

THE TALISMAN OF VALON 1

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The search for a missing talisman sends the guards of Jedes Keep into the wild lands north of the Kald River. They will have to be wary, for these lands are claimed by the barbarian Kath, and gargun raiders have also been reported along the trade route.

This scenario uses locations and characters from *Jedes*, and *A Shower of Silver*, by Neil Thompson (available from Lythia.com).

PLOT SYNOPSIS

Hamis of Guinas, the Peonian priest in Jedes, has in his possession an artefact which was given to him by his father (also a Peonian priest). The small translucent stone, carved in an odd shape and possessing a slightly greenish colour, is supposedly an artefact blessed by the Goddess herself. It is an integral part of the shrine at Jedes, kept in a small alcove among the other decorations placed there by the locals.

A young scribe, Ferin of Lydael, visited the village a tenday ago, asking about the stone. He wished to examine it, or even purchase it, but Hamis refused.

Ferin, desperate to obtain the artefact, foolishly hired two ruffians to obtain it, making them promise to leave behind a fair sized donation to the church in exchange. The men, being rather unscrupulous, decided to keep both the stone and the money. When they met Ferin on the Salt Route, the beat him and left him for dead, took the rest of his money, and then travelled west towards Trobridge Inn. Before they got far, the ruffians were set upon and taken prisoner by a gargun raiding party, now returning to Korego.

Meanwhile, the Kath are also seeking the scribe Ferin, as well as the artefact, for he was bringing the stone to them to place it in its true resting place: an ancient shrine within their lands. For many years, the lands around this shrine have been declining. Returning the stone will return the lands of the Kath to health once again.

PART I – SCENE OF THE CRIME

The player characters are on early watch one dull Spring morning. Read the following aloud:

It has been another dull watch in Jedes. The Spring rain of the past night has finally subsided. The village is just beginning to stir with the first hint of dawn, when a cry is heard from the southern part of the village. Hamis, the village priest, stands near the Peonian shrine, frantically waving his arms and calling out in your direction.

When the characters arrive at the scene, Hamis will explain to the group that the coveted Talisman of Valon is

missing, stolen from the small alcove where it sits within the village shrine.

A careful examination of the area around the shrine will reveal two sets of heavy boot prints around the door, and mud tracked inside leading from the door to the shrine. These tracks were left this morning before dawn.

Following the tracks will lead the characters to the river, east of the wharf, where there is evidence of a small boat departing. The same boot prints as those at the shrine are found around the marks left by the boat.

Further questioning of Hamis will reveal that a tenday ago, a young scribe from Melderyn had visited the shrine, asking about the talisman. He wanted to examine it and even went so far as to offer to purchase it. Both of these requests were flatly refused.

If the players ask within the village, they will discover that two ruffians were at the Fallen Tower Inn last night, and they had asked some questions about the shrine. The ruffians had already left this morning when Jastrin the innkeeper awoke.

At this point, the characters will likely present the evidence to Sir Shernath Mirdarne, Constable of Jedes. This will result in the characters being sent on an expedition across the river to catch these two thieves. They will be warned to follow for only a few days and return quickly, as both the Kath and the gargun pose a significant risk to travellers near the Salt Route. Provisions will be provided for the trip, and a local fisherman will ferry the characters to the northern shore of the Kald.

PART II – THE SCRIBE

Once they reach the northern shore, the characters will easily spot the hastily hidden boat that was used by the two thieves. Their trail leads almost due north, and the men don't seem to expect pursuit, as they are not making any attempt to hide their tracks. A tracking roll should be made once per watch. The trail will only be lost on a CF, and a time consuming search will be required to find it again. MF results will make for a much longer day for the trackers. On any success, the trackers will be convinced that they are gaining on their quarry.

Near the end of the day, the characters approach the Salt Route.

Daylight is beginning to fade as you trudge through the woodlands, heading north. You reach a well used trail heading east to west, and by the size of it you guess that this is the Salt Route, the caravan trail connecting Kaldor to the kingdoms in the western part of Hårn. The mud shows evidence of Spring caravans heading in both directions, but you still see the tracks of your quarry, heading west along the trade route.

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After following the trail for half a league, the characters will notice the signs of a small skirmish. A successful tracking skill check will reveal that the two ruffians met with a third person, and a scuffle broke out. Further searching will reveal the unconscious scribe, Ferin, thrown into the bushes at the side of the road. He has been beaten badly and left for dead.

Ferin, once revived, will tell his story, leaving out the part that he is trying to take the stone to the Kath. He fears that if he tells the group this part, he will never be able to get the stone to where it belongs. He tells the group that the two ruffians travelled west after leaving him at the side of the road.

PART III – GARGUN CAMP

After about a watch, the group will come upon the scene of another battle. This time it is evident that the two ruffians were taken by a raiding party of gargun, as there is a dead orc just off the trail!

The orcs will be easy to track, heading north into the wilderness. The following morning, they will make camp to hide from the sun for the day, before continuing towards Korego in the north. During this second day the trackers will come upon the camp.

Moving carefully through the underbrush, you see that the gargun have camped for the daylight hours, and will likely continue their journey to the north when night falls.

There are seven gargun. All but two are asleep, but the sentries seem quite lax in their duties, muttering quietly with each other at one side of the camp. Tied together at the center of the ring of sleeping orcs are the two thieves, Ered and Tershak. They seem quite miserable, but neither appears wounded. Their weapons are bundled nearby.

One of the sleeping gargun is obviously the group leader. He is quite a bit larger than the others, and wears a tunic of rusted ring mail, while the others wear simple leather.

Any reasonable plan should send the gargun fleeing into the wilderness, especially if their leader falls. They do not expect an attack of any sort, and are not very watchful. The Talisman is in a small pouch tied to the belt of the gargun leader.

PART IV – RETURNING THE TALISMAN

Once the group is able to retrieve the stone from the gargun, they will likely find themselves faced with a long walk back through the forest and along the Salt Route, possibly with injuries to deal with (and prisoners if they decide to bring Ered and Tershak back to face justice). The characters also face the difficult decision of what to

do with Ferin. At some point during their return journey, before they reach the Kald, the group will find themselves surrounded by a Kath hunting party. The Kath, unfortunately, do not have very good relations with Kaldor, and are most likely considering doing away with the characters and taking their possessions.

The characters will have to negotiate for their lives, as there are far too many Kath for them to deal with. They will help their position considerably by showing the Talisman to the Kath. If Ferin is present, he will tell the group this, and will indicate that he was attempting to obtain the artefact for them.

The Kath will recognize the artefact and will take the characters to a hill deep within their territory. The group will notice that the lands about the area seem quite sickly. Atop the hill sits a much larger stone, and Ferin will indicate that the smaller stone has been carved to fit somewhere within the larger stone, and together they make a complete stone. Once restored, the artefact will gradually remove the curse on the lands of the Kath, and the area will be restored.

After searching the large stone, a small crevasse is located on one side. The small stone fits perfectly, and glimmers slightly as it slides into place. A sense of calm descends on the group gathered about the now restored artefact, and while the effect is not immediate, everyone is convinced that the curse that has plagued these lands has been lifted and the lands will be renewed.

PART V – RETURN HOME

The characters are treated as friends of this tribe of Kath. Because of the nomadic nature of the barbarians, however, there is no guarantee that this friendship will extend to other tribes. But for now the characters are escorted back to the Kald River and have safe passage home.

If they return to Jedes without the Talisman, the characters will have some explaining to do. Hamis will initially be furious that the stone is now in the possession of the barbarians. If the characters are able to reassure him that it now rests where it truly belongs, and that the lands to the north will be restored by its power, he will eventually realize that the characters have done the right thing.

Ered and Tershak, if brought back to Jedes, will serve a sentence of hard labour for their crime. Despite using the two thieves to obtain the stone, Ferin will likely be forgiven due to the fact that his intentions were noble. He will pay his debt directly to the Constable, who happens to be in need of a scribe.

Of course, the characters will be commended for a job well done, and they might even receive extra meat with their evening meal.

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FERIN OF LYDAEL

Scribe / Shek P'Var			
Strength	9	Initiative	60
Dexterity	11	Move	10
Agility	12	Dodge	60
Endurance	11	Encumbrance	2

WEAPONS

Weapon	AML	DML	WQ	B	E	P
Dagger	48	48	11	1	2	5

ARMOUR

Cloth Shirt (Sh Ua El Fo Tx Ab Hp Gr)
 Leather Vest (Sh Tx Ab)
 Cloth Leggings (Hp Gr Th Kn Ca Ft)
 Leather Calf Boots (Ca Ft)

ERED AND TERSHAK

Light Foot			
Strength	11	Initiative	65
Dexterity	11	Move	7
Agility	11	Dodge	65
Endurance	12	Encumbrance	4

WEAPONS

Weapon	AML	DML	WQ	B	E	P
Spear	91	81	11	4	-	7
Roundshield	76	91	13	2	-	-
Handaxe	65	60	11	4	6	-
Dagger	65	65	11	1	2	5

ARMOUR

Leather Cap (Sk)
 Cloth Hood (Sk Ears Nk)
 Cloth Smock (Sh Ua El Fo Tx Ab Hp Gr Th)
 Leather Tunic (Sh Ua Tx Ab Hp Gr)
 Leather Leggings (Hp Gr Th Kn Ca Ft)
 Leather Calf Boots (Ca Ft)

Location	B	E	P	F
Skull				
Face				
Neck				
Shoulders	3	5	4	4
Upper Arms	1	1	1	1
Elbows	1	1	1	1
Forearms	1	1	1	1
Hands				
Thorax	3	5	4	4
Abdomen	3	5	4	4
Hips	2	2	2	2
Groin	2	2	2	2
Thighs	1	1	1	1
Knees	1	1	1	1
Calves	3	5	4	4
Feet	3	5	4	4

WOUNDS

Combatant	Wounds
Ferin	

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

* Ears only

WOUNDS

Combatant	Wounds
Ered	
Tershak	

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GARGUN LEADER

Gargu-Hyeka (Brown Orc)			
Strength	12	Initiative	55
Dexterity	14	Move	11
Agility	12	Dodge	60
Endurance	13	Encumbrance	1

WEAPONS

Weapon	AML	DML	WQ	B	E	P
Mang	75	70	11	3	6	0

ARMOUR

Ring Byrníe (Sh Úa Tx Ab Hp Gr)

GARGUN RAIDERS (6)

Gargu-Hyeka (Brown Orc)			
Strength	8	Initiative	50
Dexterity	12	Move	9
Agility	9	Dodge	45
Endurance	10	Encumbrance	0

WEAPONS

Weapon	AML	DML	WQ	B	E	P
Mankar	65	60	11	2	5	0
Roundshield	60	75	13	2	-	-

ARMOUR

Leather Tunic (Sh Úa Tx Ab Hp Gr)

Location	B	E	P	F
Skull				
Face				
Neck				
Shoulders	3	6	4	3
Upper Arms	3	6	4	3
Elbows				
Forearms				
Hands				
Thorax	3	6	4	3
Abdomen	3	6	4	3
Hips	3	6	4	3
Groin	3	6	4	3
Thighs				
Knees				
Calves				
Feet				

* does not include natural armour (B4 E3 P1 F3)

WOUNDS

Combatant	Wounds
Gargun Leader	

Location	B	E	P	F
Skull				
Face				
Neck				
Shoulders	2	4	3	3
Upper Arms	2	4	3	3
Elbows				
Forearms				
Hands				
Thorax	2	4	3	3
Abdomen	2	4	3	3
Hips	2	4	3	3
Groin	2	4	3	3
Thighs				
Knees				
Calves				
Feet				

* does not include natural armour (B4 E3 P1 F3)

WOUNDS

Combatant	Wounds
Raider 1	
Raider 2	
Raider 3	
Raider 4	
Raider 5	
Raider 6	