

LOVE AT THE FAIR 1

Love at the Spring Fair

SETTING: Getha

REQUIREMENTS: a party of young knights or the young noble born retainers.

SUGGESTED READING: Getha article (Lythia.com), HarnMaster 3.01 - Jousting (CGI), Tournaments article (CGI)

This is not your standard “go into a deep dark place, kill things, and find treasure” type of adventure. In this adventure, a player character (PC) will participate in chivalric romance. He will meet a noble lady during the four days of the fair. Only by passing her tests and trying to fulfill her ideal of knighthood will he win her love.

The Hook

The PC has come to the Getha Spring Fair for the jousting and the market. Love strikes him, like a bolt from the blue, and the player must work hard to impress his ladylove. The process of chivalric romance is very regimented and it is imperative that the PC plays by the rules of polite society. After making his interest known to her in private, the suitor must woo the object of his affection by word, by offering, and finally by deed over the four days of the Spring Fair. Ladies of a certain station are always in demand and the PC is not the only knight who has taken note of the lady’s charm. Will he leave the Fair with her love?

The Task

The PC meets and becomes infatuated with a noble born woman. On the first day, the PC is assigned a ladylove (see Page 10). In a group, it is not necessary that each PC have a different innamorata and, in fact, it could be quite interesting if two PCs shared an interest in the same lady. If all else fails, roll a d6 for each PC and assign them a randomly selected lady. The PC has to find out information about their lady through intrigue or coaxing (test against the PC’s rhetoric). The knight should be warned to have a care as he makes his inquiries, however, as

exposing his love affair prematurely would be disastrous for the lady’s reputation and possible harmful to the his health.

Each lady enters the scenario with a certain “receptiveness” quality, denoting how amenable she is to being courted. After the initial meeting, this quality is modified to reflect the impression made by a particular suitor. Each successful test makes the lady more receptive to his suit. At the end of the Fair, the suitor may ask her parents to continue to court the lady. The PC’s objective is to increase the lady’s receptiveness until it is equal to 20 – the point at which she declares her undying love for her suitor. If the lady’s receptiveness ever falls below 1, she has developed a hatred for the character and will never speak well of him again.

Once the lady has been won, the PC must convince her parents that he is a worthy match for their daughter. The impression that the PC has made upon the fair damsel will weigh heavily on her father’s mind and will determine if the lovers are ever allowed to see each other again.

Player Entry

The player character is a landless knight who has come to Getha for the Fair. He might be a mercenary, hired as a caravan guard, or a retainer of a landed nobleman. This adventure could be adapted for non-noble characters by adjusting the lady’s social level and the tasks she sets for her suitor.

CREDITS

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NOTE: Although the masculine pronoun is used throughout this article, this adventure can be played with characters of either gender.



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The Getha Spring Fair

The Spring Fair was founded to welcome the first caravan of the trading season from Azadmere. Traditionally held in mid-Kelen, the Fair's activities last for four days, even if the caravans arrive a bit late. While merchants and traders do their business on the village's north common, the Baron hosts contests and tourneys on the south common.

The Getha Spring Fair has never been a large event because the major traders preferred to take their custom to Gardiren but it provides an opportunity for the inhabitants of the rural hundred to trade with and purchase goods from khuzan traders without having to make the journey to Tashal. The Fair has grown significantly smaller in the last several years but the local Mangai continue to try and attract traders to fill the market.

Despite the economic downturn, the largest draw remains the marvelous khuzan weapons, metal ingots, and crafted wares. Mule loads of goods and materials from the dwarvish workshops are expensive. The traders know that the same goods will command even higher prices in Kiban and Tashal but a few sales at the smaller markets along the way help pay bills and make room in the panniers for hard to find local goods that can be resold for a profit.

Organization

The local Mangai council elects a Fair master at their annual meeting. Tonatar Krabel [Getha #19] has run the fair for the last 10 years and puts his 'favors' in place early to ensure that he keeps getting appointed. He uses 10 of his mercenaries as the Watch. Their wages are paid out of Fair proceeds.

Food & Accommodation

The village's inns fill up the night before the Fair starts. Merchants and factors from Habe and Tashal make reservations the previous year. Both the Gatehouse and the Leaky Bucket do a brisk

business in their taproom. Tables in both inns require reservations and many of the traders from Azadmere find that the cost of the meals is more than met by the quality.

Camping space at the Fair is free but tradition has established several distinct areas for different classes of people. Nobles use the area between the Mill Creek and Getha Run. Their multi-colored pavilions and tethered horses fill the narrow space. Most take their meals in the Gatehouse Inn. Merchants and traders camp in the North Common, turning the green into a confused jumble of wagons, mules, and tents. The space closest to the road is very sought after, as those farther away have a longer walk to fetch water. Commoners and late arrivals camp in the South Common, close to the road. This area was once full of merchant wagons but is now growing more and more open as the years go by.

For those that don't have the coin to find a place in one of the inns, there are two choices. First, they can buy food in the market and prepare it themselves. This isn't as cheap as it might sound, as firewood must also be purchased from villagers. The second option is to avail themselves of enterprising villagers who wander the campsites peddling pies, sausages, and cold meat from baskets. Other villagers carry pitchers of homemade cider for sale by the mug. Many of the local families are able to make a good deal of coin hauling water and firewood for the pavilions that dot the greensward like colorful flowers.

Commodity	Price
Hearth space in a home	2d/day, meals extra
Sleeping in a hayloft	1d/day, meals extra
Water for a man	1d/day delivered
Water for a horse, mule or ox	2d/day delivered
Firewood	2d/bundle (lasts a day)
Home made meat pie	1d
Home made cider	½ d per pint

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Who Comes to the Fair

The Getha Fair draws traders from as far as Gardiren and Kiban. These traders are not only selling their own wares but they are also scouting out what the caravan from Azadmere has brought. As the khuzan traders chose to barge their goods downriver from Naniom Bridge, there are fewer exotic goods but the market is still large enough to draw people from other villages in eastern Kaldor to find goods and stock for their homes and byres. These are locals that come to the fair to see the sights and find things that aren't available in their home villages. The fair offers many entertainments but it is not a place for the unwary or naïve. Petty larceny and small swindles are ever-present threats. Fast talking salesmen and hard luck stories are ten a penny, so characters should be on guard.

The GM should generate 2d6+4 stalls for the fairground using the table at right. For the purposes of this adventure, the following additional stalls/merchants are always present at the Fair:

- ☐ Trained animals
- ☐ Ostler specializing in horses and mules.
- ☐ Jeweler
- ☐ Harper

Haggling at the Fair

Haggling or bargaining over the price of items bought at the fair is expected. Stall owners will routinely begin negotiations at 120% of the price they expect to receive for an item. A PC with good rhetoric skills may be able to get the better of the bargain and lower the price. Characters should attempt a roll against their rhetoric skill to modify the base price of the item they are trying to buy.

Haggle Roll	Price
CF	BP + 25%
MF	BP + 10%
No Roll	BP + 20%
MS	BP - 10%
CS	BP - 20%

Stalls at the Fair	
01 - 33	Farmer
34	Trained animals
35	Astrologer
36 - 38	Salted food
39	Furs
40 - 42	Books/Scrolls (Used)
43 - 45	Scribe
46	Estate Sale
47	Toymaker
48	Alchemist
49	Apothecary
50 - 53	Chandler
54 - 55	Clothier (new)
56 - 57	Clothier (used)
58 - 59	Metalsmith
60 - 61	Cartographer
62	Glassworker
63	Harper
64 - 67	Hideworker
68 - 69	Innkeeper
70	Jeweler
71	Locksmith
72	Mage (Charlatan)
73	Mage (Shek-Pvar)
74 - 78	Mercantyleyler
79 - 81	Ostler
82	Perfumer
83	Physician
84 - 86	Potter
87 - 88	Tentmaker
89	Weaponcrafter
90 - 93	Woodcrafter
94	Thespian troupe
95 - 00	Roll again twice

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How the adventure is structured.

Each day of the fair poses greater challenges for the PC. On the first day, he meets and secretly announces his admiration for his lady with a word and, perhaps, a gift. The GM will note her level of receptiveness to his advance and have the lady set the suitor a task to perform (as per the procedure explained below, under the heading Day 1.) The tasks are designed to occupy a few hours of time, so that the entire adventure can be conducted in the course of the four day Fair. Once the task has been completed, the PC returns to the lady and receives his reward for success or the consequences for his failure. This process is replayed, with increasingly difficult tasks and higher stakes, throughout the next two days. On the last day of the Fair, the PCs will face the music and find out if their infatuation was but a passing spring fling or the beginning of a true romance.

Running errands for his lady aren't the only thing a knight has to do at the Fair. There are also events that the PC may participate in. The GM should generate 1 event per watch (3 events per day) using the Encounter & Events table at right. There are also several competitions that the PC knight must enter.

	Encounters & Events
01 - 33	No encounter
34 - 36	Merchants chasing a thief
37 - 38	Drunks assault PCs
39	Pavilion/Stall/tent collapses
40 - 42	Youth follows the PCs
43 - 44	Drunks befriend PCs (honest celebration)
45	Drunks befriend PCs (criminal intent)
46	Offer of a fabulous bargain: (treasure map)
47	Offer of a fabulous bargain: (valuable animal)
48	Offer of a fabulous bargain: bogus potion
49	Offer of a fabulous bargain: real potion
50	Runaway horse nearly runs down PC
51	Runaway cart nearly runs down PC
52 - 53	Beggar follows PC
54 - 55	Severe gastric distress from spoiled food
56 - 57	Sudden drenching downpour
58	Wandering performer singles out PC
59 - 61	Person in need of help (honest problem)
62	Person in need of help: (Lia-Kavair trap)
63	Fire in a tent
64	Cavorting drunken nobles befriend PCs
65	Cavorting drunken nobles insult PC
66 - 67	Mistaken identity: NPC takes PC for long lost relative
68 - 69	Mistaken identity: NPC takes PC for someone who owes them money
70 - 71	Mistaken identity: Watch takes PC for a wanted criminal
72 - 73	Brawl
74	Mistaken charge of a crime
75 - 77	Flirtation: innocent
78 - 80	Flirtation: Prostitute
81	Flirtation: criminal intent
83 - 84	Mysterious stranger following PCs
85 - 87	Pickpocket attempt
88 - 89	Find lost child
90 - 91	Accosted by stall owner/shop barker
92	Accosted by religious demagogue
93	Find the item you're looking for at 5 times your price
94	Find the item you're looking for at half your price
95 - 00	Roll twice

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Day 1

The first day of the Fair is always busy. Merchants and traders crowd the roadways with their mules and wagons. Visitors jostle amongst the stalls to get first chance at the exotic goods brought from the mountains and other parts of the kingdom. As the player works to set up his camp, he meets and mingles with other nobles.

While working, he sees a woman that strikes a chord in his or her soul. It is hard to say what attracts individuals to each other, and the PC should be left to work out just why he feels compelled to speak to this special lady. During the encounter, the lady develops her first impression of her suitor. The suitor tests his Rhetoric (1) to modify her initial impression of his advances.

CF: -3, MF: -2, MS: +1, CS: +3 (1)

Small gifts or tokens further modify her initial receptiveness (+1 for each 5d cost of the gift). His comeliness will also influence her judgment (CML>14: +1, CML<8: -1).

Once the first impression has been made, the suitor rolls again against his Rhetoric (2) and adds the modifier to a d6 roll that determines the task she sets him.

CF: -2, MF: -1, MS: +1, CS: +2 (2)

The suitor tries to complete the task, returning with the results at that evening's dance. The GM rolls a d6, modified by the suitor's Rhetoric (2) to see his reward. If the suitor failed to accomplish the task, the GM's roll is a negative modifier, although a Rhetoric (2) modifier is still allowed.

Activities at the Fair

Buyers and local visitors start arriving early in the morning. Many merchants and traders have setup the evening before, waiting for the Fair to open before selling anything.

An archery contest for yeoman starts at noon on Goose Green and lasts most of the afternoon. Small stalls sprout underneath the big oaks at the end of the south common. The locals wryly call

this Sharps' Corner, as this is the traditional place to go to place a bet or play a game of chance.

That evening, several informal dances celebrate the beginning of another social season. Each class holds their own festivities. Peasants enjoy a raucous party on White Lady Square as they begin to celebrate Greater Sapelah, the spring purification ritual. The middle class fete is no less spirited at the Leaky Bucket, while the nobility mingle at the Gatehouse Inn. Slumming or crashing a party of another class, is boorish.

D6	Lover's Task	Reward
<1	Sing an original song (roll Singing*)	A smirk and a condescending laugh are all you get. (receptiveness -1)
1 - 2	Recite a original poem (Roll Oratory*)	"Well, you tried and that's the important thing." (receptiveness +0)
3 - 4	Sing a traditional song (roll Singing*)	You receive a smile and the feather soft touch of her hands upon your cheek. (receptiveness +1)
5 - 6	Recite a traditional poem (Roll Oratory*)	She laughs and puts her arm in yours as you walk her back to the party tent. (receptiveness +2)
>6	Play a game of chess (roll Rhetoric, 1)	She blows you a kiss, blushing delightfully (receptiveness +3)

* The value of original artistic compositions is determined by the Value Enhancement table (SKILLS 20). The value derived from the table is used as a modifier in addition to the reward.

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Day 2

The Fair's second day features auctions and a spear competition for squires. Members of the mercantylers guild oversee auctioning everything from bulk lots of khuzan ingots to estate sales to spring livestock.

The spear competition is held in the circular dirt area just north of Sharps' Corner. Although this competition uses blunted spears, injuries are not uncommon and the Constable makes sure that at least three marshals officiate each bout. The atalanas and ataken (squires) from Jenkald are noted for playing especially rough in the ring.

The spear tournament starts two hours after dawn. If any of the PCs are squires, they are expected to participate and wear their lady's favor (if her receptiveness is currently above 12.) The single elimination tournament last five rounds. This event can be roleplayed to determine its conclusion or PCs can use the "dice pool" method. Add the number of rounds to the lady's receptiveness.

The local Mangai host a dinner for craft masters and their journeymen. Laranians attend a special Soratir service in the keep's chapel. After the service, it is customary for one of the Baron's vassals to have the honor of providing entertainment and libations for the assembled nobility in the keep's great hall.

The Dice Pool Method: Have the PC roll 5 six-sided dice at the same time. The number dice that show even numbers represent the number of rounds the PC successfully competed in.

D6	Lover's Task	Reward
<1	Buy her a pony (roll Awareness, 2)	She laughs behind her fan and you see her maid giggle. (receptiveness -1)
1	Buy her a falcon (roll Awareness, 2)	She sighs and tries to hide her disappointment (receptiveness +0)
2	Buy her a pet (roll Awareness, 2)	"Thank you, I shall cherish this." (receptiveness +1)
3 - 4	Bring her a nice piece of jewelry (roll Jewelcraft, 2)	She smiles, kisses the tips of her fingers, and touches them to your lips. (receptiveness +2)
5 - 6	Arrange for a minstrel to serenade her. (roll Singing*)	She claps her hands and beams. She puts her arm in yours as you walk her back to the party tent. (receptiveness +3)
>6	Bring her flowers (roll Awareness, 2)	She kisses your cheek, blushing delightfully (receptiveness +4)

* The value derived from the Value Enhancement table (SKILLS 20) is used as a modifier in addition to the reward.



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Day 3

The third day of the Fair is highlighted by the jousting competition. This is a single elimination tournament that starts the second hour after dawn.

Any knight who wishes to participate in the tourney must present himself to the Baron's herald at the end of the keep's drawbridge before the procession begins. Arranged in order of precedence, the knights parade through village square, around the end of south common, and array themselves around the jousting track.

When not getting ready or participating in the joust, knights lounge in the shade of makeshift screens and enjoy the sport. The tournament takes most of the day.

In the evening, the Baron hosts a grand gala in Ioin's Hall, inside the keep's walls. This event is not restricted to the nobility and everyone who has come to the Fair is free to enjoy the food and entertainment. The dancing and gaiety often last until dawn.



D6	Lover's Task	Reward
<1	Call out an unwanted suitor (see scenario pg. 8)	A terse word of thanks. (receptiveness -4)
1	Challenge a more experienced knight to joust.	"Well, you tried and that's the important thing." (receptiveness -2)
2	Dance with her mother at the Baron's gala (roll Dancing* + Rhetoric (2))	"You did as well as you could, I'm sure." (receptiveness +0)
3 - 4	Run at the rings. Bring her the ring.	You receive a smile and the feather soft touch of her hands upon your cheek. (receptiveness +2)
5 - 6	Carry her favor in the joust. (+1 for each round that is successfully completed.)	She allows you to walk her back to her encampment but stops you before you can meet her parents. (receptiveness +4)
>6	Dance with her at the Baron's gala (roll Dancing*)	She kisses your lips and parts breathless. (receptiveness +6)

* The value derived from the Value Enhancement table (SKILLS 20) is used as a modifier in addition to the reward.

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Day 4

If the caravan arrived on time, the air is already alive with the noise of wagons being loaded and oxen being readied for the trip to Tashal. The Fair is ending. People congregate to watch the sword tournament or scramble amongst the merchant's stalls for last minute bargains.

The day starts out on an alarming note. As the PC makes his way out of his tent, an officious little dandy meets him. Looking down his nose, the herald informs the suitor that Sir Gyeberry has taken offense to the attention that the PC has shown to the lady and has issued a challenge. The PC, as the challenged party, picks the weapon.

The sword tournament starts at mid-morning, the Baron's only concession to any who might have overindulged at his dinner party. The PC is expected to participate and wear his lady's favor (if her receptiveness is currently above 12.) The single elimination tournament last five rounds. This event can be roleplayed to determine its conclusion or PCs can use the "dice pool" method (see page 6.) Add the number of rounds to the lady's receptiveness.



Action	Result
Fails to appear for the duel	"You cad. You have disgraced me." (receptiveness -6)
Kills Sir Gyeberry	"You brute." (receptiveness -4)
Is defeated (knocked unconscious)	"You poor boy. I'm sure you'll do better in the sword tourney." (receptiveness -2)
Fights Sir Gyeberry to a draw	"A nasty sort, that Sir Gyeberry. I would watch out for him in the tourney." (receptiveness +0)
Draws first blood and wrings an apology out of the other knight	"Well done good knight. You are worthy to carry my token." (receptiveness +2)
Knocks Sir Gyeberry unconscious	"That will show the blighter to take liberties with my name." (receptiveness +4)

Sir Gyeberry

This veteran knight will call the PC out and handle the matter chivalrously.

Str	15	Eye	11	Int	12
Sta	13	Hrg	11	Aur	11
Dex	15	Sml	10	Wil	9
Agl	12	Voi	10	Mor	11
Cml	13	Sunsign	TAI		

Combat Abilities End 12 Move 12

Combat Skills Initi. 70, Dodge 60, Unarmed 42, Shield 60, Dagger 56, Sword 60, Spear 70

Armour/Wpns leather tunic, boots and gauntlets, cloth shirt, quilt gambeson, leather vambraces, Mail hauberk, Dagger, Spear, Sword, kite shield

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The tournament has ended.

If the lady's receptiveness is below 14 at the end of the final day, the suitor will look around the village in vain for his ladylove. He may see her or he may not, but the closest thing to a farewell he'll get is a wave from across the road.

If the lady's receptiveness is above 14, the would-be lovers find each other for a final farewell. She asks her suitor to meet her father. The GM should subtract her receptiveness from 20. If the suitor rolls higher than the resulting number on a d6, his suit is deemed acceptable and the father gives his permission for the couple to court. Otherwise, the father "gives him the eye," mutters some meaningless pleasantries, and then escorts his daughter back to their encampment – leaving the hapless suitor to wonder what he did wrong.

What may follow.

If the PCs are participating in a campaign or series of adventures in Fethael Hundred, finding the love of their lives may serve as the anchor they need to stay in the area. Pursuing a romance while fulfilling the duties of a forester (see Hundholt article) will not be easy but it will serve to keep the characters busy when they are not adventuring in the wilderness. Some adventures that may follow from the Spring Fair include:

- ❑ The PCs go to Lethyl abbey with her family for the reading of the banns.
- ❑ The PCs must visit the family's ancestral home to gain her clanhead's blessing.
- ❑ Another suitor kidnaps the lady in an effort to accept his affections.
- ❑ Her father refused you but she has runaway to be at your side. Now her family has raised the hue and cry, calling you a kidnapper. What do you do?



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The Fair Damsels

Lady Erenyla Ulmasir

Lady Erenyla is an accomplished flirt at the age of 16. She is the third of three children of a small manor holder in eastern Kaldor. Standing 71 inches, her light frame only carries 148 pounds. Her height and fair complexion (Blonde hair and blue eyes) make her stand out amongst the paler ladies of the court and she never fails to turn heads.

How you meet: She was shopping for cloth and you met at the tradesman's stall.

Dower: Small dower

Father's goals: Father looking for a political match

Lady's description: She's a coy minx that loves to be courted

A typical quote: "Oh good sir. If you could only get me another one of those..."

Receptiveness: 12

Lady Erenyla Ulmasir

Str	12	Eye	12	Int	15
Sta	13	Hrg	11	Aur	12
Dex	12	Sml	12	Wil	12
Agl	16	Voi	15	Mor	12
Cml	16	Sunsign	Ara		

Skills – Climbing 75, Jumping 75, Stealth 52, Throwing 60, Awareness 60, Intrigue 52, Oratory 75, Rhetoric 56, Singing 84, Language (Harnic) 74, Script (Lakise) 96, Muscian (harp) 55, (flute) 44, Cookery 36, Drawing 24, Folklore 75, Heraldry 12, Needlework 13, Woodworking 52

Combat Skills Initiative 78, Dodge 80, Unarmed 52

Armour/Weapons – cloth tunic, leather shoes

Lady Donila Mussiel

Lady Donila turns 18 later this year and her father is beginning to worry that she will never find a man that will have her. She is the eldest of two children of a small manor holder in eastern Kaldor. Standing 67 inches, her medium frame carries 157 pounds of wiry muscle. Her skin has been tanned from days in the open with her father's huntsmen but her light blue eyes seem to twinkle from underneath her brown hair. She often makes excuses to avoid parties and will leave early if forced to attend.

How you meet: She is admiring a new saddle and you are trying to get a harness strap fixed.

Dower: Large dower

Father's goals: Father wants grandkids

Lady's description: She's a tom boy who will need to be won by deeds not dazzled with words.

A typical quote: "Boys? Ewwww! "

Receptiveness: 8

Lady Donila Mussiel

Str	11	Eye	11	Int	16
Sta	10	Hrg	12	Aur	12
Dex	14	Sml	11	Wil	14
Agl	14	Voi	14	Mor	X
Cml	16	Sunsign	Ahn		

Skills – Climbing 52, Jumping 52, Stealth 42, Throwing 48, Awareness 44, Intrigue 56, Oratory 45, Rhetoric 60, Singing 39, Language (Harnic) 70, Script (Lakise) 84, physician 28, Law 30, Drawing 24, Folklore 45, Heraldry 39, Needlework 24

Combat Skills Initiative 70, Dodge 70, Unarmed 52

Armour/Weapons – cloth tunic, leather shoes

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Lady Nerelë Halin

Lady Nerelë is the third of three children of a small manor holder in eastern Kaldor. She had her 16th birthday only last month. Standing 65 inches, her light frame only carries 118 pounds and she is constantly beset by potential suitors. She fancies herself a poetess and a harper, although her verse is usually so love sick that her audience has a hard time not being truly sick.

How you meet: She is testing a new lute and you hear her sing.

Dower: Small dower

Father's goals: Father looking for a political match

Lady's description: She's an artist with her head in the clouds.

A typical quote: "Don't you think that the stars are like the gods' daisy chain?"

Receptiveness: 12

Lady Nerelë Halin

Str	14	Eye	14	Int	10
Sta	13	Hrg	13	Aur	12
Dex	14	Sml	12	Wil	10
Agl	16	Voi	15	Mor	X
Cml	16	Sunsign	Tar		

Skills – Climbing 56, Jumping 60, Stealth 45, Throwing 60, Awareness 60, Intrigue 36, Oratory 60, Rhetoric 39, Laranian Ritual 12, Singing 70, Language (Harnic) 60, Script (Lakise) 84, Muscian (lute) 52, (harp) 39, Cookery 36, Drawing 24, Folklore 48, Needlework 13, Woodworking 39

Combat Skills Initiative 65, Dodge 80, Unarmed 42

Armour/Weapons – cloth tunic, leather shoes

Lady Jynlina Solast

Although she is only 15, Lady Jynlina has seen enough suitors to know that marriage is not about love, it is about wealth and politics. She is the eldest of two children of a small manor holder in eastern Kaldor. Her father has been trying to marry her off, or at least get her engaged, for the last four years. She's a curvy, attractive girl. Standing 67 inches, her medium frame only carries 149 pounds. Men openly admire her flashing green eyes and black hair and Jynlina often takes advantage of their distraction to escape.

How you meet: She is looking at khuzan jewelry and you see her modeling a necklace.

Dower: large dower

Father's goals: Father wants a wealthy match

Lady's description: A very attractive woman that is playing a game of her looks against your brains.

A typical quote: "My isn't that nice...I'm sorry my lord, what did you say your name was?"

Receptiveness: 8

Lady Jynlina Solast

Str	12	Eye	12	Int	11
Sta	12	Hrg	13	Aur	14
Dex	14	Sml	12	Wil	14
Agl	13	Voi	11	Mor	X
Cml	16	Sunsign	Ahn		

Skills – Climbing 52, Jumping 52, Stealth 52, Throwing 52, Awareness 48, Intrigue 65, Oratory 26, Rhetoric 606, , Language (Shorka) 60, Language (Harnic) 60, Script (Lakise) 82, Mathematics 36, Law 24

Combat Skills Initiative 70, Dodge 65, Unarmed 39

Armour/Weapons – cloth tunic, leather shoes

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Lady Grundela Banada

Lady Grundela is the third of three daughters. Her father holds a small manor in eastern Kaldor. She is a plump young lady, standing 66 inches and weighing nearly 160 pounds. Her most striking feature is her white blonde hair and dark blue eyes. She is very shy, as she thinks that men think her a lump. Her parents have done nothing to bolster her self-esteem, calling her “the last cow to market.”

How you meet: She is looking at khuzan jewelry and you see her modeling a necklace.

Dower: small dower

Father's goals: Father wants a her out of the house

Lady's description: She's a quiet, shy girl who needs some romance in her life.

A typical quote: “I thank you for your kind words my lord.”

Receptiveness: 14

Lady Grundela Banada

Str	14	Eye	12	Int	13
Sta	13	Hrg	12	Aur	14
Dex	13	Sml	10	Wil	11
Agl	11	Voi	8	Mor	X
Cml	16	Sunsign	Tar		

Skills – Climbing 52, Jumping 48, Stealth 42, Throwing 56, Awareness 52, Intrigue 42, Oratory 52, Rhetoric 36, Laranian ritual 12, Singing 45, Language (Harnic) 60, Script (Lakise) 84, Muscian (harp) 36, (flute) 48, Cookery 36, Drawing 24, Folklore 44, Heraldry 12, Needlework 13, Woodworking 36

Combat Skills Initiative 60, Dodge 550, Unarmed 39

Armour/Weapons – cloth tunic, leather shoes

Lady Aprynë Merlis

Lady Aprynë is a widow at 24 and is financially secure because of her dower (her husband's lands went back to his family.) Since she is the eldest of two children, she stands to inherit at least half of her father's estate in eastern Kaldor. She's petite woman, standing 56 inches and carrying only 101 pounds on her light frame. Her fair skin is freckled from days riding with her falcons. Her blue eyes seem to sparkle from under her auburn tresses. She often smiles with sardonic wit, as if she knows what you are going to say before you do.

How you meet: She is shopping at the potters and you stumble into the table of goods.

Dower: Large dower

Father's goals: Father wants a wealthy match

Lady's description: She's a wealthy widow who isn't going to surrender her freedom lightly.

A typical quote: “I know what your type wants, my lad.”

Receptiveness: 10

Lady Aprynë Merlis

Str	10	Eye	11	Int	16
Sta	12	Hrg	11	Aur	16
Dex	14	Sml	10	Wil	12
Agl	14	Voi	14	Mor	X
Cml	16	Sunsign	Ara		

Skills – Climbing 75, Jumping 65, Stealth 52, Throwing 60, Awareness 55, Intrigue 60, Oratory 75, Rhetoric 56, Singing 78, Laranian ritual 14, Language (Harnic) 74, Script (Lakise) 98, Muscian (harp) 55, (flute) 44, Cookery 33, Drawing 24, Folklore 75, Dancing 28, Needlework 14, Woodworking 56

Combat Skills Initiative 78, Dodge 70, Unarmed 52

Armour/Weapons – cloth tunic, leather shoes