Council.

Option 2: Further Negotiations (Nobles). The Earl spoke to many people over the course of his Progress, including discussions about the future succession and business dealings. Once back in Minarsas, the Earl will need to further expand on these negotiations. The Earl can deputize PCs to act on his behalf to further develop these initial contacts.

> **Option 2a: Sheriff of Vemionshire (Nobles).** Sir Tulath Kaphin is the unacknowledged bastard son of the King. The Earl might be willing to support his bid for the throne (and encourage others to do so) in return for various concessions. The PCs are dispatched to gather proof of Sir Tulath's parentage in preparation for the Succession Council.
>
> **Option 2b: Baron of Kobing (Nobles).** Sir Orsin Firith is the Lord Marshal of Oselmarch. He has ambitions of building a keep at Oselbridge and claiming the vacant title of Earl of Chybisa. Sir Declaen can offer him money and men to further those aims, but in return, he wants Sir Orsin to renounce his claim and support [insert your favourite candidate here].
>
> **Option 2c: Sheriff of Meselynshire (Nobles).** During the tournament, the Sheriff made the Earl an offer in return for his support. The Earl wanted it in writing. The PCs are sent to pick up the offer. Many others want it to blackmail the Sheriff. The Earl may even sell it to the highest bidder as "proof" that the Sheriff is plotting to overthrow the King.

Option 3: Bastune's Debts (Both). The Earl has discovered the Baron of Kolorn's massive debts to Clan Rakin in Azadmere. He has decided to buy the debt, thereby tying the Baron even more closely to him. The PCs are sent to Tashal to meet with the usurers. Completion of the deal requires a visit to Azadmere. They are invited to join the clan representative as he returns via a Silver Way caravan. Only very close and trusted members of the household will be considered for this mission, as they are carrying a very large amount of silver and gold. The GM should include a few NPCs to ensure the PCs don't get any "ideas".

Option 4: Watching Bastune (Commoners). The Earl has no intent of paying off the Baron's debt, but he does want him watched closely. The PCs are dispatched to establish a fulltime surveillance of Sir Orthis. How they do it is up to them, however they need regular reliable reports from inside the keep.

Option 5: The Diocese of Vemion (Nobles). The Earl wants a separate Rekela for Vemionshire. He sends the PCs to visit the abbeys in the shire to solicit letters of support from the abbots. They are authorized to make certain promises (i.e. a new abbey, an additional chapterhouse for the Lady of Paladins, valuable trade concessions, etc).

Option 6: The Tournament Circuit (Nobles). If the PCs do well in the tourney, they may be invited to join a group of knights who are travelling from tournament to tournament across Hârn (and beyond).

Option 7: Earl's Factor (Commoners). Sir Declaen has made several important deals for wool and other commodities. He has decided he needs a permanent factor in Tashal to represent his interests. They will be based at his townhouse (also occupied by the Royal Ostler, Rindan Caldeth) and deal with the Mangai.

Option 8: Married Off (Both). The Earl has found a suitable match [GM's choice] for his youngest daughter, Maid Camissa. She is not amused and decides to runaway rather than marry "that horrible man". The PCs must track her down. Unfortunately, the Earl's squire (who has a crush on her) is "helping her" (for real this time). He is a good rider with extensive local knowledge.

Option 9: Couriers to Baseta (Both). With the danger that a civil war might erupt if the King dies, the Earl needs regular, reliable communications with his Constable in Baseta. The PCs know the route and are known to Sir Eres. The Earl sends the PCs with important dispatches. However, in Tashal they hear that Sheriff Harabor's men are accosting any bound for Baseta by the Tentru road. They must find another route.

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ALTERNATE USES FOR THIS MODULE

Not every GM wants to run a campaign such as *The Earl's Progress*. Aside from the obvious components that can be stripped out and used elsewhere (such as the cavalcade en route, cavalcade encamped, Nebulan Chapterhouse and the Caldeth Townhouse) there are other uses for the adventure material.

Background Activities. Nothing makes a campaign seem more real than to have large, interesting events happening in the background that have nothing to do with your current adventure. Have your PCs encounter the Earl's retinue on the main road while they are going somewhere else.

Manor/Keep/Castle en route: For some reason (broken wagon wheel, injury, brigands) the Earl and his retinue have been forced off their planned course and end up at the PC's manor. They need food and shelter for the night, for sixty if you please.

Render Aid: The Earl and his knights are off hunting when brigands attack. The PCs come across the wagon train hard pressed by the criminals. If they render aid, the Earl will be very appreciative.

Fellow Travellers: The PCs are travelling along the road when they encounter the Earl and his retinue travelling the same direction. There have been reports of brigands ahead and the Earl offers to allow the PCs to join his party for mutual protection.

Brigands/Sneak Thieves: The Earl "treasure wagon" is carrying gold, jewellery, usurer's notes and well over £600 in silver pennies. It is the ultimate prize for those with the élan or skill to take on an Earl, his knights and men-at-arms. A heist like this would be the coup of the century, on par with the theft of the Sword of Calsten. Are the PCs desperate or foolish enough to attack the personal caravan of a peer of the realm?

Spies/Assassins: The PCs are in the employ of one of the Earl's many enemies (see pgs 6-7 for ideas). They have not been able to get close to him while he was hold up in Minarsas Castle. Now that he is on the road, he is vulnerable. They are ordered to infiltrate the retinue and discover its true purpose and report back. They may be required to steal or sabotage something or kill someone, perhaps the Earl himself.

Mistaken Identity. There are rumours of brigands in the area. The PCs have "innocently" stopped for the night when they are suddenly surrounded by the Earl's men and taken into custody. They are found guilty and to be executed in the morning. They must escape and prove their innocence.

THE CROWN PRINCE OF MELDERYN

Jevas Toron, son of the King of Melderyn, plans to visit Azadmere in 720TR. His "Progress" will be similar (in many ways) to that of the Earl of Vemion. He will have a large entourage, likely double or even triple the size of Sir Declaen's, but the concepts and ideas remain the same. GMs are encouraged to use (or reuse) this module as a guide for the Crown Prince's trip.

Setting

The Prince's Progress traverses four nations and hundreds of leagues. One possible route is:

Cherafir[112] **to Nurisel**[113], to visit the Earl of Nurisel.

Nurisel to Racyn, by sea, to visit the Sheriff of Biren.

Racyn to Cundras, by riverboat, to visit the Chabla of the Lady of Paladins and "discuss" the Solori Crusade.

Cundras to Gythrun[114], to see the wilderness frontier with an eye to future settlement.

Gythrun to Thay[115], by sea, to visit the freetown.

Thay to Harden[116], by riverboat, to visit the Earl of Elorin.

Harden to Laket, by riverboat, to the headwaters.

Laket to Geda[117], along the Genin Trail to Chybisa.[118]

Geda to Burzyn[119], between the Bujoc[120] and Horadir[121] barbarians, to visit the "Earl of Chybisa."

Burzyn to Oselbridge[122], through the territory of the Pagaelin[123] barbarians.

Oselbridge to Kobing, to visit Baron Orsin Firith.

Kobing to Qualdris, to visit Lady Thilisa Meleken.

Qualdris to Tashal, to visit King Miginath.

Tashal to Gardiren, to visit the Earl of Neph.

Gardiren to Naniom Bridge[124], up the Silver Way to the Dwarven Kingdom of Azadmere[125].

Naniom Bridge to Zerhun[126], the gateway fortress.

Zerhun to Azadmere[127], the capital of the Khuzdul.

Azadmere to Naniom Bridge, down the Silver Way.

Naniom Bridge to Kiban[128], to visit the Earl of Balim.

Kiban to Qualdris, and then retracing his steps south via Kobing, Burzyn, Geda, Laket and Thay. From Thay, a ship to **Glenoth**[129] [130]and finally home to **Cherafir**.

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AUTHOR'S NOTE

The Earl's Progress owes its existence to the many interesting and provocative discussions the HârnForum has spawned over the years. In particular, I was motivated to write this campaign module for three reasons: to show what a noble's entourage **might** look like, to provide (in my opinion) a truly Hârnic style adventure and to give GMs a good opportunity to use all those castle articles that have been filling up their binders.

There have been several discussions on the HârnForum about noble's entourages. How big are they? What are they composed of? **James Sawyer**'s post (AKA maypole) asking "someone" to write up such an entourage was an appeal to my ego I found hard to resist. I am no medieval expert, but I had a few ideas drawn from various books I own. So I sketched out an entourage and conned my good buddy Thomas Shook into drawing it up for me.

I could have just released the entourage as a four-page article, but then I started thinking about who was in it. I choose an Earl, because I like **big** groups and started detailing the retinue. Then, this led me to start to think about which Earl it should be and where he was going. One thing led to another and I started to map out a route. From there, the idea of adding PCs and making it an adventure just came naturally.

Hârn desperately needs new adventures. It is a beautiful background, but there are few published adventures and they lack the right tone. Why create an interesting, realistic and magic-rare world and then have all your published adventures involve magic or supernatural creatures? I have to credit (or blame!) John Sgammato with planting the idea in my head to create a real epic campaign where there are tons of action and cool adventures thoroughly grounded in realism. The drama and excitement of this adventure come from realistic people with believable motivations doing rational things using mundane (but still deadly) methods.

Another reason for creating this adventure was to get PCs into the castles. **Roy Denton** (AKA redenton) made a comment that struck home with me, as a CGI and fan fiction author. He said, as a GM, he had rarely used any of Hârn's many castles. I thought about that long and hard and realised, he was right. Why? Because as authors, we had never given him, as a GM, a compelling reason to go into them. So, I deliberately structured *The Earl's Progress* to kick open those doors and now I invite the PCs and GMs to take advantage of all those great castle locations that are waiting to be used. Minarsas, Qualdris, Tashal and Olokand are vital pieces of this adventure. The PCs will have to visit them now. Once that door is open and they have contacts in all of these places, hopeful it will be hard to stop them from wanting to return again and again.

John Sgammato has been my mentor and cheerleader throughout this process. We spent many long evenings chatting on the phone. He is the idea man behind the map with Hârndex style entries facing it, the calendars, the layout with room for GM notes on the side, the rumour tables and dozens of other small, but extraordinarily helpful, interesting and useful bits here and there. Without him, this adventure would not have been half as interesting.

Joe Adams has been my "big picture" guy, evaluating the overall ebb and flow of the adventure and making a number of key recommendations and observations, which hopefully have made the module more exciting. **Dan Bell** is my canon-god. He has patiently scrutinized the module from end to end utilizing his encyclopaedic knowledge of Hârn to check every detail. However, any residual errors remain my responsibility. **Andy Gibson** is a great sounding board and was a vital assistant to help me get the right tone for the Social Status section.

As always, **Richard Luschek** has been a key agent in translating my words into Harnic images. His vision and ability to capture the "look and feel" of Hârn makes all the difference to me. **Thomas Shook** has taken over from Patrick Nilsson and Jocke Andersson as my regular mapper. Those are big shoes to fill and his has done it skilfully, quickly and without complaint (even when I put him under totally unreasonable deadlines!).

In the end, I wrote this module, because it is what I wanted and couldn't find. It took on a life of its own and just started to grow (and **grow** and **GROW**…). I hope I have succeeded in telling a good story, only time and the response of HârnFans will tell. I hope you (the reader and hopefully the GM) find it interesting and useful. May it spawn many long days of enjoyable Hârnic gaming.

Thanks for reading,

Kerry Mould (AKA Sageryne)

USEFUL ADDITIONAL REFERENCES

Chesel, Zutlin, Kerk and Hasiel Manors are not described anywhere in either official publications or fan fiction. **Zoben, Nubeth and Baseta Keeps, Ledyne and Erone Abbeys** and **Wylain Chapterhouse** are described but not detailed or mapped. GMs are encouraged to adapt one of the numerous high quality articles available free from the many Hârnic fan fiction sites listed at HârnLink or to develop these locations themselves by using HârnManor, currently in print and available from Columbia Games Inc. at CGI: HârnManor.

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[13] This is an example of an external link endnote.

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[34] Minarsas. ***Earl Declaen Caldeth***. Page 24.

[35] Minarsas. ***Current Political Situation***. Page 3.

[36] Minarsas. ***Religion***. Page 6.

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The Earl's Progress

A Hârnic Campaign Module

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The Wyvern Stirs

Sir Declaen Caldeth, 19th Earl of Vemion, prefers his remote fiefdom and the security of Minarsas Castle to the politics and intrigue of the Royal Court of Kaldor. He rarely stirs from his lair, and then only for the briefest of periods. Thus, his subjects were shocked when he announced his intention to make a great tour of the realm. He will visit his liegeman, the Baron of Kolorn and his Constables at Zoben and Baseta, attend the ***Royal Chelebin Tournament of Chivalry*** at Olokand Castle and stop at the capital city of Tashal en route.

All of Vemionshire is abuzz with the news. The Earl will host a tournament in Minarsas. The winners will join his retinue and represent the shire at the Olokand tourney. Every knight and yeoman is vying for a spot in this once-in-a-lifetime tour of the kingdom and with it, the promise of the personal favor of one of the most powerful magnates in Kaldor. Are you worthy of being a member of **The Earl's Progress**?