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INTRODUCTION

As the title of **HARN POTTAGE** suggests, this has a bit of everything in it with a little meat, a mismatch of random buildings, places and things to be used anywhere on Harn the GM feels appropriate. Although locations are given for a couple of pieces, these are optional and easily moved. Also included are various arcane items for campaigns which use magic.

The mini adventures/encounters in the following pages will hopefully help those GMs who have a game day coming up but nothing prepared, or as filler for their PCs' travels between major points in their present quest. All should take little time to play in game as well as real time so not to divert players too much, although some of the mini adventures would be a good starting off point for beginning characters.

CREDITS

WRITER

Mike St-Pierre

MAPS

Mike St-Pierre

ARTIST

Richard Luscheek

HARN POTTAGE 2

FREE FARMER

Size: 5 Quality: ☆☆☆☆ Prices: N/A

Basic Facts

Teribir of Werl is a stout, clean-shaven man with a deep voice. He appears younger than his 34 years and attributes this to his clean, honest living. He is friendly with strangers, always willing to open a conversation and is an astute judge of character. His wife Renele, 32, has blessed him with three strong children, a son and two daughters. His son Kotos, who is fifteen, works the fields with his father. The daughters are Jinlele, who is 13, and Melkea, 8.

Teribir has 50 free acres, 10 of which are a rather bountiful apple orchard. He owns two teams of oxen, as well as a flock of 20 sheep tended by his eldest daughter. Many chickens are kept for their eggs, and nest about the barn away from the larger mammals.

His household and lands are kept in excellent condition and he can even spare his son to, on occasion, work the land of others in return for help during apple picking season.

He also supplements his income by letting travellers stay in his barn since there is no inn at the village. He will charge 1d a night, which includes a meal of pottage and bread. He will also charge 1d per mount for feed and watering. Teribir gives 10 percent of his earnings from guests to the inn keepers' guild to avoid trouble, an unnecessary gesture as the guild finds the territory too weak to support an inn and his token is barely worth the trouble of documenting.

Ground Floor

The house proper is a simple large room with a fireplace at one end for heat and cooking. The sleeping quarters are behind curtains and all cloths are kept in two trunks. The windows are small to retain heat in the winter months. An overhang protects the seasoned wood and the entrance-way from the elements.

Teribir keeps a purse with a few dozen coins in the larger trunk and has a sack with 400d buried under his bed for his daughters' dowries and other expenses. He also has a

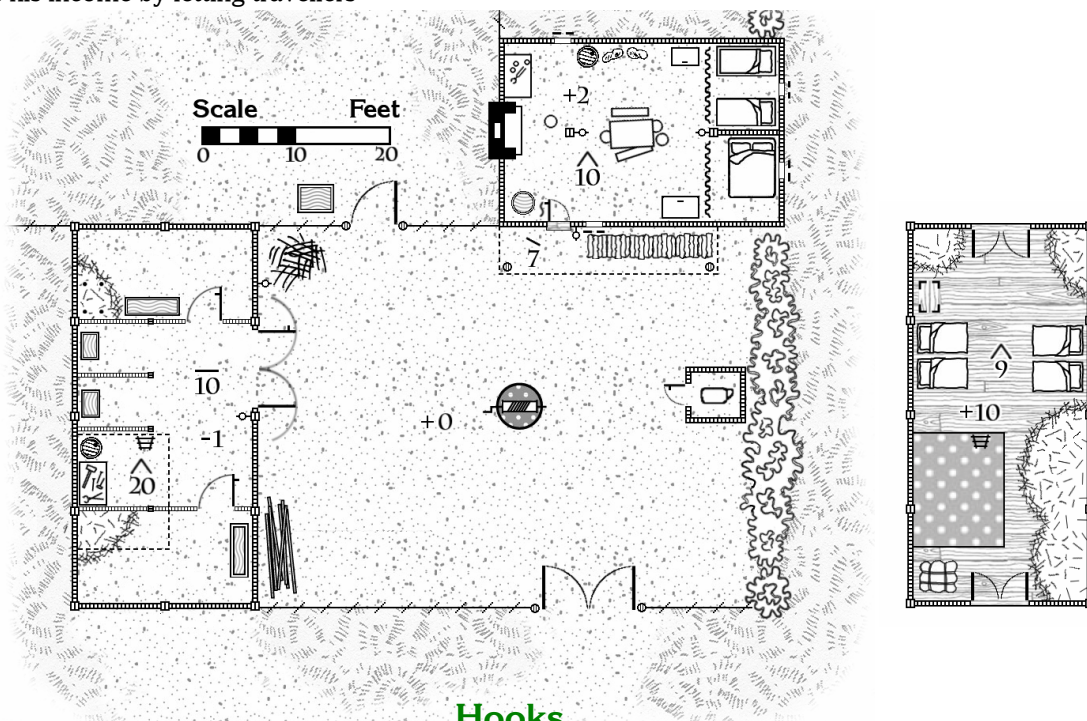
spear and round shield in his sleeping alcove. In his large trunk he has a heavy hide vest for protection but has never needed it to date.

The small lavatory shed is kept clean to avoid contaminating the well. The hedge behind the lavatory shed is made up of raspberry bushes, the fruit of which are picked by young Melkea for jams and pies.

The barn is a fine building, but small for Teribir's needs. The sheep are kept in the southernmost pen and the oxen teams stay in the northern one. The two stalls are empty at the moment. The tack for the oxen, ploughs and tools are kept by the area with the ladder to the hay loft. There is a small vegetable and herb garden behind the house, tended by the women.

Hay Loft

The loft has four bed rolls used by guests (any more and the extras sleep on the hay piles with blankets, which is much better than the cold wet ground). All but the fussiest guests find comfort here. Teribir has been known to displace his own children from their beds for a few extra coins to accommodate a guest, but not often.



Hooks

Damn, it's wet. Caught in a torrential downpour, the characters are directed to Teribir's farm for shelter and food.

Are we there yet? Travelling between major settlements, it is late and there is no inn about. A serf informs players that a local has a nice dry barn for travellers.

Friendly advice. A passing merchant tells characters that Teribir's farm in the next village is a good stop over for weary travellers.

TOWN HOUSE (for sale)

Size: 3 Quality: N/A Price: N/A

Basic Facts

For sale by the local mangai, who appropriated the property to settle a debt from the previous owner, the stone building has two stories but no cellar. A new shale roof was added two years ago and the upper windows are glass.

There are three servants who are presently with the household and may be kept on by the new owners. Marald is a plain, thin man with salt and pepper hair. He is the handyman and takes care of the mounts when present. His loyalty depends on the food he receives; not one to shy away from hard work, he does expect to be well fed. Junlais is a short, portly woman in her 40s. She is the house cook and a rather good one, even if her repertoire is limited. She does all the shopping for the foods and can feed a household of 6 to 8 adults on 40d a week (if they are not too "noble"). She regularly pockets a coin or two out of the food budget to supplement her income, but is otherwise loyal. Lastly is young Certhede, a 20-year-old maid who cleans the house. A sweet girl with a lovely voice, Certhede is sadly as ugly as a southbound mule. She enjoys her job and was well treated by the former owners. She has shared a bed with Marald, but only when he is in drink, which seems to bother her little. She is loyal if Marald and Junlais are present, but if they leave she will follow.

The salary for Marald is 44d per month, Junlais makes 34d and Certhede makes 26d. Each servant is given one day off every week, plus two extra days a month to be taken at their leisure (with the masters' permission). These were the arrangements with the last master; players may change these rules (that this will change the servants' loyalty, for better or worse, is up to the GM).

The asking price for the property is dependant on the PC's rhetoric skill.

Rhetoric roll (only one roll)

CF 30£ and not a farthing less, oh by the way, it's another 5£ for the furnishings.

MF 30£ but we'll throw in the furniture.

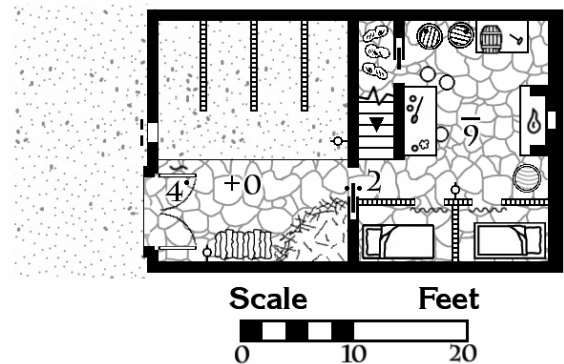
MS 26£ and thank you for your business.

CS 21£ and get out of here before I change my mind.

Ground Floor

Solid double doors with a stout lock open into a small stables with room for four mounts. The area also has storage for wood and feed for the horses. A pocket door separates the house proper from the stables and is lockable from both sides. The kitchen is small but orderly, with cold storage under the stairs. Unfortunately, the cold room is not very cold, so perishables are rarely kept. The single bed

is Marald's, while the bunk sleeps Junlais and Certhede. Although the rooms are small, the servants are happy not to be sleeping on the floor, as is the case with many domestics.



Second Floor

The back of the building is a comfortable hall, with a large table surrounded by three benches and four chairs with cushions. A rather plain tapestry hangs on the north wall and a serviceable rug covers the floor to the south. Two good padded chairs are near two empty book cases (the servants will inform the new masters that the scrolls and books were taken by the mangai). The curtained-off bedroom contains only a bunk bed. The small front room has a wash tub and a water heater of Khuzan design (this item alone could fetch 800d). The smaller bedroom contains a good bed and an open chest. Although the key is missing, a replacement can be made.

The last room is the master's room. A solid lock on the door protects a fine bed.

There is also

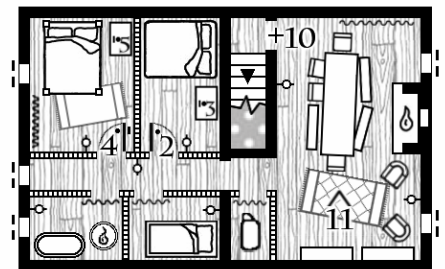
a soft rug and a colourful but unremarkable tapestry. The stout chest has the key in the lock, as well as an extra inside.

Hooks

I am sick of inns – The PCs are looking for a base of operations. A cryer mentions the property for sale by the mangai.

A...ummm... fair damsel in distress? – Young Certhede, while on an errand, is being taunted, and pelted by rocks by children. The PCs intervene: grateful, she tells them about the townhouse.

Did you hear? While in a local tavern, the PCs hear about the townhouse for sale. It might be a good investment.



HARN POTTAGE 4

SMALL CAVE

Basic Facts

This large cave complex has a main sink hole opening approximately 25' by 40' in size. Its position is at the edge of a rocky hillside in a forested area. Shrubs grow on the cavern floor below the opening, and the ground there is loose rocks and soil, whereas the rest of the cave is mostly stone, carved by an ancient river. Due to the fact that there are two openings, the cave has decent air circulation and air quality should never be a concern.

The locals are aware of the cave, but simply ignore it since their lord found it of no interest. The children of the settlement often dare each other to climb down into the cave, a popular rite of passage for the young.

A large black bear has made the cave complex its den, along with a few dozen bats. Normally the bear stays near its den area, and the bats are harmless, not even in serious enough numbers to cause much of a distraction. Many small song birds make the overhang their home.

Present Situation

A small group of children were performing their usual antics by the cave, when one of their group, Dor, slipped and fell almost 15 feet to the cave bottom. Despite only receiving a sprained arm in the fall, Dor was unable to climb back up. The shouts of the children attracted the bear from its den. This lumbering monster caused the injured child to flee deeper into the cavern. The other children fled back to the village to tell the adults.

The characters are offered 20d by the village reeve to rescue the lost child and kill the monster. If this is not enough, raise it to a 50d reward offered by the lord's wife (as the lord is away with his liege).

If players question the youths, roll on the following chart for the characters' rhetoric skill.

Rhetoric roll

CF the children are so distressed, they can only say a monster ate Dor

MF admitting that Dor ran away to hide in the cave, the children still describe the bear as a 10 foot monster

MS the children say that Dor ran away from the monster and was injured. They insist it was at least 8 feet tall and had black skin

CS as above, but black skin is now fur

The cave will be easily found, with directions from the adults. The cave is only about a mile from the village, in a forested part of the fief. Have the players arrive around two in the afternoon. This will give the characters ample light in most reaches of the cave, save areas 3 and 4.

Map Locations

1 Cave entrance – The sink hole floor is about 15 feet below the lowest point of the mouth. It is easily reached and foolproof if a rope is used. At the bottom, a tracker will be able to make out the boy's tracks, as well as the tracks of the "monster". A successful tracking roll will identify the tracks as bear and reveal the direction Dor fled. Yelling and shouting for Dor here will attract the bear from location 3.

2 Dead end - This small ledge is 8 feet above the floor, with a low ceiling. Dor is cowering at the back of the ledge having gotten up here by springboarding off a large rock on the floor below. The bear was unable to climb the relatively smooth stone and gave up after a short while, preferring to wait out his meal.

Dor will only make a sound after hearing people close to the ledge; he will not answer calls from persons at the cave opening (area 1).

There are a few bats in the area, which will just flutter about, returning to a new crevice in the ceiling after players pass (irritating characters **could** be candidates for rabies).

3 Pool of water - If characters are relatively quiet going about their business, they will encounter the bear here, where the cave gets narrow. Bursting from the shadows, the bear will likely get to attack first, by surprise.

Black Bear

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

Skills

Initiative 65; Dodge 65; Awareness 68; Stealth 52; Tracking 75; Bite 4P 52; Claw 4E 65

Armour

B5 E2 P2 F4 GAC 1

Strike Locations

01-15 Head

16-25 Neck

26-30 *Fore Leg

31-50 Thorax

51-85 Abdomen

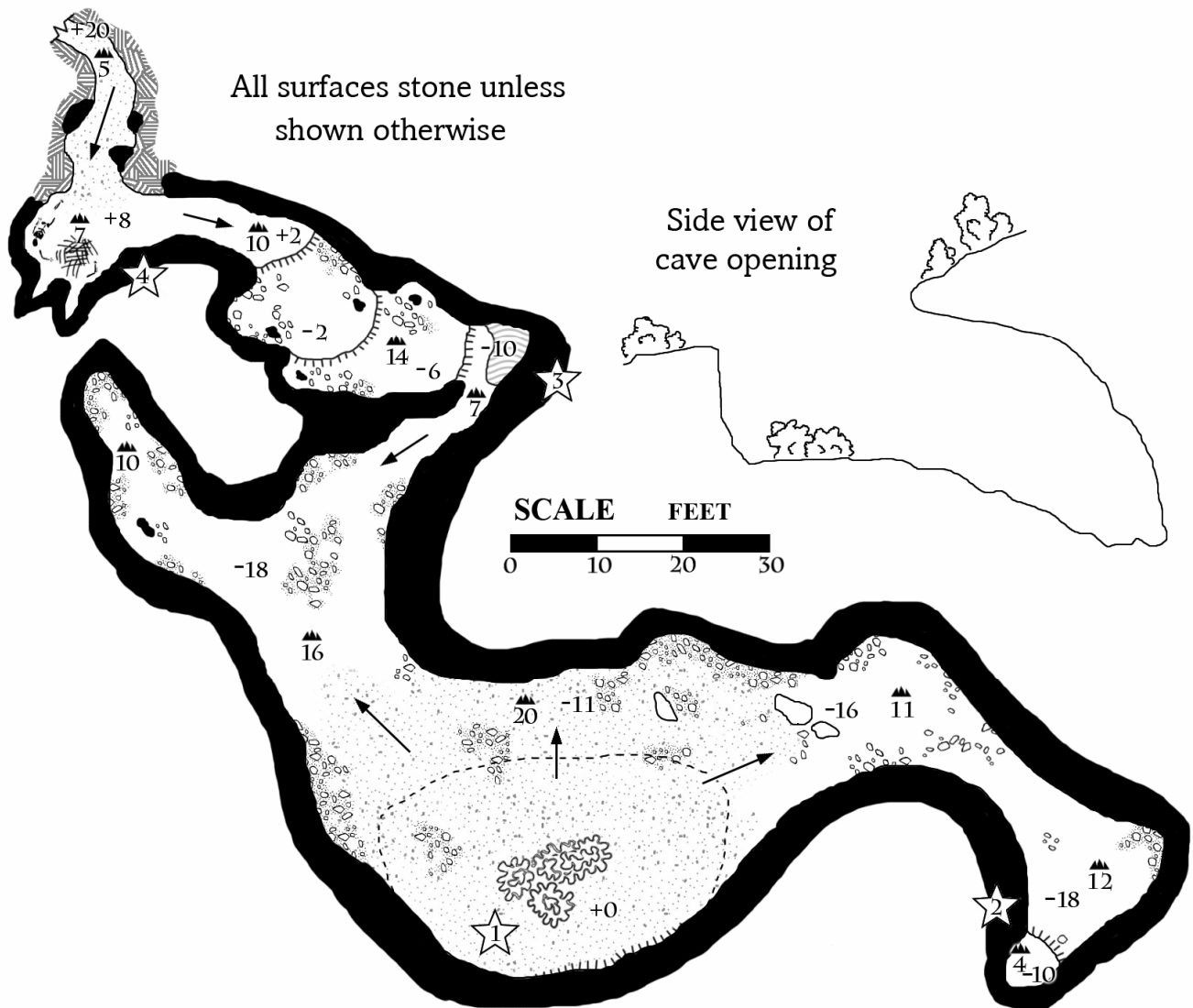
86-95 *Hind Leg

96-00 Tail

* Odd= Left. Even = Right

The area here has a deep recess in the rock, where cool water collects. The pool is rather clean and is the regular drinking hole for the bear. The floor is slippery; characters climbing the natural steps could slip if they're not careful.

HARN POTTAGE 5



The smell of bear is evident in this area and the characters will need some sort of light source if they are to continue.

4 Bear Den – This room is the bear’s territory. The only thing of interest in here is the dismembered skeleton of a hapless outlaw who, with his brigand buddies, thought they had found a great new hideout. The bear killed one of them and drove off the others last autumn. Scattered around the den is 27d from the brigands’ purses. There is nothing else of value here, as all equipment and weapons the brigands had, have either rotted away or rusted beyond use.

The tunnel slopes upward for another 30’ or so, to a small exit between two large boulders which the bear dug out. Tree roots are poking through the tunnel ceiling towards the top.

Hooks

Rescue the child. A child fell into the cavern and was attacked by the bear. Save him! *This is the default hook as described above.*

Walking in the woods. Players are travelling in the woods and stumble across the cave opening. What could be inside? *Just delete Dor from area 2.*

Tracking brigands. Characters were hired to track brigands working in the area; there is evidence that they were here in the past. Gotta check it out for clues. *Also delete young Dor from area 2. It is also possible that the characters find the bear’s entrance first.*

HARN POTTAGE 6

ARCANE OBJECT

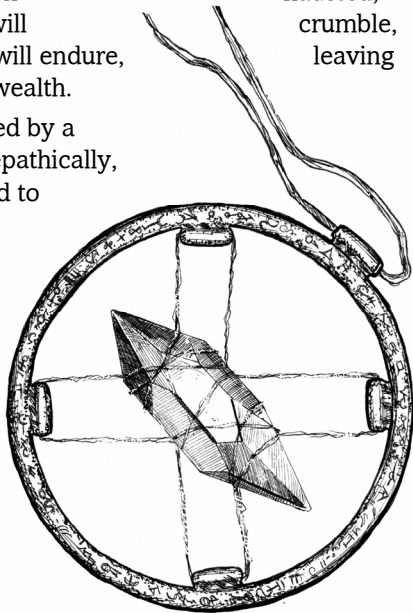
JANOB'S DIVINING HEART

Janob was a Shek-pvar who lived in Emelrene around the year 110. He is the first recorded mage to create such an artefact, but many have repeated his accomplishment over the years. All items of this type share Janob's name, despite whoever creates it.

Janob's Divining Heart is used to detect magical items, doors or anything magical in nature, and even demons and undead can be divined. All forms of the heart have similar appearances: a (usually) silver hoop, about 4" in diameter, with a crystal or gemstone held in the center by wire made of a precious metal (gold used most often). It is believed that hearts made of more valuable components are more powerful, but this has not been proven.

A heart is a limited use item, holding up to 12 charges. When the charges are exhausted, the crystal/gemstone will crumble, leaving the owner with a little wealth.

The heart is activated by a command word, or telepathically, by an individual attuned to the artefact. When activated, it can detect magical energies up to 60' in the direction it is pointed, glowing brighter the closer the object is. The area scanned is cone-shaped, starting at the 4" circumference of the hoop, and expanding to a 10' diameter area. Each charge will last up to a minute. If multiple energies are detected, the crystal/gemstone will pulse: the faster the pulse, the more magical energies. Earthmaster artefacts are not detectable to the hearts.



ARCANE WEAPON

DAWN'S GRACE – Morningstar

Dawn's Grace was forged in 618 by Migin of Barien, a Rekelas of the order of Hyvrik, as a gift for the Serekela. It is a powerful weapon and is considered a holy relic to the order of Hyvrik. It has twenty-four 3" spikes around the head, set up as four bands of six; a truly intimidating weapon.

The morningstar was stolen before it could be presented to the Serekela. All facts pointed to an Agrikan agent. Whether or not this is true, the morningstar disappeared for decades, but then turned up in the country of Kaldor in the possession of a knight of the Spear of Shattered Sorrow. After an ignored plea for Dawn's Grace's return by the order of Hyvrik, an agent was dispatched to reacquire the holy artefact. Whether he was successful or not, the morningstar disappeared again, but unconfirmed reports over the years have put Dawn's Grace all over Harn.

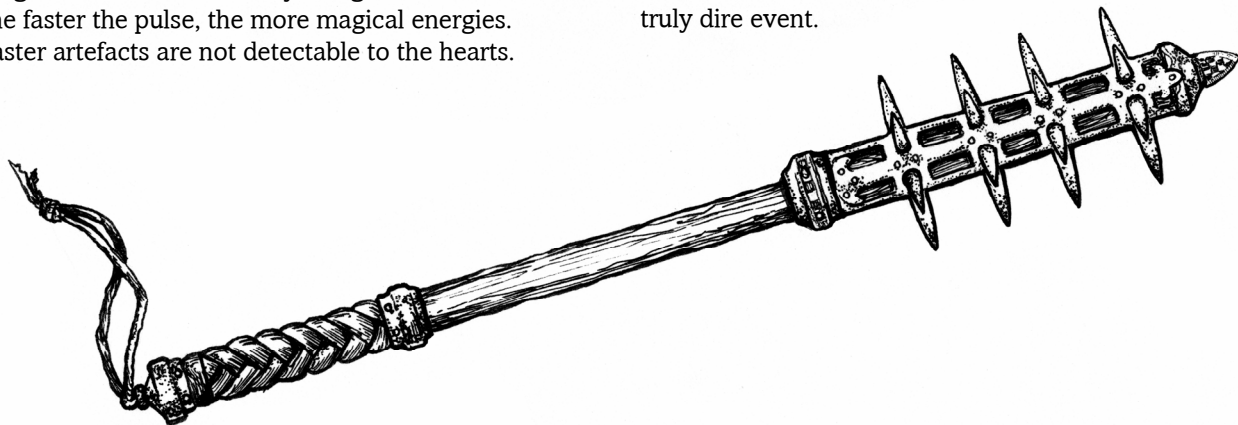
Dawn's Grace has the following stats and abilities.

Wt	WQ	A/D	Pr	Se	B E P
5	16	15/05	0	10	0/-/8

Dawn's Grace is balanced for one-handed use, unlike regular morningstars, and is small in comparison, being only 3' 2" long. It is also impervious to rust and corrosion, appearing as new today as when first cast. Only the wooden stock is at risk, but is easily replaced if damaged.

Aside from being a deadly mundane weapon, Dawn's Grace was forged to be the bane of the servants of Morgath. The person in possession of Dawn's Grace can identify all supernatural servants of Morgath and is unaffected by the Shadow of Bukrai. A strike by Dawn's Grace on an Amorvrin or Gulmorvrin causes DOUBLE weapon damage, which is a full 16 points of piercing damage.

Possession of Dawn's Grace in Kanday could easily result in arrest for not returning a holy relic to the church. The only worst scenario would be being caught in Golotha with Dawn's Grace, a truly dire event.



INN - The Severed Hand

Size: 5 Quality: ☆☆ Prices: Low

Basic Facts

A small rural inn run by master innkeeper Aban of Ress and his family. Aban is 42 and a former mercenary who lost his left hand defending a caravan from a group of gargun. Using his spoils to build this small inn (his father was an innkeeper), he retired to the quiet life with his wife and family. His master's credentials were also bought from the guild.

The inn and barn are solid wooden buildings with good roofs. Aban's son acts as the ostler for the inn, but has no formal training, a fact that is generally overlooked by the guilds in poorer regions. His two daughters act as serving maids in the inn. His wife Innete handles what little cooking there is, and is also an ale wife.

Inn's prices

Ale 1f	Dark Ale 2f
Cider 2f	Wine 1d
Pottage 2f	Bread & cheese 3f
Roasted Meat* 2d	Dry Rations 1d
Dormitory 2f	Private, small bed 1d
Private, double bed 2d	Stabling for horse 3d

*Whatever meat is available

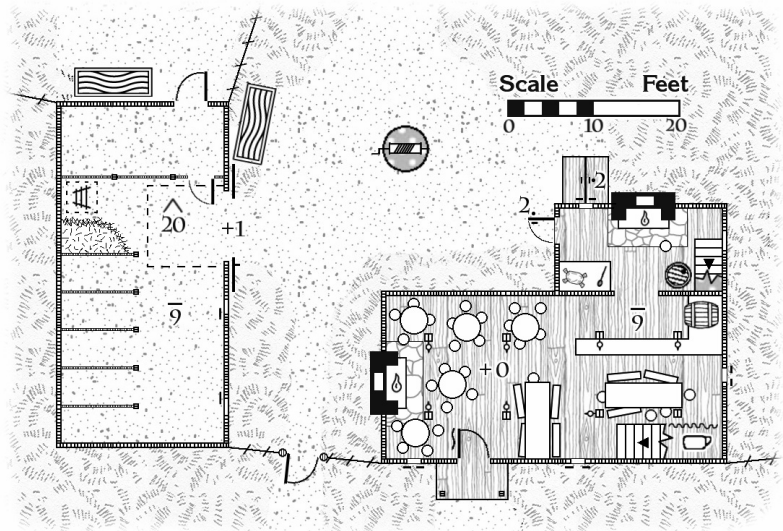
Ground Floor

The common room is fairly spacious, with room for dozens of clientele, but is rarely full. Outsiders are viewed with a level of distrust according to their appearance. A merchant is treated politely but an armed party of adventurers would cause considerable murmuring and dark glances.

Two teenage girls work the floor, getting drinks while Aban is behind the bar. Aban will send his daughters away from adventurers and serve them himself.

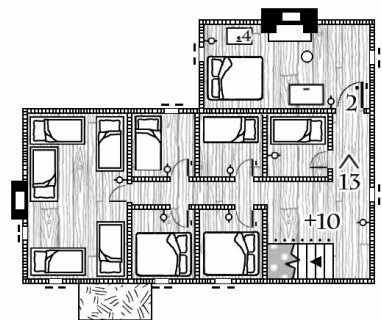
The kitchen is run by Innete, who is a rather sour woman who often berates her husband. She often complains about Aban's shortcomings, one of her favourite insults being "you're so useless you can't even count past five anymore".

The barn is clean and well kept. Aban's teenage son Tind watches the animals and is relatively competent. Tind sleeps in the loft, which is not as far from his mother as he'd like, but it is a start. The loft has been used by customers when the inn is full, but this has only happened a handful of times.



Second Floor

Four private rooms and the dorm dominate this floor. The small room with the bunk bed is Aban's daughter's room. Aban's room is plain but warm. A chest holds a small portion of his wealth.



Cellar

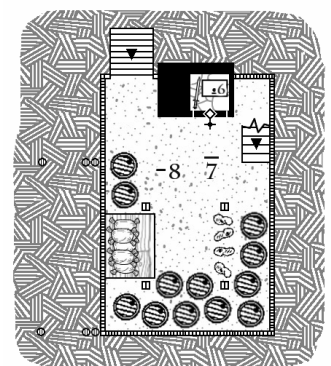
Used as storage, it is modestly stocked, having mostly drink. In the foundation of the fireplace is a secret compartment which holds Aban's equipment from his younger days. A broad sword is here, which Aban keeps hidden unless desperately needed. In the locked chest are 500d, a plate half helm and a fine ring hauberk (lg) with the following stats:

B 4 E 8 P 5 F 3 S 1 T 7 Wgt 42 lbs

Hooks

Psst, you wanna buy some armour? Aban feels the characters would be interested in his ring hauberk. He asks a full 1000d for it, but can be talked down to 600d.

You should buy us a drink. The locals are not happy with the PCs' arrival. A few of them feel it would be friendly of the PCs to buy a round of drinks.



HARN POTTAGE 8

HOUSE OF COURTESANS: THE THREE DELIGHTS

Size: 12 girls/6 servants Quality: ☆☆ Price: High

History

The house was opened in 709 by Darena of Sharadin, an enthusiastic courtesan from Shiran. At first it was just Darena and two other free courtesans. With the local populace frowning on their enterprise, the first couple of years were lean, but with the merchant class they were able to make ends meet.

In the winter of 712, one of the girls died of pneumonia. This would have been the end of the house but Darena refused to surrender to despair. As it happens, that same year Darena met Rane of Dymel, the new 17-year-old wife of the local apothecary. Rane was also the daughter of an apothecary and knew the business as well as any trained master. Unhappy with her life, she wanted more and Darena was the answer to her prayers. After her much older husband died of apparent heart failure at the local brothel, Rane inherited the shop with the help of Darena and a few well placed bribes. The two women joined in a partnership, combining the two buildings.

With the monies brought in by Rane, the women were able to attract a couple more girls. As Darena taught the ways of a courtesan to Rane, Rane used her knowledge of herbs to her advantage.

Present Situation

The women now use a special aphrodisiac powder derived from a rare fungus to aid their business. The powder is mixed with wines and ales, improving the sensual experience of the imbiber. Unfortunately, excessive use of the aphrodisiac causes fatigue and lowers a person's immunity to disease. This has caused the premature deaths of more than one older client; however, suspicions have yet to turn their way.

The house now has 12 girls, including Darena and Rane. The other original courtesan retired in 715, becoming a mistress to a powerful local lord. There are four female servants who cook and clean, as well as serve drinks. Two large guards keep the peace in the house. The buildings are in excellent shape, having been freshly white-washed just this past spring.

The only members of the house who know about the powder are Darena, Rane and the two guards.

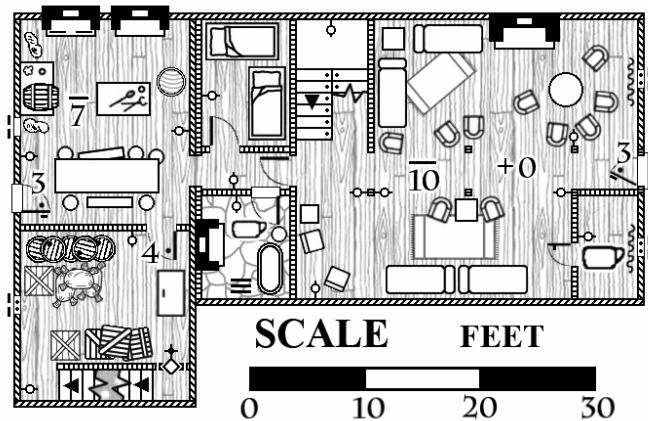
Ground Floor

The lounge is comfortably furnished with padded chairs and Azeryan style couches. There are usually one or two girls playing the harp here, but other instruments do make appearances. The servants bring food and drink to the clients. The mistresses always send a newly arrived client a complimentary tankard of wine (laced with the aphro-

siac). The guards are here but keep a very low profile. It is not uncommon for merchants and nobles to meet here to discuss business.

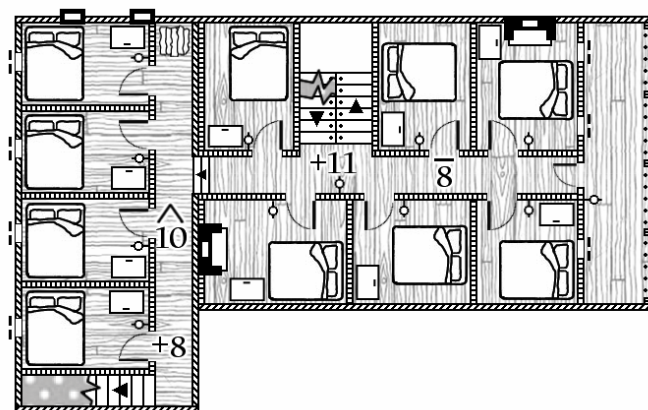
The lavatory with the stone floor also has a bathtub where the girls bathe daily, and there are many different scented oils here. The room with the bunks is the sleeping quarters of the servants, and although cramped, the girls are paid a generous wage. All servants are comely young girls.

The kitchen is where everyone eats and it can get loud during the day with so many women prattling on. The kitchen has fine, fresh foods but the cook is of average skill at best. Darena is thinking of changing the cook but has not yet found a suitable replacement. The store room door is always locked and the servants are required to get one of the guards to open it for them. Both mistresses also have keys to the door.



Second Floor

The second floor has rooms for the various girls to entertain their clients. The junior girls have the smaller rooms above the kitchen and the favourites enjoy the rooms with fireplaces. The balcony is a favourite place for Darena to be alone with her thoughts.

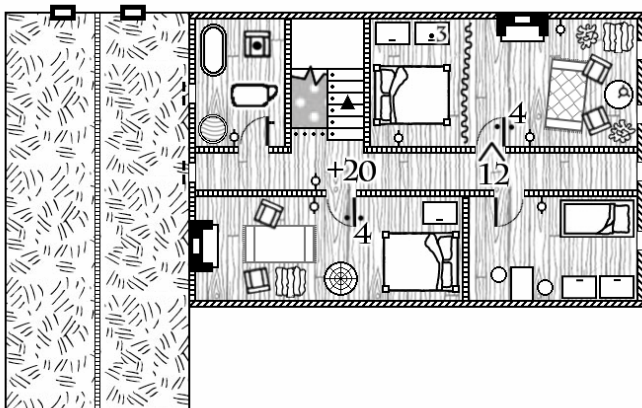


Third Floor

The third floor has Darena's and Rane's quarters. The two guards also have their room on this level. The last room is a fine lavatory used by Darena and Rane only. The bathtub is filled every morning by the servants – who are not fond of bringing the hot water up the stairs.

Darena's room is the larger one to the north, with a fine four-poster bed to entertain her clients. She rarely has more than one customer a night and enjoys spending time in conversation by the fire. A locked chest by her bed contains some very expensive perfumes and jewellery, most of which are gifts from admirers.

Rane's room is unusual and shocking for the first timer here. Not as feminine as Darena's room, this dark, windowless room has a large gibbet-like cage in it. More than one client has been "imprisoned" here at Rane's pleasure. There is also a large comfortable bed here, but few men have slept in it. There are various flagelli and manacles about the room. Despite Rane's unorthodox practices, she is popular, especially with nobles who take a perverse pleasure in being dominated. Rane has no valuables in the room aside from some bottles of perfume.



Cellar

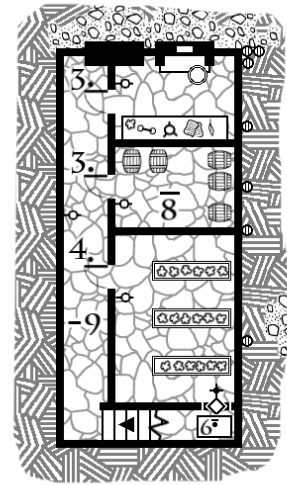
Reached through a secret door that was installed by Rane's husband years before he died, the cellar has a stone foundation. Most of the staff knows about the secret door but only Rane, Darena and the guards are allowed through it. The basement is divided into three rooms, all with locks. The guards can only access the middle room, whereas the mistresses have keys to all.

The first room contains troughs with soil in them. Here grows the fungus which Rane refines to make the aphrodisiac powder. The secret door under the stairs hides a locked chest containing a sizable amount of coin; this is Rane's and Darena's fortune.

The second room has small kegs of relatively cheap wine that is laced with the powder. The guards retrieve the

kegs when needed, and the wine is given free to every client.

The last room is Rane's workshop. She refines the fungus to powder and places the proper dose in the kegs. The doses are kept low to avoid people really noticing the effects, but sufficient to enhance the "finale" of the evening's events. Rane suffers from a low immune system from handling the fungus, but so far has been lucky enough not to get sick.



GUARDS (2)

Str	11	Agi	12	Sml	10	Wil	11	Cml	10
Sta	11	Eye	10	Voi	09	Aur	11	End	11
Dex	12	Hrg	09	Int	08	Mor	09	Mov	12

Physical Skills: Climbing 55, Condition 55, Jumping 65, Throwing 65

Communication Skills: Awareness 70, Intrigue 50, Oratory 50, Rhetoric 50

Languages: Harnic 75

Religion: *Ritual:* Peoni 20; *Piety:* 10

Combat Skills: Initiative 75, Unarmed 70, Club 80, Dodge 60, Dagger 70, Sword (short) 75

Armour/Weapons: Leather tunic/leggings/knee boots, cloth shirt/hose, club, short sword, dagger.

Hooks

Celebration – The players have saved the world from evil and their purses are full. Let's party!

Demons! – A local merchant is becoming suspicious of the courtesans. After every evening spent there he is drained and fatigued. He suspects the women of being Succubi, female demons that drain a man's life force. The players are sent to investigate. Rane's room could raise suspicions.

Delivery – Rane's crop was wiped out by weevils. A new supply of fungus needs to be retrieved from an apothecary in the capital. An illegal product, the fungus could cause trouble with the watch.

Someone is missing! – A player character has gone missing. He (possibly a she) was last seen at the Three Delights. Did he/she discover something they shouldn't have? Or are they just enjoying an encounter in Rane's care?

HARN POTTAGE 10

CAVES (GARGUN COLONY)

History

In 719, a common event transpired in a gargun colony: a disgruntled, powerful male with a couple hundred followers stole a princess and fled the colony. The typical amount of bloodshed ensued, but the group did manage to escape with a live female. Unfortunately, their timing was flawed and they escaped just before the onset of winter. The elements took a heavy toll on the refugees, claiming more than half of the survivors of the original swarming.

At their most vulnerable and after their original leader was eaten by his followers, they found a large cavern. It was perfect to start a new colony, although close to human territory. After getting themselves comfortable, they started sending out small scouting/hunting parties and began excavating a proper dwelling. Progress was slow as they had brought few tools with them, but that changed a few weeks ago.

Present Situation

After finding a mining operation (type to be determined by the GM) just 2 leagues away, the chief planned an unorthodox raid on the camp. Their target was the metal tools and equipment and not the miners themselves. The colony's need for the tools was much more urgent than food, as the forest provided an abundance of deer and boar meat.

The raid went off without any casualties on either side, a triumphant success. Despite the fact that there was no loss of life on the miners' side, the mine was abandoned until the threat was neutralized. The local nobility are more than happy to leave the miners' guild to handle the problem. The fact that no life was lost means they can ignore the problem with no loss of face. After all, what lord would spend his own money or risk his men for the miners' guild? Left to their own defence, the guild are now looking to hire mercenaries to retrieve their stolen property and neutralize the threat.

Getting Started

The mining guild will give the PCs a reward of 6d per right ear of a gârgûn, plus a bonus of 60d for each PC. There is a chance that characters will know that the crown offers a standing reward of 8d per gargun ear collected (GM discretion). If the characters bring this point up, the guild will raise the reward to a decent 9d an ear. The following information will also be presented.

1 – There were dozens of black orcs that attacked the mine. (Not entirely true: numbers are correct, but it was the common brown gargu-hyeka who attacked.)

2 – They came from the north and left the same way. (True)

3 – They stole all the mining equipment (True; PCs might deduce the implications of this action or an awareness/intelligence roll might be utilized.)

4 – They took the livestock but no human captives, but there were no fatalities. (True)

5 – A gargun shaman called fire from the skies during the assault. (False)

The place to start will be the mine. Not only will a guide be provided by the guild, but a half dozen miners will travel with the PCs as well, their courage bolstered by the presence of the adventurers. It will take PCs 8 hours to arrive at the mine and they will probably want to stay the night, to start early the next day. All will appear normal, with little damage to structures aside from doors bashed in and the equipment stolen. An observant PC will note there is no fire damage, bringing the shaman story into doubt. There will be no encounters with the gargun at the mine. Other than the raid, they are trying to keep a low profile so as not to provoke a response in their weakened state. The trail the gargun took from the mine is three weeks old, but still trackable as follows:

Tracking roll (roll once per km traveled – distance 5km)

CF Lost the trail. Spend 2 hours looking for it.

MF Lost the trail. Spend 30 min to find trail again.

MS Things are going good, 1 km gained.

CS This is easy, 2km gained.

Also, every km travelled has a 10% cumulative chance of encountering a gargun hunting/scouting party. Roll against the PCs' awareness to see how the encounter unfolds.

Awareness roll

CF Gargun notice the players and are able to set up an ambush.

MF Players sense something is wrong but gargun win initiative.

MS Players spot the gargun first but can't avoid an encounter. Let's get them!

CS PCs get the drop on the gargun. Can set up an ambush or avoid combat all together.

The gargun patrols will consist of four members, each armed with a small round shield and spear. Two may have short bows in addition to the spears. It is possible to encounter multiple groups of gargun to a maximum of three. It is possible for a lucky (or unlucky) party to have killed 12 members of the colony before even arriving at the cave.

Gargu-Hyeka Details

There are a total of 42 individuals in this small colony. There are the king and queen, two lieutenants and 38 adults. The queen has just started producing eggs, which has given the colony a boost of confidence in their king.

Any individuals killed outside in a hunting party must be removed from the colony total.

GARGU-HYEKA (38 individuals) (average warrior)

Str	10	Agi	11	Sml	14	Wil	12	Cml	04
Sta	12	Eye	12	Voi	06	Aur	09	End	11
Dex	10	Hrg	13	Int	09	Mor	05	Mov	11

Physical Skills: Climbing 55, Condition 60, Jumping 65, Stealth 40, Throwing 55

Communication Skills: Awareness 60; **Languages:** Harnic 25, Gargu 80

Combat Skills: Initiative 65, Unarmed 50, Dodge 55, Bow (short) 60, Shield (round) 65, Spear 65,

Craft Skills: Fletching 20, Foraging 50, Herb lore 40, Tracking 70

Armour/Weapons: Hide vest (as leather), hide hose (as leather), spear (crude B 2 P 5 E 0), small round shield (treat as buckler) and short bow

GARGU-HYEKA (2 lieutenants) (elite warrior)

Str	12	Agi	11	Sml	15	Wil	12	Cml	04
Sta	13	Eye	12	Voi	06	Aur	09	End	13
Dex	11	Hrg	14	Int	09	Mor	05	Mov	12

Physical Skills: Climbing 60, Condition 65, Jumping 70, Stealth 45, Throwing 60

Communication Skills: Awareness 65; **Languages:** Harnic 35, Gargu 85

Combat Skills: Initiative 70, Unarmed 60, Dodge 55, Bow (short) 65, Shield (round) 70, Spear 70, Mang 70

Craft Skills: Fletching 20, Foraging 50, Herb lore 40, Tracking 75

Armour/Weapons: Heavy hide vest (as kurbal), hide hose (as leather), mang, small round shield (treat as buckler) and short bow

GARGU-HYEKA (king)

Str	15	Agi	14	Sml	15	Wil	13	Cml	04
Sta	15	Eye	14	Voi	08	Aur	10	End	15
Dex	12	Hrg	14	Int	12	Mor	04	Mov	12

Physical Skills: Climbing 70, Condition 75, Jumping 75, Stealth 60, Throwing 75

Communication Skills: Awareness 80; **Languages:** Harnic 60, Gargu 90

Combat Skills: Initiative 85, Unarmed 70, Dodge 70, Bow (short) 80, Shield (round) 75, Spear 75, Mang 90

Craft Skills: Fletching 30, Foraging 50, Herb lore 40, Tracking 75

Armour/Weapons: Ring hauberk, hide hose (as leather), mang, small round shield (treat as buckler)

Cave Map Locations

1 Cave Mouth – The cave is blatantly obvious to anyone with eyesight. The opening is about 25' wide and 7' at its highest point, right on the side of a hill. There is a large pile of excavated rock and waste about 60 feet from the opening and the ground is well worn around the entrance. The stench of gargun is noticeable on the wind. There is considerable noise coming from the cave, noticeable at a distance. The sound of stone breaking is unmistakable.

If the players watch, they will notice gargun moving stone-filled baskets out of the cave to the pile. There is also a chance of two guards being near the opening, armed with spears, round shields and short bows. If characters wait, they will be able to count a total of 6 gargun moving debris out of the cave in roughly a 15 minute cycle.

There will be small windows of opportunity to enter the cave but the PCs will have to move quickly. In addition, if they take out the guards, they may be able to take out some of the porters as they travel from the cave to the debris pile: the work continues day and night, rain or shine.

The characters will not be noticed because of their scent, as the items taken from the mine still carry human odours.

Any party milling about outside the cave has a 20% chance per hour of encountering a hunting party returning to the cave, as previously mentioned.

Awareness roll

CF Players fail to notice the band until it's too late. There's gonna be a fight.

MF Players can't avoid being discovered, but have surprise. If the band can be taken out in only two rounds with simple combat, the players will stay hidden from the cave inhabitants (GM discretion)

MS Characters are well hidden and are not noticed by the band. They may choose to attack as above but at character's choice.

CS Total surprise. If characters attack, they get a free surprise attack and the gargun will try to flee if they survive the first assault. They will not return, believing the colony fell. PCs could just let the hunting party enter the cave unmolested.

2 Upper Cavern – The floor here is mostly dirt, with large boulders strewn about. The biggest boulder is 20' long, 8' wide and 5' to 7' high and could provide cover for PCs. The eastern part of the room has considerable rubble of a natural sort.

The light from outside carries into this area well, but causes extreme shadows. This will give characters many good hiding spots to avoid detection. The sound of the

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mining is quite a bit louder here and will mask conversations.

3 Sink Hole – A small hole, 7' in diameter, goes down nearly 40' before opening out into a lower network of caves. The gargun have yet to investigate this area. It is left up to a GM to expand this area if he or she wishes.

4 Upper Huts – A fire burns here, giving some light and many dancing shadows. Three crude huts occupy this flat part of the cave. Two gargun can be seen roasting a large part of a carcass. They are talking and what you guess is laughing, at least for gargun. There will be 4-6 gargun asleep in random huts, on simple beds made of long grass. There will be small amounts of coin hidden in each hut, roughly 2-12d for each bed in small bags or buried under the beds. Gargun have a habit of marking their coins by biting or scratching them in a certain way, to identify them and avoid theft. Some merchants will not accept these coins for fear they were clipped.

The deep drop off to the east is used as a refuse pit, and the smell is staggering.

5 Lower Huts – Another good flat spot in the cavern has five huts around it. In the center is a campfire with three gargun sitting around it, roasting something. Two of the huts appear smaller than the other three.

There is a 20% chance a guard with a bow will be on the high ledge along the west wall. The guard will be difficult ($\frac{1}{2}$ character awareness skill) to spot if present, due to the shadows and darkness. Even if present, the guard will be lax in his duty, sitting with his legs dangling off the ledge, watching the other gargun and tossing small stones at his comrades for fun. If combat starts here, the king and one of his lieutenants will join the fray on the fourth round.

There will be 4-6 sleeping gargun in the larger huts, as the small huts belong to the lieutenants. Each large hut will have 2-12d per bed, hidden in various ways. Each lieutenant's hut will contain a sack with 30d and various other items gargun consider valuable.

6 King's Hut – Sitting by the fire are the colony king and one of his lieutenants, unless a fight breaks out at **area 5** and they go to investigate. They will be discussing something and drawing a map in the dirt, with an arrow. The cave is too narrow and brightly lit to sneak up. One way or another, there's going to be a fight if the characters want to get close. If characters examine the drawing in the dirt, it will appear to be a planned smithy.

The hut has meat hanging in it and a thick bed. A sturdy locked chest is in here also, to which the king has the key on his person. In the chest is the colony's meagre fortune of 260d, a folded cloth containing 20 pieces of amber (a jeweller would give up to 400d for them all) and a sack containing what appears to be a collection of mummified phalli.

7 The Queen – The queen of the colony is kept under lock and key, to which the king has the only access. She is non combative and has nothing of value in the hut. Other than the queen, only food can be found in the hut. Killing the queen will ensure the failure of the colony.

The small hut is built over a 4' recess in the floor, used as the egg pit. The pit is very small but the queen will be the first colony member moved to bigger quarters.

8 Scaffolding – A 20-foot-drop is navigated by scaffolding set up as ramps. The gargun bring the rubble and rocks from the excavation up this way. It is evident that the mining work is being done in this direction.

If the characters cut all the binding ropes, they can trap most of the colony members at the bottom of a 20' drop. Although these can escape with time, even a single warrior could hold them off indefinitely with this advantage. A good tactic would be to almost cut the ropes through and wait for a load-bearing gargun to try and climb up.

9 Dormitory – The lowest-ranking members of the colony sleep here in shifts, a difficult thing to do with the work going non-stop. There will be 5-7 gargun sleeping here. They will sleep through even combat at location 10 if unmolested. These lowly members of gargun society have no treasure.

10 New Rooms – Down a flight of roughly worked stairs is a corridor leading to two partially completed rooms. There are 8 gargun working with picks and hammers here, with one lieutenant as overseer. The rooms have low ceilings which may hamper the weapons used by the PCs. The workers are easily surprised, being focused on the work at hand. There is nothing of value here.

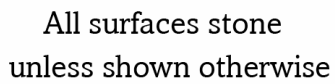
Hooks

Eliminate the threat. The miners' guild hire the party to drive off or kill off the local gargun population. *This is the default hook as described above.*

On our way to grandma's house. PCs are travelling through a forest when they spot the cave opening. Isn't there a bounty on garguns?

Ambush. The players are ambushed by a band of gargun, but beat them back. Unfortunately, the gargun have stolen some of their property, so PCs will just have to track them if they want it back.

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METALSMITH

Size: 1 **Quality:** ☆☆ **Prices:** Average

Basic Facts

Haerk of Denolda is a young master metalsmith (being only 25 years old). He is a thin but strong man with a very quiet demure. Unmarried, he is extremely uncomfortable in the presence of women, and this causes him to stutter. An attractive, flirtatious woman could cause him to pass out with ease. The local women enjoy teasing him and all greet him as they walk past. The older women enjoy playing matchmaker with poor Haerk, but with little luck.

He is a passable metalsmith, but his real passion is in the art of small blades. Haerk creates the most exquisite daggers and “lady” knives, arguably comparable to Khuzan or even Sindarin works. His works are always decorative, with etched blades, themed handles and guards. Despite their light weight and often unorthodox appearance, his daggers and knives are of superior quality. Men find the blades too light and feminine for their tastes, but many an aristocrat has purchased one of his blades for a wife or mistress. He does not make anything other than knives and daggers, so the weapon crafters’ guild lets the matter slide.

Secretly, Haerk wants to try his hand in mail, but he knows this is well over the line for the guild. If he would just apply for his weapon crafter’s credentials, he’d receive them with little effort, as many masters know of his skill.

As a testament to his skill, some **weaponsmiths** have asked Haerk to take their sons as apprentices, but so far he has humbly turned down all such offers (though he is considering them).

Having no immediate family, he spends all his free time in the creation of his “children”. So much time, in fact, he always has a good supply of ready-to-buy items, but he will work on commission. A typical dagger of Haerk will have the following stats:

WQ 13 Wt 0.8 B 1/E 3/P 5 cost 80d

Ground Floor

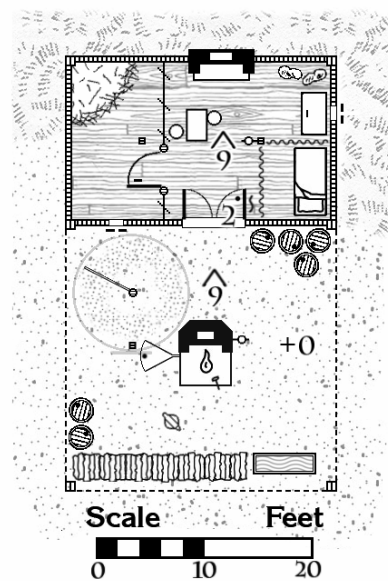
Haerk has a very modest home and workshop. He holds no lands other than the area his home takes up. There is a small unhealthy vegetable plot beside his home, but Haerk has no luck as a farmer: he gets most of his food in trade for his metalsmith work.

His workshop is open on three sides but has a roof for the rain. He has an ingenious set-up to work his bellows. A small hinny turns a large wooden cog which turns a smaller one. This small cog has an arm connected to the bellows that causes the pumping action. His hinny is named Qudella and follows a few basic commands, such as walk, fast and stop. There are half a

dozen barrels here containing coal and ore.

Double doors lead into this small cottage. Inside is a stall for Qudella the hinny, whom Haerk considers to be his only friend, which is not really true for Haerk is well liked in the town. There are rumours of Haerk’s “relationship” with his hinny but these, although crude, are harmless as no one takes them seriously. A curtained-off area hides a small pallet bed. Haerk would like to get a better bed but has yet to move on his desire. In the large trunk are personal items, as well as seven custom daggers, each wrapped in red silk with coloured string.

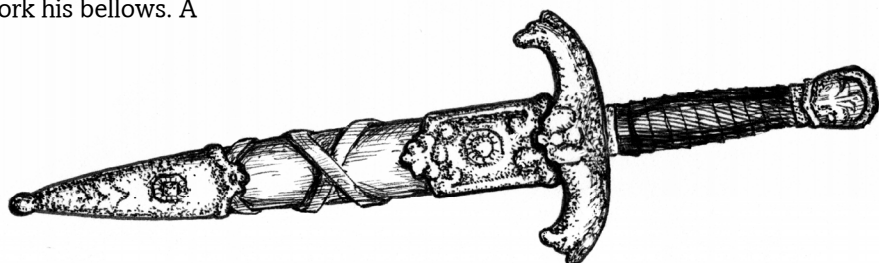
Haerk keeps a small amount of coin with him, but the bulk of his savings is invested with a family member who is a merchantlyler, and stashed behind a loose stone up the chimney. The fact is that Haerk is far better off than anyone realizes; if they did, the Lia-kavair or other strong-armed person would have robbed him long ago. Not to mention every farmer in the village would be trying to betroth their daughters to him.



Hooks

Ooooh, I want one. A female character or lover of a PC wants a Haerk piece. The characters are off to shop.

Make a delivery. Haerk hires the PCs to deliver two daggers to a powerful lord in another town.



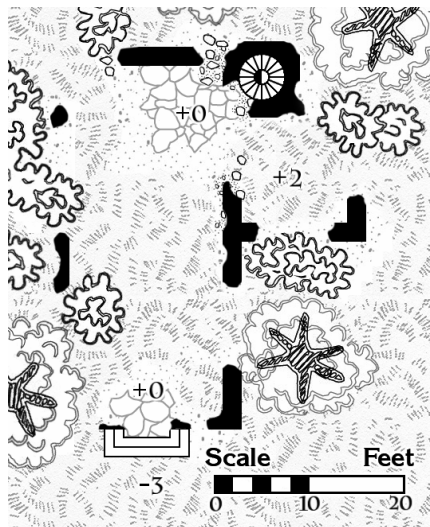
ABANDONED TEMPLE

History

Over the last millennia, the Jarin people have constantly been forced to relocate by various other cultures. Many Ilviran temples have been constructed by adherents, only to be abandoned after relocation by worshippers. Some have even been razed by worshipers of other gods. So throughout Harn are dozens of abandoned Ilviran temples in various states of decay.

Ground Floor

Only sections of walls standing 4 to 6 feet, a few steps and a spiral staircase have survived centuries of nature's abuse. These are overgrown with small trees, bushes and vines. The spiral stairs once led up and down but now just descend into darkness. It is evident, with a successful



awareness roll, to determine that the stairs have lately seen use and there is recent debris piled to the left and right of the opening. A foul odour emanates from the stairs, a mixture of decay and rot that is unmistakable.

Cellar

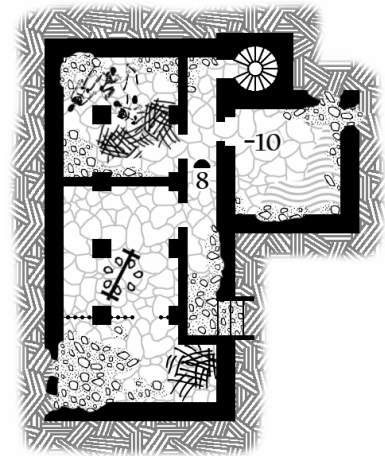
The cellar is dank and foul, and the stench of death hangs heavily in the air. A vaulted corridor stretches south, with three openings along it ending in rubble and dirt. Light can be seen from the last opening along the corridor.

The first doorway (the wooden doors have long since rotted away) opens into a square room with standing water about 4 inches deep. A benign form of mould grows up the north east corner of this room, and is easily visible in torch light.

The second opening emits a strong odour of death. Rats can be heard from within but will scatter when players enter with a light source. Light will reveal a small room full of waste, offal, and corpses in various states of decay. Various pieces of clothing and gear are also visible, mixed into the piles of garbage. A search will reveal nothing of any value but there is a 15% chance for each PC to contract some sort of nasty disease (GM's choice).

The last room is lit by a small camp fire. Quiet players may approach, unnoticed by the inhabitant of the temple. Gerdine the hermit is an insane adherent of Ilvir. He be-

lieves that if he stays here, other faithful will flock to this ruined temple and an Ilviran nation will be born. He has turned to cannibalism over the years, picking off lone travellers when given the chance. He will fly into a rage when players appear, attacking wildly until he or the characters are dead. Behind an ancient set of bars, now rusted and corroded badly, is a pile of long grass used as a bed by Gerdine. Buried in the rubble to the south are Gerdine's valuables: a purse of 66d, and a set of 4 goblets inlaid with silver and gold, value 600d, taken from one of his victims.



Gerdine the Hermit

Str	12	Agi	16	Sml	06	Wil	10	Cml	07
Sta	12	Eye	11	Voi	09	Aur	09	End	12
Dex	10	Hrg	10	Int	14	Mor	05	Mov	11

Physical Skills: Climbing 65, Condition 80, Jumping 75, Stealth 80, Throwing 65

Communication Skills: Awareness 55; **Languages:** Harnic 65

Combat Skills: Initiative 75, Unarmed 60, Dodge 80, Spear 85,

Craft Skills: Foraging 95, Herb lore 70, Tracking 70

Armour/Weapons: Hide tunic (as leather), hide hose (as leather), cloth hose, hide knee boots (as leather), spear

Hooks

Can you find my husband? Players are hired by a local tradesman's wife. Her husband went missing three days before, while travelling to the next town; he never arrived.

What was that? Players spot something moving in the distance (it was Gerdine). Should they investigate?

Hey, ruins! PCs spot the temple walls jutting up from the underbrush. Will their curiosity get the better of them?

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WILDERNESS SETTLEMENT

HAVEN

Population: 80

Basic Facts

The settlement was founded by two brothers, Lanass and Maed of Kelethin, in the year 693. A mercantyle and an innkeeper by profession, they were inspired by the Trobridge Inn. Building the original inn and trading post, the men scraped a living with the merchants travelling the trail, as well as trading with the local barbarian tribes. Haven is a favourite spot for the spring and autumn caravans to spend a day or two resting, before continuing to their destinations.

A palisade was added in 698 after a tribal chieftain was offended and attacked the trading post, leaving 2 apprentices dead. Since that first attack, there have been few incidents, these mostly disputes concerning hunting on a tribe's land. A few run-ins with small gargun bands have led the locals into hiring full-time men-at-arms.

Local tribesmen often visit Haven to purchase metal wares and visit the brothel. A few tribesmen have even chosen a "civilized" life, settling in Haven. Since its beginning, Haven has grown to 15 households. All residents of the village are freemen or posing as freemen, and no one cares either way, for population growth is encouraged. There are approximately 280 cleared acres, farmed by 8 families. Not enough food is farmed to feed the whole village, but this is supplemented by hunting and trading with tribes. Last year the villagers cleared 5 acres of land and this year they may clear another 5. As typical with wilderness settlements, all men and most women are trained with bows and spears. In fact, most men here have leather or quilt armour for emergencies.

The majority of town folk are Peonian, but Ilvir and Halea are represented openly. Twice a year, a Peonian priest visits Haven for marriage ceremonies and other rites. Ilviran priests commonly pass through here on their way to Araka-Kalai during the warmer months.

The settlement is situated about halfway between Olokand and Leriell on the Fur Road, but this is totally optional. Genin Trail has possibilities for Haven, or even the Salt Route between Trobridge and Tashal. It can even be moved to the wilderness as a stopover for pilgrims to Araka-Kalai.

Although Tealdan barbarians are mentioned throughout the article, any other tribe can be substituted (Kath or Horadi, for example, if the GM wishes to move Havens location on Harn).

Government

Haven is a free village, with no serfs. Lanass of Kelethin acts as reeve for the village and controls the local "military force". For his protection, the residents pay him a sum of their earnings, most of which is in trade. The village has a beedle too, who keeps track of the seeds for next season and decides what is a priority crop. The village survives

because of their willingness to work with each other, more than any other fact.

Map Locations

1 Haven

The village is surrounded by a well kept, 12-foot palisade with a watch tower by the west gate. The gates are closed from sundown until dawn, but a bell by the east gate can be rung to alert a guard for entrance. The caravan commons is where camps are made for the trains whenever they stop here.

2 Inn of the Amber Stone (Maed of Kelethin)

Size: 7

Quality: ☆☆

Prices: High

Maed is a solid man of 55 years, with grey hair and beard. He runs the inn with his family and a couple of locals. His wife died years ago, and one daughter married a teamster and now lives in Tashal. His son and daughter-in-law do most of the work, with the help of Maed's youngest daughter, who is 23 and a widow. There are also three grandchildren running about the inn, but they are all under the age of 8. Local teenage girls act as serving wenches for the inn, during the busy season when the caravans arrive.

Food and drink here are of below-average quality, but the lack of competition keeps Maed a wealthy man. The rooms are clean and warm, though. During caravan season it is almost impossible to rent a room at the inn, but a generous offer could see another guest evicted.

A stone tower connected to the inn is 35' tall with a bell on it, to sound during an attack. It has never been used outside of practice.

The yard has a pair of grain silos, a stable and a small building for the brewing of ales. Maed's daughter and daughter-in-law are both alewives.

3 Free Farmer (Badisan of Plarwyn)

Badisan of Plarwyn came to Haven over 20 years ago after fleeing Orbaal. He settled here and took a wife from the village. A competent farmer, he is raising two strong teenage boys who are just as skilled as their father. Both boys are looking to get married and start their own farms outside the palisade in the next couple of years.

4 Free Farmer (Jaran of Rone)

This small cottage is home to Jaran of Rone and five members of his family. Jaran is a thin man with long arms and fingers, and the locals call him scarecrow, a nickname he enjoys. His wife's sister is married to Badisan (3) and the men are the best of friends. Jaran's four children are typical borderland kids, strong and competent. His eldest daughter is to be married this summer to the metalsmith (13).

5 Free Farmer (Montris of Aikar)

Montris of Aikar's family disappeared last year while travelling to visit relatives, and only his teenage daughter remains; she is betrothed to one of Badisan's sons (3). Montris appears happy and calm, but is suffering deeply from the loss of his wife and two other children. He will more than likely commit suicide after his remaining daughter leaves.

6 Free Farmer (Haran of Gramain)

Haran acts as the beedle for the village, even though all residents are free men. His skill as a farmer is second to none and his advice is welcome and sought after. He and his wife have three grown children, but only one lives with them. Haran's grown son stays here with his wife and their 2 young children. His brother has the farm north of the palisade (17). Haran and his son are expert long bowmen. Haran has a daughter who is married and living near Olo-kand. His youngest son is an apprentice to the village wood worker, Ruzan-Kane.

7 Free Farmer (Warnt of Aikar)

Warnt is a short man (only 5'1") who married a Taeldan woman. They have four surviving children, between the ages of 2 and 9. Although he is accepted by the other villagers, travellers often make derogatory remarks about Warnt's "barbarian wife and halfbreed children". He is a cousin of Montris (5) and the brother of Hunel (8).

8 Free Farmer (Hunel of Aikar)

Hunel is the clan head for the Aikars and is a wise man of 35 years. He enjoys the hard life out here, but feels a little guilty for bringing his cousin Montris to Haven, which resulted in the deaths of Montris' family. His own family consists of his wife and three children. His daughters are both betrothed, one to a son of Badisan (3) and the other to the son of Tanoam (16), but Hunel is less than pleased about that match.

9 Barracks (Cardin of Oslonn)

This building is home to Cardin, a man-at-arms and his three men. The building has two floors plus a crow's nest watchtower on the roof. After some encounters with gargun bands in the forest, Lanass decided to hire some full-time warriors. Cardin and his crew came to Haven three years ago to keep the peace. So far, there has been only one major incident with gârgún, and the men killed seven of them without suffering any casualties. The men each have a ring hauberk, short sword, spear, short bow and shield. Although they are expensive, Lanass is pleased with the men and continues to keep them on the payroll.

One of the men is looking to marry the daughter of Tanoam (16), but she is only 12 and they must wait a year before Tanoam will give his blessing.

10 Brothel (Ylin of Ruvies)

Size: 7 **Quality: ☆☆☆** **Prices: Average**

This small three-story building is the local brothel, and it is run by Ylin, a Madame from Orbaal. She has five girls who work the caravans during the high season. During the off season, they have few customers, other than pilgrims, random travellers, tribesmen and, of course, Cardin and his men (9). An able-bodied labourer also stays at the brothel as bouncer and man servant. The women also work a couple of small fields, but buy most of their provisions from the Kelethin clan. The girls are shunned by most of the women of the village, but are popular with the men of course. Sadly for the men, the village is too small for infidelities. The girls often work for barter, getting pelts from the tribesmen as payment, which they then sell to Lanass.

11 Woodcrafter/Timberwright (Ruzan-Kane)

Size: 6 **Quality: ☆☆☆** **Prices: Low**

Ruzan is a Tealdan barbarian who settled in Haven 10 years ago. His skill as a wood worker quickly found him a comfortable position in the community. He married one of Ylin's girls and she quickly bore him two sons, twins in fact. Ruzan also has two apprentices working with him, but without guild credentials, the apprentices have little real future outside the village. Ruzan also uses Tealdan workers to help fell and cut trees, leaving him and his apprentices to do the wood work. Ruzan is the only barbarian who is respected by Lanass, whose constant need of his skills may be an contributing factor.

12 Falconer (Joril of Dybren)

Size: 4 **Quality: ☆☆☆☆☆** **Prices: Very High**

Joril is an unattractive man with a pockmarked face and a cleft lip (hair lip). He keeps a full beard to hide his deformity, but it helps little. Still, Joril managed to find himself a bride amongst the local barbarian tribe and she blessed him with a daughter. Joril is happy in his life and is an excellent provider. Joril is one of the best, if not *the* best falconer on Harn; his birds are sought after by the greatest lords of the land. His brother-in-law, who lives here, hunts for the hatchlings, saving Joril the tedious work. Joril is actively trying to obtain a young wyvern, or even a wyvern egg, and would pay a handsome amount for either.

13 Metalsmith (Fass of Sesal)

Size: 3 **Quality: ☆☆☆** **Prices: Low**

A strong, broad man, Fass is typical for a smith. He is a hard worker and works his young apprentice hard. Unlike some of the local craftsmen, Fass has his guild credentials, a rarity in a border settlement. He spends much of his time making simple tools for the locals and the barbarian tribes. The raw ore is brought in by Lanass (15), who sells it to Fass with little markup. His workshop is separate from

HARN POTTAGE 18

his house, and is little more than four posts with a roof and fire pit.

His mother came with him to Haven and she is the village midwife. Fass is to be married this summer, to the daughter of Jaran (4).

14 Communal Barn

This well-kept barn holds the villagers' oxen and swine. Goats are kept with their owners and only Brok of Gramain (17) has any sheep. The building is clean but small, and there are plans to expand the palisade and the barn in the next year.

15 Mercantylor/Chandler (Lanass of Kelethin)

Size: 8 **Quality: ☆☆☆** **Prices: High**

Lanass is the reeve of Haven as well as its founder, with his brother Maed (2). A tall man of 57 years, he leaves most of the workload to his son Ronodus. Both men share mercantylor and Chandler credentials, controlling almost all trade in Haven. All residents have dealt with them at one time or another, but they are fair with the locals. The barbarian tribes who come to Haven are another matter. Lanass regularly cheats the tribesmen and it was this attitude that led to the attack in 698. Ronodus has little liking for savages as well, but is considerably more tactful than his father. The duo trade heavily in pelts and rare herbs, which are gathered by the tribesmen who crave "civilized" products. Two overworked apprentices perform most of the menial tasks and both are overdue for promotion to journeymen. The household also has Lanass' wife, daughter-in-law and two grandchildren. Ronodus has a third child, a son apprenticed in Tashal.

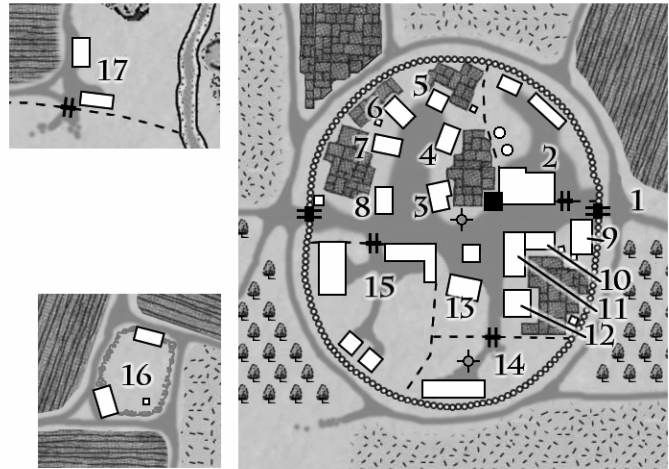
The compound has the family home, a warehouse/trading post where all the business is done, and two small barns where Lanass keeps his teams of mules and horses. Lanass owns a couple of carts, which are pulled by the horses.

16 Free Farmer (Tanoam of Haven)

A civilized barbarian, Tanoam took the name of the village as his clan name. He was cast out of his tribe for a crime he will not discuss; most tribesmen who visit Haven will ignore Tanoam as if he were invisible. He and his wife have three children between 6 and 15 years of age. He is not a fan of Lanass and it's his wife who deals with the Kelethin clan. He is a weak farmer, but Haran (6) gives him advice regularly and helps when he is able; villagers look out for each other. His daughter is in love with one of the men-at-arms and wants to marry. Although her mother is happy at the prospects, her father is less than pleased. He has declared that she may not wed until next summer, when she will be 13. His 15-year-old son is going to marry one of Hunel's daughters (8).

17 Free Farmer (Brok of Gramain)

Brok's animal husbandry skills are the best in the village and like his brother, he is helpful to all the other farmers. Brok has the only sheep in Haven, with a flock of 21 adults. His household has seven members: himself, his wife, three children, a son-in-law and one infant grandson. Brok is friendly with local tribes (a good thing for someone living outside the palisade) and has given aid to tribesmen when asked. Brok has a mail hauberk and cowl, which he found on a corpse years ago; he has never needed it.



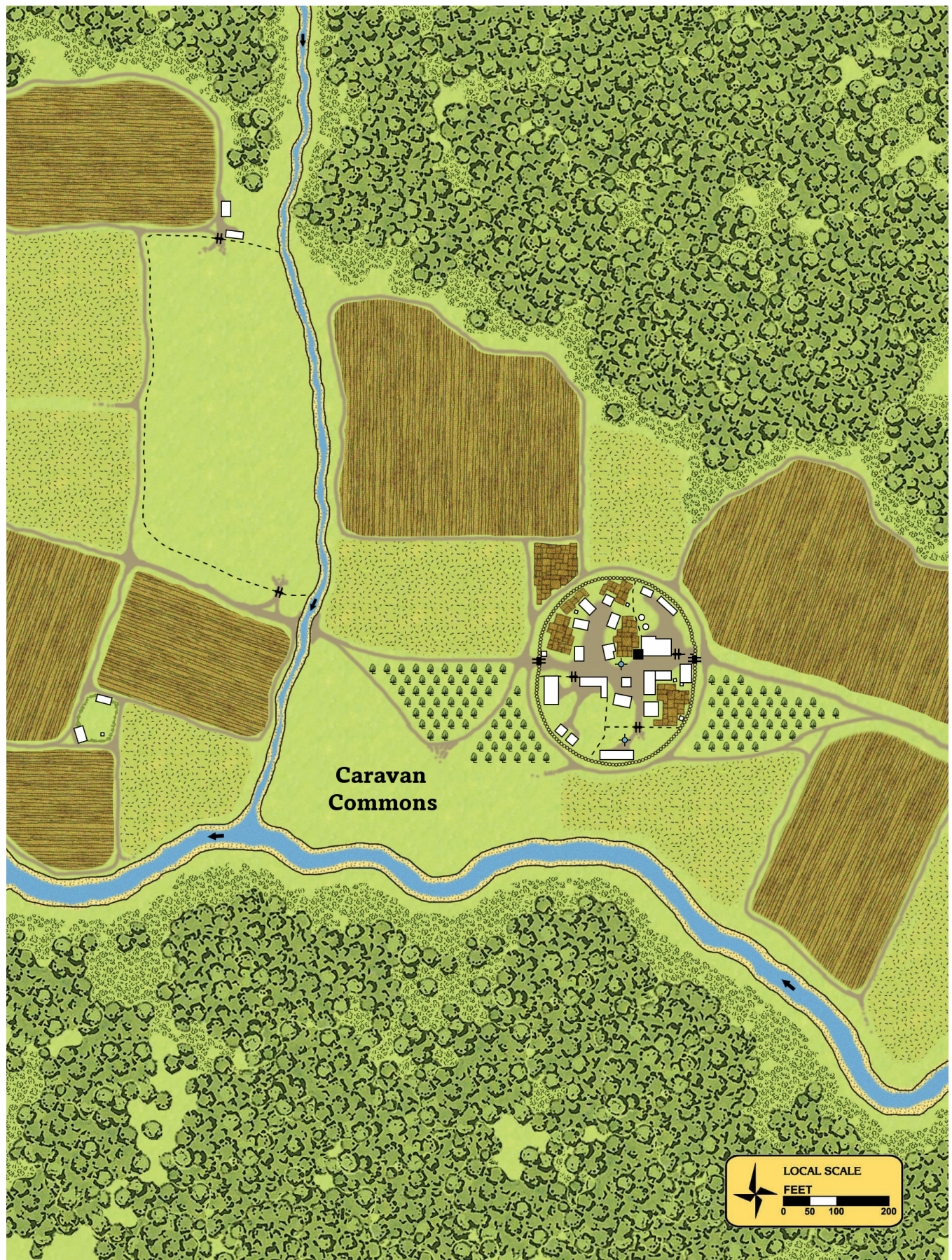
Hooks

Fetch me my bird. The PCs' liege, or a random lord, is sending them to pick up and deliver a falcon from Joril. The characters are given 300d as payment, but a tip about this to bandits might make it difficult for them.

We need your aid! While stopped in Haven, tribesmen have informed the residents of an approaching gargun swarm. Will the PCs stay and fight or try and run?

A nice place to settle. Haven seems like a nice place to start fresh. The players' money will be welcome, but will Lanass be pleased by strong new fish in his little pond?

Stop over. The characters working as caravan guards stop in Haven for a couple of days, while the caravan master deals with Lanass.



HARN POTTAGE 20

YEOMAN

Size: 8

Quality: ☆

Prices: N/A

Basic Facts

Comido of Yastre is a tall man of average frame and 35 years. He is a trained yeoman in the longbow, with average skill, but his eyesight has started to worsen. His short brown hair has a touch of grey and his steel blue eyes are penetrating. He gives off an impression of power and authority. Sadly, he was born without any sort of sense of humour or compassion. Comido regularly beats and rapes his wife Delais. They have four living children, 3 daughters and a son. Comido's son Elden is 17, married, and just became a father this past winter. Elden is also a yeoman trained in the longbow, and is more skilled than his father. Eldan's young wife Baicia was raped by her father-in-law around the time she got pregnant. She is terrified that if Eldan found out, he would throw her out of the house; she has found solace with her sisters-in-law. Comido's three daughters, aged 15, 14 and 12, have all been molested by their father. The two eldest are of marrying age, but Comido has yet to give his permission and is offering no dowry whatsoever. Only their mutual support of each other keeps the household from breaking down completely.

Comido is an opportunist and will offer his services and his sons' services to an able-bodied party for good money. In his youth, Comido was affiliated with a mercenary band that dabbled in banditry. He remembers the money they made, ambushing a merchants' caravan, and longs for that kind of payout again. As freemen, Comido and his son are able to leave their farm for extended periods of time, leaving the women to tend to the farming, as long as their yeoman obligations are met.

Unknown to Comido, his son is aware that he raped his young wife. If hired by PCs, Eldan will attempt to kill his father, but only if he thinks he can get away with it. He may hate his father but he fears the hangman's noose more. Eldan is intelligent and patient, and will wait for a good opportunity to arrange an "accident or mishap". He keeps one arrow of a different style hidden with the others, in case he can get a shot off on his father.

Ground Floor

The family house has a spacious family room with a large kitchen area. The women are usually here working, staying together like a pack for protection, even going to the lavatory in pairs. As with all young women, the girls are chatty but will become silent when Comido is about.

Comido has the large room, which he shares with Delais. The large trunk holds their everyday clothing and the small locked chest contains Comido's armour, short sword and 68d. His long bow is hung on the wall beside the door

and is more precious to him than his children. Anyone touching his bow will earn themselves a beating.

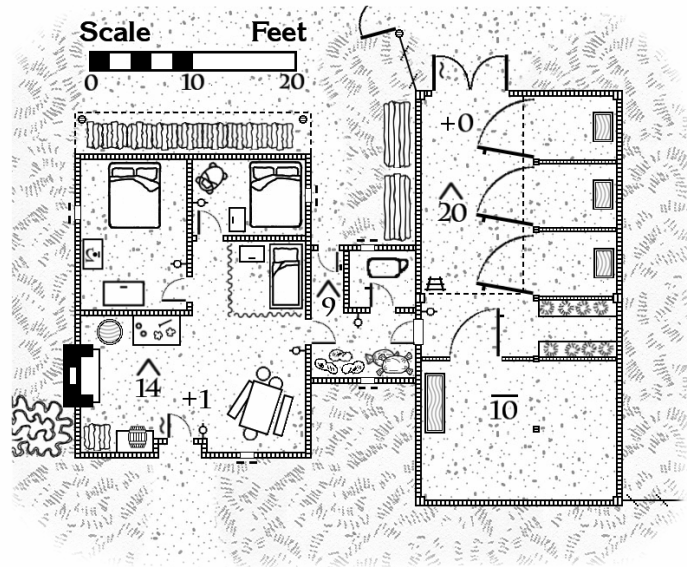
The small room is for Eldan and his family. The trunk holds their clothing and a purse with 22d, all Eldan has been able to save. A stout club and long bow usually stand against the back wall, beside the bassinet. Eldan was thrilled at the birth of his son and thanks Peoni regularly for his son's health.

The small curtained-off area holds a triple bunk for Comido's three daughters. The girls keep their meagre possessions in the small trunk.

The linking shed between the house proper and the barn has the lavatory and storage. This is a favourite spot for Comido to catch one of his daughters alone, thus their habit of going to the lavatory in pairs.

The barn holds three oxen in the large stalls and a dozen goats in the bottom stall. An open stall has shelves installed where the chickens nest. The girls tend the chickens and goats while Eldan handles the oxen. His mother is also able to handle the oxen. Comido does little work around the farm since Eldan came of age, and spends his time drinking or gambling in town.

The hay loft is where Comido does most of his raping of the female members of his family, forcing the caught girls here. He is delusional, believing no one knows what he does, and to suggest otherwise would send him into a rage.



There is a swine shack about 40 feet from the barn, but it is empty at this time. Comido lost his pigs last year in an archery bet with another yeoman; he insists the other man cheated.

HARN POTTAGE 21

Comido (Yeoman, Longbow)

Str 13 Agi 15 Sml 09 Wil 11 Cml 10
Sta 14 Eye 06 Voi 08 Aur 07 End 13
Dex 16 Hrg 11 Int 09 Mor 07 Mov 15

Physical Skills: Climbing 77, Condition 65, Jumping 81, Stealth 33, Throwing 73

Communication Skills: Awareness 82; **Languages:** Harnic 78

Combat Skills: Initiative 71, Unarmed 66, Dodge 75, Short sword 68, Longbow 72

Craft Skills: Fletching 74, Foraging 45, Tracking 60

Armour/Weapons: Ring Shirt and Leggings, Quilt Coif, Leather Gauntlets and Shoes, Short Sword and Longbow

Eldan (Yeoman, Longbow)

Str 10 Agi 16 Sml 10 Wil 09 Cml 12
Sta 12 Eye 17 Voi 14 Aur 13 End 11
Dex 18 Hrg 10 Int 11 Mor 12 Mov 16

Physical Skills: Climbing 61, Condition 55, Jumping 70, Throwing 62

Communication Skills: Awareness 75; **Languages:** Harnic 72

Combat Skills: Initiative 78, Unarmed 61, Dodge 80, Club 85, Longbow 88

Craft Skills: Fletching 95, Survival 70, Tracking 67

Armour/Weapons: Leather Tunic, Leggings and Knee boots, Kurbul Ailettes and Vambraces, Club and Longbow

Armour chart

	B	E	P	F	S	T
Skull	5	3	2	4	1	3
Face	5*	3*	2*	4*	1*	3*
Neck	5	3	2	4	1	3
Shoulder	3	7	4	4	1	6
Upper Arms	3	7	4	4	1	6
Elbows	0	0	0	0	0	0
Forearms	0	0	0	0	0	0
Hands	1	3	2	3	0	3
Thorax	3	7	4	4	1	6
Abdomen	3	7	4	4	1	6
Hips	4	8	5	5	1	7
Groin	4	8	5	5	1	7
Thighs	4	8	5	5	1	7
Knees	3	7	4	4	1	6
Calves	3	7	4	4	1	6
Feet	4	9	6	6	1	8

Armour/clothing: Ring shirt and leggings, Quilt coif, cloth tunic and hose, leather shoes, gauntlets

*ears and jaw only

Armour chart

	B	E	P	F	S	T
Skull	0	0	0	0	0	0
Face	0	0	0	0	0	0
Neck	0	0	0	0	0	0
Shoulder	5	8	5	7	3	8
Upper Arms	0	1	0	1	0	1
Elbows	0	1	0	1	0	1
Forearms	4	5	3	4	3	5
Hands	0	0	0	0	0	0
Thorax	1	4	2	4	0	4
Abdomen	1	4	2	4	0	4
Hips	2	5	3	5	1	5
Groin	2	5	3	5	1	5
Thighs	4	8	5	5	1	7
Knees	2	7	4	7	1	4
Calves	2	7	4	7	1	4
Feet	1	3	2	3	0	3

Armour/clothing: Leather tunic, leggings and knee boots, Kurbul ailettes and vambraces, Cloth shirt and hose

Hooks

We could use some muscle. Players are looking for some extra strength for an upcoming endeavour. They are tipped off on a pair of Yeomen looking for additional income.

Accidents happen. Eldan approaches the PCs and offers them 100d to they make his father have an unfortunate accident.

Domestic problems. PCs see a large man, beating a woman across her back, with a bow. If characters intervene, Comido will become enraged, attacking the offending party member unless the players appear of noble birth.

Bet? Sure I'll bet. Comido is drunk and notices a PC's bow. After a barrage of insults, he challenges the PC to a contest of skills. He will start with betting his money: if he loses, he will raise the bet by betting one of his daughters.

Training day. In need of a little bow or fletching training, the PCs are directed to Eldan, who will train the players for a couple of weeks (all the time he can spare).



Eldan of Yastre

HARN POTTAGE 22

TAVERN/FENCE – THE PIT

Size: 1 Quality: ☆ Price: Low

Basic Facts

The Pit is owned by Torgail of Erimn, an intermediate member of the Lia-Kavair. Torgail is a grumpy, foul-mouthed man of 47 years. His short, gray hair is unkempt and his personal hygiene can make a diseased gargun vomit. He wields a large club and is unafraid to deal with any troublemakers. On one occasion, he even beat a Lia-Kavair lieutenant unconscious and threw him in the street. Despite his mean temperament and foul appearance, Torgail is a devout Peonian.

The tavern occupies a portion of the cellar of another business (GMs discretion), which Torgail rents. Easily the worst tavern in the area, it still attracts patrons from the Lia-Kavair and other individuals of questionable virtue and honour.

Despite all the shortcomings of the tavern it is known, in certain circles, as a place to buy certain delicate information, and possibly to sell “acquired” items of substantial value. Only persons who know to place five coins in a cross formation on the bar will be able to do business with Torgail.

Tavern prices

Ale 1f	Dark Ale 2f
Grog 1f	Black Ale 3f

The black ale is Torgail’s personal favourite: it is very strong ale mixed with the ashes of the dead (taken from an Agrikan ritual for honouring their dead). Point of fact, Torgail uses simple ashes from fireplaces, but the ashes of the dead story sells more of the drink.

Cellar

Down a stone flight of stairs is the narrow common room. It is smoky and dark, with five filthy mismatched tables about. Rats are visible in the corners and various insects have made this area their home as well. A small chamber pot near the stairs acts as the lavatory and the smell of urine is strong. At the end of the room, behind the bar, is a curtained doorway.

Torgail stands behind the bar while a serving wench moves about the tavern. It is normal to find a couple of prostitutes here, working the room. Gambling is always present, but fights are taken outside or instigators must face Torgail’s club.

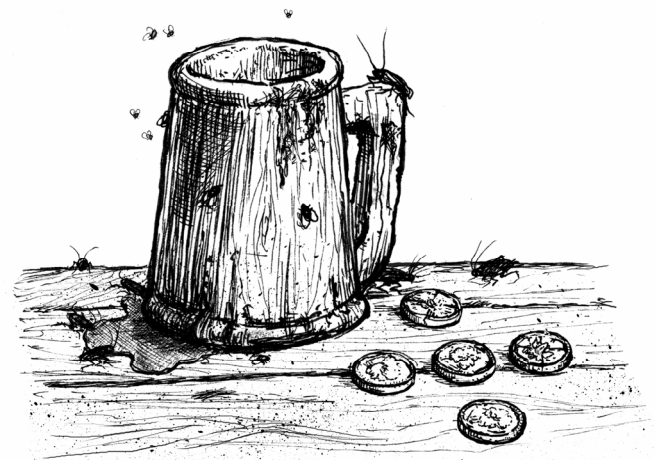
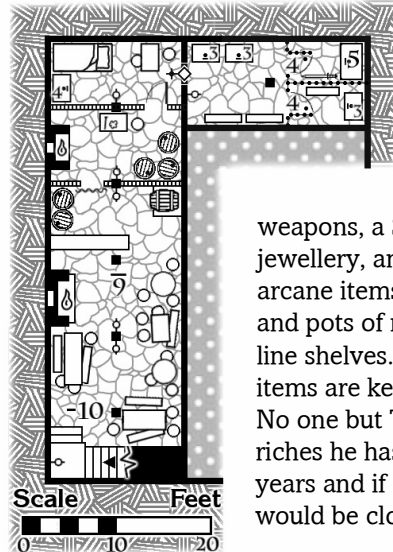
The small kitchen/storage room is no cleaner than the common room. Many joke that Torgail is blessed by Peoni, saving him from being afflicted by leprosy or a worse disease.

Behind a wooden door is Torgail’s personal quarters, where he does his private business. A flea-ridden bed is here, as well as a stout chest containing about 2£ in coins.

The secret door leads to a former gaol, built by persons unknown, but discovered by Torgail. The building owners are unaware of the secret room, so it must predate their ownership as well. Torgail also discovered hidden wealth

in this room, which he used to start his fencing operation. Much wealth is kept here, such as coin, Khuzan

weapons, a Sindarin instrument, jewellery, and even a couple of arcane items are present. Bottles and pots of rare spices and herbs line shelves. The most valuable items are kept locked in the cells. No one but Torgail knows of the riches he has acquired over the years and if anyone did, his end would be close indeed.



Hooks

We have to unload this thing. Players have an exotic item they want to sell. Open markets are far too risky, but a friend tells them of Torgail at the Pit. Whether or not the friend tells them of the “coins on the bar” password is up to the GM.

Need information. PCs are told that a local tavern called The Pit can be an important source of information.

I’m thirsty! Characters are looking for a tavern to drink in, how bad can this one be? It is possible that Torgail will make an offer on any interesting items the PCs might be openly carrying.

COTTAR

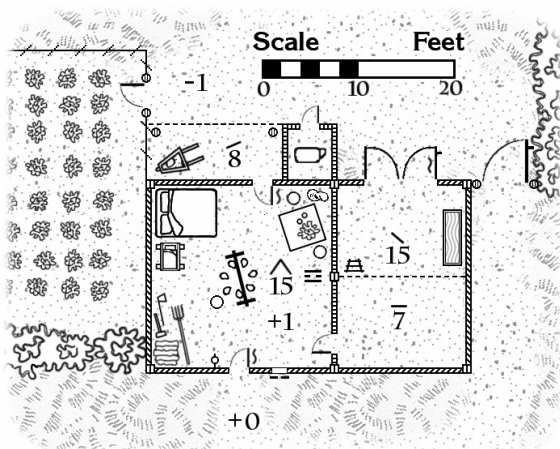
Size: 3 Quality: ☆☆ Prices: N/A

Basic Facts

Kerlir of Chahryn is a thin man with a slight limp from a childhood accident. His voluptuous wife Pelkea, is a joyous woman who sings while she works. She has an excellent voice and if it were not for the fact that she was rural born, her lot in life would have been very different. The young family has just been blessed with a darling little prince, with the brightest blonde hair.

As typical for a cottar family they have only 5 acres, which means Kerlir has to work for others to earn extra food to feed his young family. Kerlir has three goats and a half dozen chickens, two of the goats being part of Pelkea's dowry.

Kerlir is a hard worker but not very skilled, so as a result his cottage is a little run down. Although he has not been fined, the reeve has had words with him. Kerlir is becoming bitter towards everyone, including his young wife.



Ground Floor

The cottage is really only two rooms: the family living quarters and the barn. The family room has a small fire pit in the centre, for cooking and heat. There is only one small window for light. A bassinette beside the bed has a small purse with 10d hidden in the bottom. Kerlir keeps all his tools in here, for fear of someone taking them.

At night, the barn holds the three goats and the chickens. There is a small hay loft over half the barn room. Kerlir has plans to build a small barn out back, but needs permission from the reeve, as well as help from fellow clan members.

The vegetable plot is tended by Pelkea. When she is here working, the local children stop by to listen to her sing.

Hooks

What is that sound? Characters travelling by hear the most beautiful singing. Players with the singing skill are even more impressed.

HUNTING LODGE

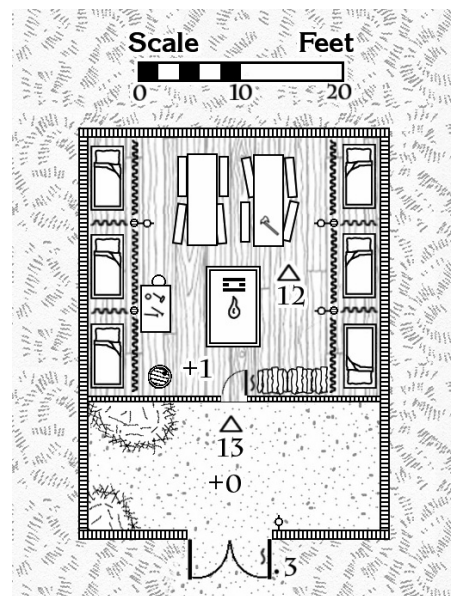
Basic Facts

Miles from civilization, this hunting lodge is used by a local Lord and his kin. A simple wooden structure, it is used only part of the year. Upkeep of the building is left to the local woodwards. It is close to a babbling brook in a small clearing. The area is abundant in wildlife, making most trips here a great success.

The lodge is used at least twice a year, for a week or two at a time. Even when the Lord is not present, clan members can often be found here.

Ground Floor

The front door is padlocked when no one is present. This simple building has just two rooms. The front room is used for steeds, when present, and to store carcasses. The back hall has a large fire pit in the centre of the room, that is big enough to roast a deer. There are two large tables for the men the gather around for the customary drinking contest. The bunk beds are simple but functional, behind curtains for privacy. There is no lavatory in the lodge; it's a hunting party, use the woods.



Hooks

Lost in the woods. Characters lost in the forest come upon the lodge. If they break in, will a woodward show up, or maybe the Lord and a party of drunken nobles?

Assassination. Players are sent to settle a matter. They follow the target and his buddies to this lodge. When is the best time to strike?

Let us hunt! The party is invited by their liege, or a local Knight, to join him on a hunting trip. I hope nothing unexpected ruins the party.

ARCANE OBJECT CLOAK OF VARADEL

There are multiple copies of this special cloak throughout Harn. Varadel was a Sindarin warrior who commanded a scout force during the Lythian barbarian invasions. He and his squad members each had one of these cloaks, but some were lost at the time of the death of their owners and others have been given as gifts over the last few centuries.

The cloaks usually appear dusty green in colour, with a deep hood, but seem to change colour slightly to suit their environment. Browns, greys and a frosted appearance are the extents of the fabric's ability to change. This slight melding ability will give a person a 10% bonus to their stealth ability when moving about; if the wearer remains still, the bonus is increased to 30%. Notching an arrow slowly will still give the wearer the 20% bonus to avoid detection, a favourite tactic used by the Sindarin scouts.

A person wearing the cloak will remain warm and relatively dry, even in the worst weather Harn has to offer. A person wrapped in the cloak could sleep in a snow bank without melting any snow, as their own body heat is reflected back at them through the cloak.

The cloaks are sturdy but not invulnerable, fire will damage the cloak and large rips/cuts can reduce its effectiveness (GM's discretion). The cloaks, when damaged, can be repaired by either the Sindarin or a Fyvria Shek-pvar.



ARCANE ARMOUR

WYRM GUARD – Kite shield

This very sturdy kite shield was made for a long forgotten adventurer. Although there are many tales of dragon armour throughout the world, few are truly made from the hide of these powerful and majestic beasts. Wyrms Guard, however, is made from the hide of an ancient dragon. The exact way the donating dragon died is unknown, but the scales are near black, with the slightest hint of red at the base edges of the scales. The shield has the following stats.

Wt	WQ	A/D	B/E/P
5	18	05/25	4/-/-

In addition to its great strength, Wyrms Guard can block all flame attacks against the wielder, even magical flames. However, the shield needs to be held in front of victim to offer any protection (for example, an attack from behind will easily counter the shield's protection).

ARCANE ARMOUR

FALEN'S GRASP – Scale Gauntlets

This is a unique artefact created for Falen Akason, a general for the Corani Empire during the Balshan Jihad. Fighting for the Empire, Falen was betrayed by his own guard and killed. The heavy scale gauntlets were seized by persons unknown and have been moving about Harn since.

The gauntlets have the following armour statistics.

Wt	B	E	P	F	S	T
5	6	11	5	5	2	8

The wearer has the following special abilities, when wearing these noticeably heavier-than-regular-scale gauntlets.

Attacks with their gauntleted fists cause **B6** strikes.

The gauntlets will give its user a 10% bonus on attack rolls with any melee weapon.

A 30% bonus will be given towards grapple rolls and the wearer gets a 5 point bonus to his respective strength statistic (eg. A player with a 13 strength would grapple as if he had an 18 strength).

Last comes the gauntlets' most devastating power. When the wearer claps his hands together repeatedly, hostile opponents within a 30' radius must make a **Wil x3** save or be struck with fear and must flee. The fear will affect any creature able to perceive fear. For example, Gulmorvrin are immune to the clap effect, but Amorvrin will flee if they fail their save.

The clap of fear can be preformed only once per 24-hour period and causes 10 fatigue points to the wearer. If affected, victims of the fear are unable to flee or are forced to return (possibly due to geographical boundaries), and they will fight with a special -20% penalty.