

**LOCATION:** Kingdom of Kaldor (claimed)  
**GOVERNMENT:** Waymaster Arton of Ceynah  
**LIEGE:** None (officially) - Kiban Mangai (in practice)  
**POPULATION:** 37 (trading season), 12 (winter)



## NANIOM BRIDGE

is an ancient span over the river Nephen, located on the northern frontier of the kingdom of Kaldor. It straddles the boundary between the northern wilds of Nephshire and Vemionshire, deep in the forests that lie between the civilized lands of the realm and the Sorkin Mountains. As the only bridge over the Nephen River until Ternua far to the south, Naniom Bridge is the primary link between Kaldor and the Dwarven kingdom of Azadmere, carrying the Silver Way and its lucrative trade.

## HISTORY

The bridge itself is thought to be of Khuzan construction, and dates from the Codominium era (around 6800 BT). It is believed to have been part of the caravan routes that linked Azadmere to Kiraz, or Pesino, although nowadays only the Khuzdul, and maybe the Sindar, really know the truth of the matter.

After the Atani Wars and the abandonment of Sindarin suzerainty over Hârn, the Dwarves withdrew deep within their mountain fastnesses. Of the two Khuzan colonies, only Azadmere maintained relations with neighbouring humans through their Jarin subjects around Lake Arain. By the first century TR, the Kaldor region had splintered into a mosaic of petty nations, of which the three easternmost ones, Tanor, Arwn and Darlen developed privileged contacts with the Khuzdul, due in great part to their topographical location (in the Vemion gap).

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When Lothrim and his Chelni hordes tore through the Kald basin, the surrounding kingdoms were quick to submit after the horrifying examples of Olokand and Merila. Only the outlying territories still dared to resist the Foulspawner, and the prince of Tanor petitioned King Tarthin of Azadmere for help. The Dwarves were loath to intervene again in the affairs of Hârn, but did not want to abandon their neighbours entirely. Jarin workers were sent from Habe, possibly under Khuzan supervision, to fortify the bridge against Lothrim's incursions. The gate tower dates from this period, and the Jarinese work bear remarkable similarities with the initial Khuzan design.

After the fall of the Foulspawner in Sirion, political chaos ensued in the future Kaldor, and its disparate regions consolidated in what is now known as the Four Kingdoms. By 125TR, Hain Parlis, the prince of Arwn annexed the southern reaches of Tanor, having already acquired Darlen through treachery in 115TR. In 137TR he proclaimed himself king of Pagostra. The northern part of Tanor (and Naniom Bridge with it), was incorporated by king Calsten into the kingdom of Serelind, upon its formation in 142TR.

When a change in climate caused food shortages in nomadic populations, the Migration Wars began. In 180TR Calsten's son, king Medrik I crushed the eastern Taelda at the battle of Noneth, barely one league northwest of Naniom Bridge. Wanting to secure his northern flank while he was occupied in his campaigns in Pagostra and Kephria, Medrik commissioned additions to the defensive works of the bridge, and garrisoned it. This outpost proved instrumental in guarding the way to the heartland of Serelind from Taeldan raids, but could not help the lands to the east against their incursions. Northern Tanor fell to the barbarians, and while still claimed by

## NANIOM BRIDGE 2

Kaldor as the Rangership of Thicesund, it remains as wilderness roamed by Taeldans to this day.

Following the wars, a token Kaldoran garrison held the bridge until the Kaldoric Civil War (362-377 TR), when decades of peace with the Taelda and pressing need for troops elsewhere led to their withdrawal. As the economic importance of Kaldor had grown, so had its commerce with Azadmere, and sizeable trading facilities had been established on the site. The removal of the soldiers proved a mistake, as an aggressive Taeldan tribe – the Tanergith – took advantage of the prevailing chaos in the kingdom to sack and loot the outpost in 367 TR. Re-manning the station never was a priority for the House of Orgael, and by the time of the Artanes, the status quo had been in place sufficiently long for a fragile Aidrik III not to press the issue. Since then, an official Kaldoran presence in Naniom Bridge has yet to be re-established.

The requirement of trade pressing onwards, a commercial outpost was discreetly rebuilt after the Restoration. This met the needs of everyone, including the Taelda, who had lost their sole bartering point with the civilized kingdoms. Traffic along the Silver way steadily increased again, to the point that the routes needed to be secured. To this end, the Rangerships of Yalten-Hania (Nephshire) and Thicesund (Vemionshire) were created, with the aim of patrolling the Silver Way from Chalced and Nenda, to Naniom Bridge respectively.

With the founding of the Kaldor branch of the Lady of Paladins in 593TR, and their spread throughout the kingdom in the 7<sup>th</sup> century, the Knights have been more and more involved in securing the borders of the realm, and the northern frontier has proved no exception. In 713TR, the Rangership of Yalten-Hania was granted to the Reblena of Chalced, and the northern Sword chapter of Jenkald also lends a hand. In the last decade, aggressive patrolling by Lady of Paladins knights along the Silver Way has gradually been bringing the area back in the kingdom's fold.

The territory around Naniom Bridge has largely been peaceful in the past century, apart from the occasional encounter with bandits along the Silver Way, as well as wandering bands of Gargun from Sokus and Zedabir. However, two major incidents have happened within living memory:

In **693TR**, a celebratory raid by the Taelda marking king Torastra's death, razed the previous trade settlement to the ground. (Torastra had been reviled by the barbarians since an incident in his brash youth, when in a meeting with Taeldan elders during a spell as Warden of the Northern March - traditionally held by the Earl of Olokand - he had smashed one of the clay

tablets recording the local tribe's history). The newly-crowned Miginath sent representatives to the Tuathars at Barsothe Falls, and the whole affair was resolved diplomatically, with the concerned tribe agreeing to pay some compensation in furs and amber to the aggrieved Mangai.

In **704TR**, a large Gargu-Viasal swarm from Zedabir burst south, towards Kaldor. The horde was too strong for the Taelda to fight, so they focused their efforts in harassing the Gargun, and warned the Laranian knights of the incoming danger. The Order scrambled the forces of three Sword Chapters, and ambushed the swarm less than ten leagues northwest from Naniom Bridge. Even though the Viasal had been weakened by the barbarian's hit and run tactics, it took most of the day for the knights to annihilate the threat in a fierce battle.

### GOVERNMENT

The present status-quo has evolved from a working agreement between the Kiban Mangai and the Exchequer Royal in 712TR (the present Chancellor of the Exchequer being Troda Dariune, Earl of Balim), but the situation has yet to be ratified by any Royal Charter. The Kiban Mangai council names a Waymaster (drawn from the ranks of the Mercantylers' guild) who manages the station, and by extension, the bridge itself as well as the hamlet that has grown around it. The position of Waymaster is renewable on a yearly basis, and can never be held by the same master for more than two consecutive years.

As a consequence of the arrangement between the Exchequer and the Kiban Mangai, many of the caravans that previously made the overland trek to Tashal now unload their cargoes onto barges at Naniom Bridge, and follow the Nephen River to trade at the Kiban fair. Over the last decade, the Tashal merchants have been losing a sizeable amount of business as a result of this new route. The Tashal Mangai sees this as a threat on the monopoly of the Silver Way commerce, which had traditionally been theirs. They have lodged a formal complaint at the King's Court, who for the moment has devolved the matter to the Exchequer...

Their request for a crenellation license in their Head Chapterhouse at Whyce having been refused several times (it was understood that the King did not want such a powerful military establishment so near the capital), the Order of the Lady of Paladins has lately been petitioning King Miginath for one in either Naniom or Oselbridge. As the Order presently does not possess any keep in Kaldor, it is likely that if they obtain the permission to build one in Naniom Bridge, the headquarters of the Lady of Paladins would be

transferred there. This would constitute an official claim on the Bridge and establish a powerful military presence, two political aspects that would certainly influence the current relationship with the Taelda...

## ECONOMICS & MILITARY

The barbarians having already put an end to such commercial schemes twice, the Kiban guilds are proceeding cautiously. Even though the current commercial activity would require additional establishments, nothing new has been built on the site since its formal reopening in 712TR. This puts a considerable strain on the facilities, especially during the peak of the trading season. Many mercantylers (especially the ones that are charged full rates) have started to complain that this hampers the flow of trade, putting pressure on Waymaster Arton to expand.

Naniom Bridge being a trade outpost, its income is derived largely from payment of services provided at the station, disguised taxation of commercial transactions, as well as tolls levied for passage on the bridge. There is no cultivation of land, except for small vegetable gardens to provide the odd fresh produce for the station crew. Taxation is light to non-existent, and is overseen by the Waymaster.

*Property/Business Tax:* None, in the absence of an official charter to define those. However, all the operating guildsmen pay rent to their respective guilds in Kiban, who in turn pay their dues to the Kiban Mangai.

*Hawking Tax:* None, since the trading post is not an official market, goods are exchanged informally. The mark up on goods in the Chandler's store attempts to partially make up for the 'lost' income.

*Bonding Tax:* None, but warehousing fees are charged.

While all this outwardly seems to make the outpost a tax haven, the Waymaster overcomes this problem by substituting the nonexistent taxes with several fees. In order to avoid political problems incurred by the levying of tolls by what is essentially a private enterprise with no official mandate; the Kiban Mangai scrupulously pays the sheriffs of Vemion and Neph 5% each of the net profit of the Naniom operation, on a voluntary basis, in an attempt to delay any change of status.

Expenses include the maintenance of the facilities, provisioning of the outpost, and salaries of personnel (Masters, journeymen, labourers and mercenaries). In winter, the crews are reduced to a minimum, traffic

being virtually nonexistent. As a commercial undertaking, Waymaster Arton is responsible before the Kiban Mangai Council for turning a profit out of the operation of the station. While Naniom Bridge is so far a viable venture, the accumulated earnings have only recently covered the cost of the reestablishment in 712TR. This makes the Kiban Mangai reluctant to invest in additional infrastructures again in the short term, despite the Waymaster's urgings.

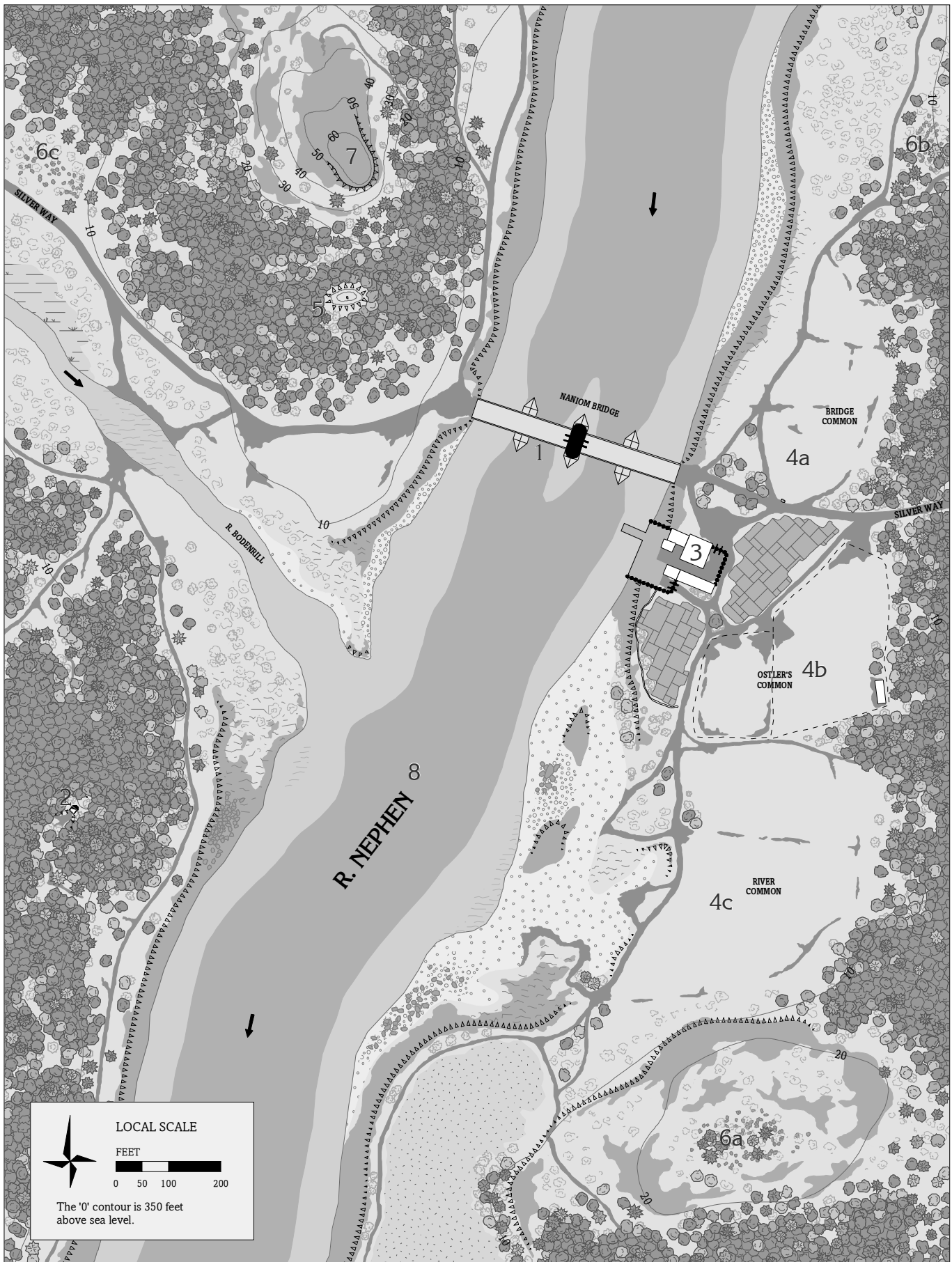
A major drain on the resources is the wages of the mercenaries hired to insure the security of the station. A half-company (10 men), commanded by a sergeant rotates every three month, except in winter when only 5 men are left. The mercenaries are recruited in Kiban, and are typically ex-caravan guards that have grown too old to travel across country. The Naniom guards would therefore be considered experienced soldiers, but not of prime vigour. Postings to Naniom are considered plum jobs, and are eagerly sought after by aging mercenaries.

This force is considered sufficient to deter attack by bandits and minor Barbarian or Gargun raids, but would be totally helpless in the event of a major attack. In fact, the mercenaries act more as an internal police, collecting tolls and taxes and keeping the peace, especially during busy times. The Kiban Mangai Council is aware that should the facilities in Naniom Bridge be expanded, additional costs would be required to increase the mercenary presence, and even that would not guarantee the safety of the outpost against a Taelda assault on the scale of 693TR, or a surprise Gargun swarm. This has led the Kiban Mangai to enter into discrete talks with Earl Troda Dariune (who is a generous patron of the Lady of Paladins Order, and is known to have tight links with the hierarchy of the Church of Larani), to sponsor the petition of the Order to the Crown, for a keep in Naniom Bridge.

## RELIGION

As a settlement run by commercial interests, religion holds little place in the inhabitant's daily lives. Being a crossroads of different folk, races and creeds, the religious atmosphere is rather tolerant. A Kaldoric outlook prevails, but only people openly worshipping Morgath, Naveh or Agrik would be seized by the guards and put to death. All other faiths are permitted.

There are no temples or chapels in the hamlet, only a small marble statue of Elomia (Second Handmaiden of Halea, and Mistress of Enterprise) within the station's compound, and an effigy of Maermal, in his guise as Lord of Honest Labour, carved on a stump of wood at the southern end of the Bridge Common.





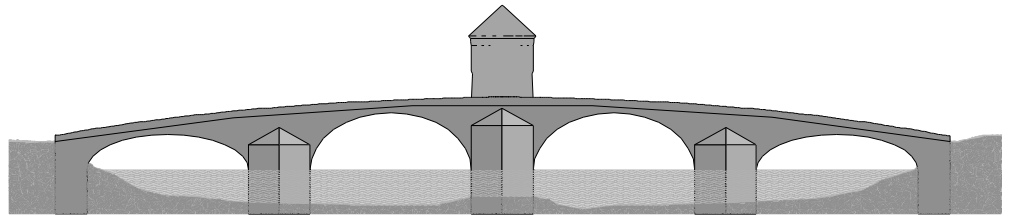
## LOCAL MAP KEY

### 1. The Bridge

The sturdy construction of the Dwarves has held for millennia, and even today requires very little maintenance. The gate tower is also in relatively good shape, being human-built but well-made, and only a few centuries old. The most damaged parts are the slate roof and the wooden frame that supports it. A few of the timbers have rotten through, and the frame is sagging in, dislodging slates and creating leakage during wet weather. The portcullises are stuck open, requiring some repairs to get the gate working again.

Beginning this year, Arton of Ceynah has moved the mercenary squad into the tower, to free up some much-needed space in the station and facilitate the collection of tolls. The Waymaster had noticed some merchants were awaiting nightfall to cross the bridge unseen, thereby evading the fee. The metalsmith and woodcrafter carry out the necessary repairs on the winches and roofing in their spare time, although the small maintenance budget and the existing workload means they are unlikely to finish the job this year. Arton has decided to make them stay at the station this winter to complete the renovations, much to their dismay.

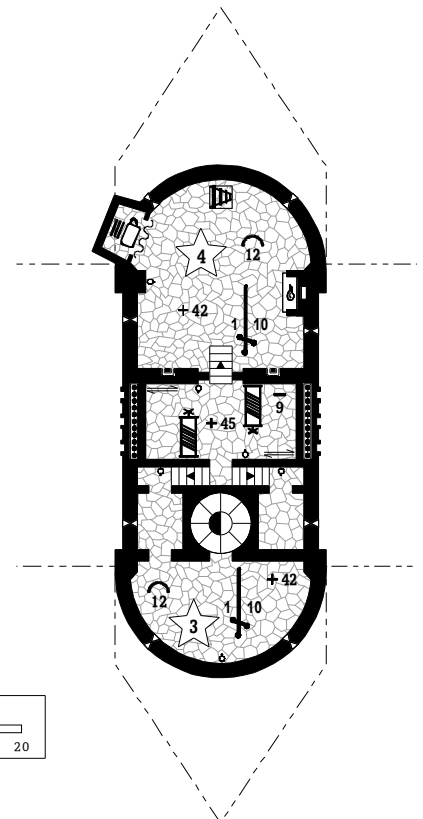
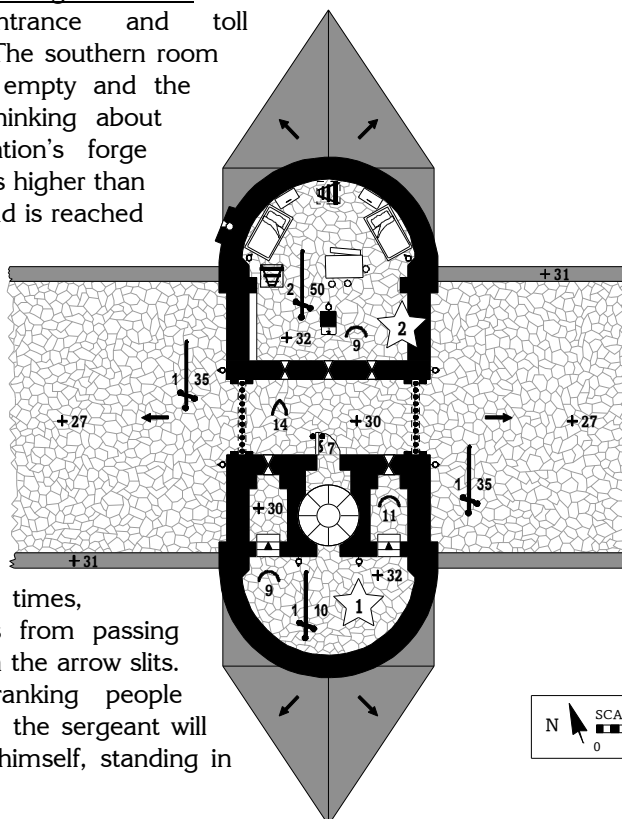
First Floor/Bridge Level: the gatehouse's entrance and toll collection area. The southern room [1] is currently empty and the Waymaster is thinking about moving the station's forge there. The floor is higher than the gate level, and is reached by the spiral staircase that rises two feet to give access to it, before continuing upwards to the first floor. Two guards are stationed in the northern room [2] at all times, and collect tolls from passing travellers through the arrow slits. When higher ranking people cross the bridge, the sergeant will collect the tolls himself, standing in the doorway.



Toll Rates: (Kiban mercantylers pay only half)  
Per leg, (animals or persons) - 1f  
Per wheel, (carts or wagons) - 2f  
(Rate includes one teamster per vehicle)

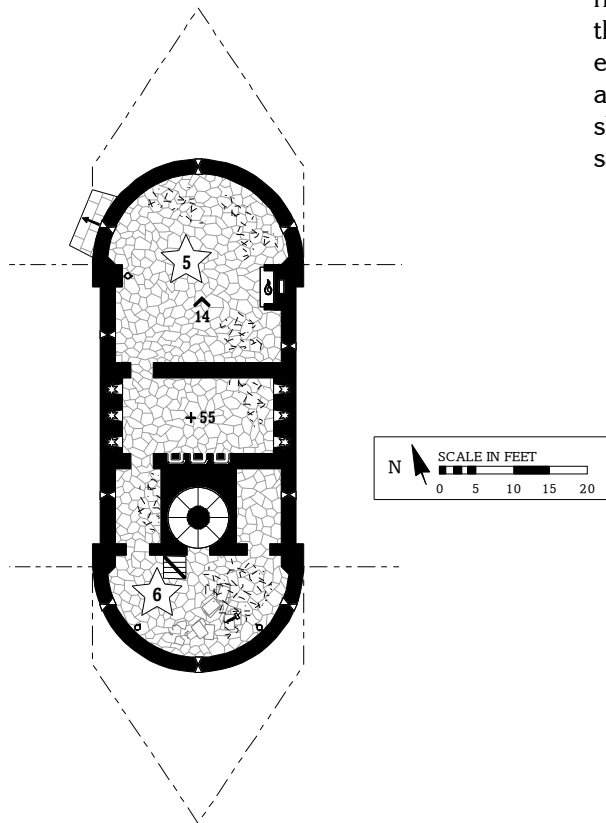
Second Floor: the central room comprises the winches (currently baffling attempts at repairs) activating the portcullises which, should they be in working order, would bar the passageway below. The southern room [3] is currently inhabitable, due to heavy leakage from the second level above. The northern room [4] is where the squad usually bunks for the night, although the guards frequently move below when it rains, as the room is drafty and humid from the damaged ceiling.

Should the existing mechanisms be restored to their initial state, the two gates could be raised and lowered independently, or linked to have one act as a counterweight to the other. Raising a gate without using the other as weight would be possible, but a rather lengthy process (not to mention unhelpful in collecting the toll). Two levers and corresponding gears – in addition to each winch – enable this.



# NANIOM BRIDGE 6

Third Floor: Currently unliveable due to the slate roof having caved-in in some areas. Gerdan is eyeing the northern room [5] with the chimney for his personal quarters (he currently resides in the basement level – see below), and is constantly pestering Kemerik to finish his work on the roofing. The woodcrafter has some weather-proof construction materials (such as slate) stored in the southern room [6]. This floor also includes the machicolations, which oversee both ends of the passageway.

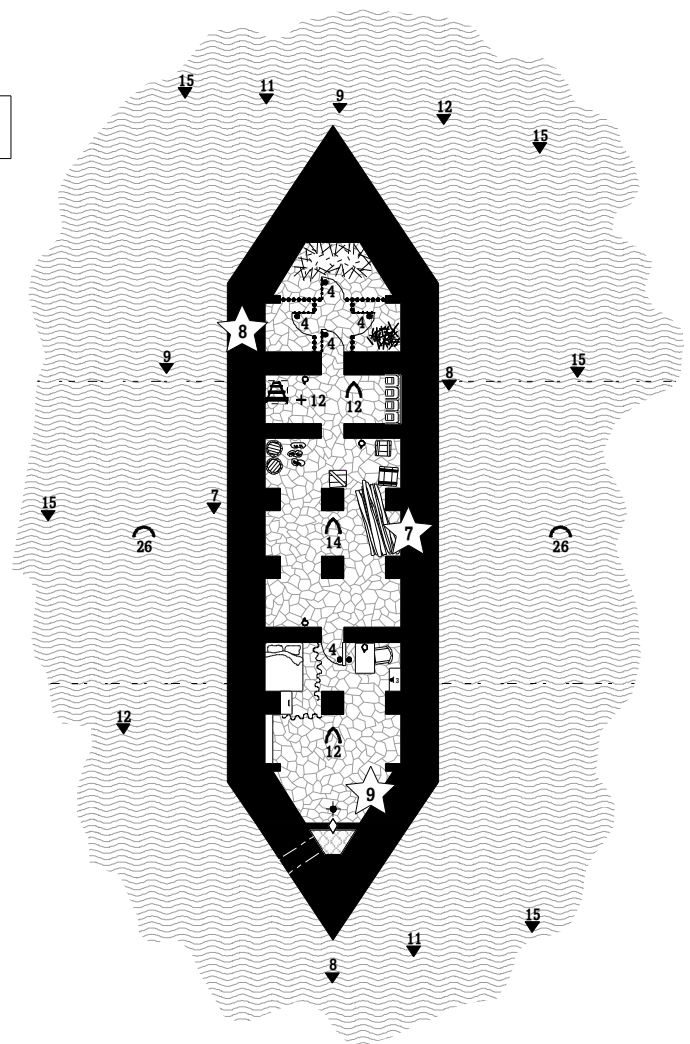


Basement/Water level Floor: When building the gatehouse, the Jarin masons noticed that the Khuzdul had left room in the central pillar of the bridge, prompting speculation that added fortifications might have been planned from the beginning. Due to the excellent Khuzan masonry, this area is actually the driest in the whole tower. The central chamber [7] is now used to store a small amount of provisions for the resident mercenaries, as well as materials used in the ongoing repairs.

To the north, there is a small cellblock [8], which is sometimes used to detain travellers unwilling to pay their fees or drunken caravan hands. It is currently empty. The iron bars that line the cells are actually Khuzan steel and rust-proof, although covered in centuries of grit. Gerdan previously tried to dislodge some of the bars in the easternmost cell to sell the metal, but gave up after he realized they

were too firmly anchored (the setting has been weakened though, and a patient prisoner might be able to loosen one or two rungs in order to escape).

Gerdan of Marsel, one of the rotating squad sergeants, has installed a comfortable bunk for himself here [9]. Unknown to all, there is a secret panel in the north wall giving access to a small room, where a hinged grate covers a well linked to the river. This can be used as a water source for a besieged garrison or as a secret escape route. The entrance slab is mounted on a central horizontal pivot made of Khuzan steel. The axle is set in the adjacent stones, which means that a strong push on either the top or the bottom of the slab would swing it in a horizontal position, opening the passage. Currently, the slab is superficially sealed by accumulated grime and saltpetre, but the simple mechanism is still functional.



## 2. The Lodges

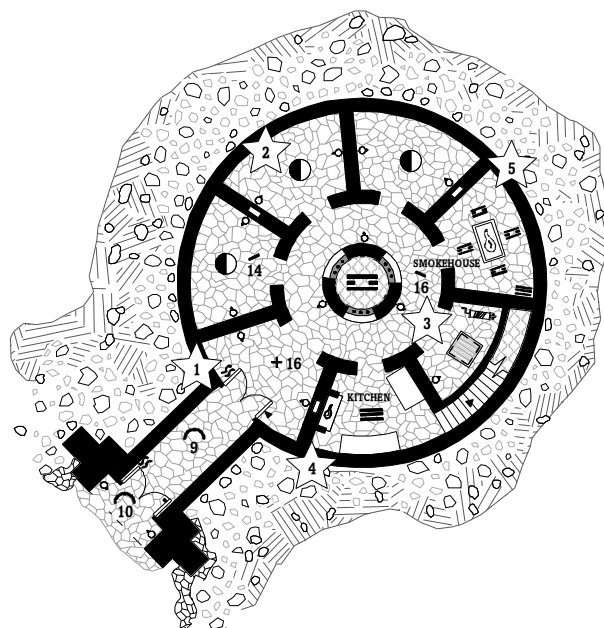
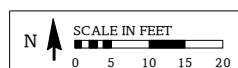
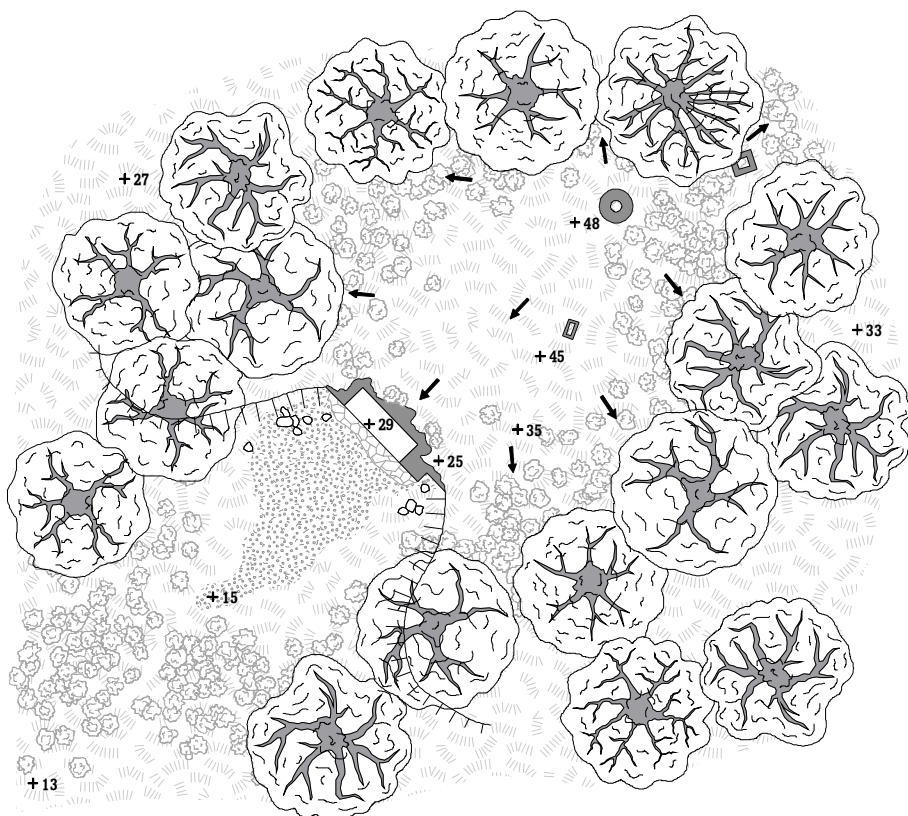
Aside from the bridge itself, the Khuzdul have not left any other permanent buildings in the vicinity, save for two hunting lodges, of which the structure is still remarkably well-preserved. Experts in Khuzan culture (such as Khuzduls themselves) will notice they are similar to those found in the Kiraz area. They are located in the hills on the right bank of the Nephen River, the nearest one to the northwest of the bridge (visible on the local area map), the other one to the southwest, less than a league away (off map).

The closest edifice is known as Barek's lodge, presumably the name of its founder, or one of its most illustrious past inhabitants. It is still occasionally used by travelling Dwarven merchants, but very seldom by humans, who are unnerved by the subterranean construction and unfamiliar design. Ancient Taelda tablets record that these cottages were built by the Khuzan Dyrak clan from Fana, and used by them for hunting purposes until about six centuries ago, when they ceased to come. The Dwarves are now only intermittently seen, when they come with their caravans.

### Ground Floor/Storage

The entrance tunnel is closed by a double set of heavy greyish-green metal (bronze) doors. The gates are closed but unlocked, enabling any being (or beings) with sufficient strength to enter the lodge. The doors can be locked from the inside, with a set of sturdy pivoting bronze bars fixed on the inside of the panes. The entrance corridor opens into an antechamber [1], which doubled-up as a guardroom when the lodge was in use.

Most of the rooms on this level are bare [2], and were probably intended as storage for the fruits of the hunt. A small depot for equipment [3] bears a winch enabling to lower or raise a platform to the workshop below, presumably to carry heavy pieces; incredibly the mechanism still works, perhaps maintained by passing Dwarves. There is a kitchen [4] to the south, recognisable by the stone tables set into the walls and the large oven as well as a smokehouse [5] to the east. The stone counters and the floor have grooves carved in their surface, that drain any would be liquids to a hole in the centre of the south wall.



# NANIOM BRIDGE 8

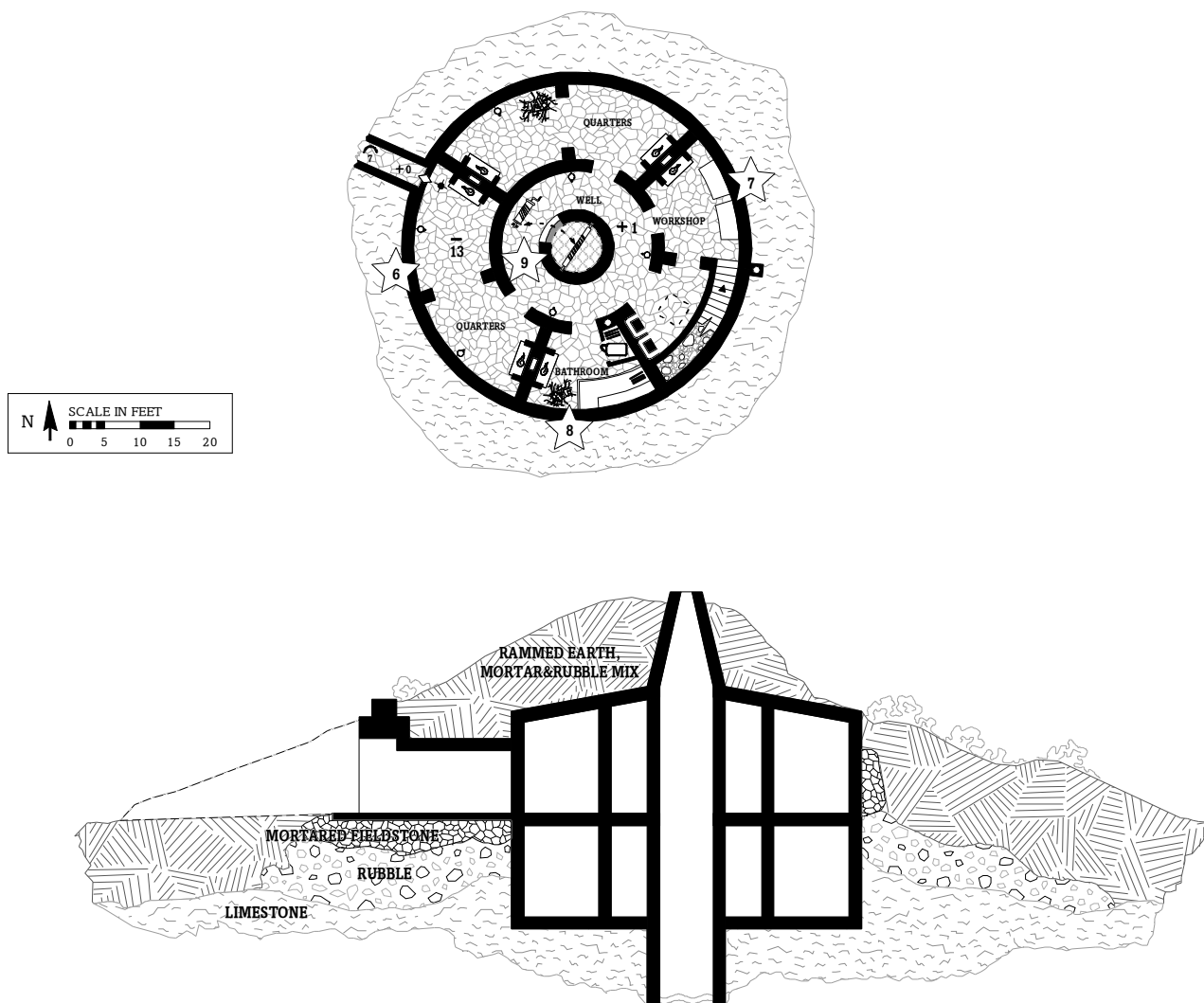
## Basement/Living Quarters

The widest rooms are dormitories [6], with fireplaces at each end to insure the residents comfort. These halls are now devoid of furniture, although they most likely contained bunk beds prior to the Dwarves' departure. The secret tunnel in the southern hall leads to a hidden exit in the woods off-map to the west, now partially buried and overgrown.

At the foot of the service platform lies a small workshop [7], with a forge and stone tables used to repair equipment. Several tool racks can still be seen

on the wall. Contiguous to it is the bathing area [8], which is below the kitchen on the ground floor, and shares its water drainage. There is a steam bath as well as several latrines, miraculously devoid of any unpleasant odours, even when used by passing travellers.

The central chimney [9] provides ventilation to the whole complex, as well as access to the well below. Tapping pure and cold water from a subterranean pool with a clay bottom, this well doesn't see its water level vary seasonally as drastically as does the level of the Nephren River.



## 3. The Waystation

This is the commercial centre of the settlement. All the available guild services are concentrated here, within its palisade-enclosed compound. The station is administered by Waymaster Arton of Ceynah, an experienced mercantyleer who used to ply the Silver Way and other trade routes. Arton took his post in Peonu of 719TR, after being appointed in Savor of 718TR, and has recently been rewarded with a second mandate. Under his energetic guidance, numerous reforms have been instigated, aimed at improving the efficiency of the outpost within its meagre resources.

Among his actions are: the moving of the mercenary squad to the bridge gate tower, the reorganization of the flow of goods within the warehouse, and the rotation of guild teams to expand the capacity in the cramped workshops, especially during peak season. These measures have met with the satisfaction of travelling merchants, but have put a strain on the previously more relaxed personnel of the station, who views the Waymaster as a self-seeking taskmaster. This belief is reinforced by the fact that another successful year for Arton would probably mean his appointment to a council seat in the Kiban Mangai, a fact that he is very much aware of.

*Note: due to the association of the post to the Kiban Mangai, all prices listed below are downgraded one category for Kiban mercantyleers.*

Living quarters/Inn: (Quality: ★★, Prices: Average)

This is a small dormitory for passing merchants and travellers [1], which doubles up as accommodation for the station's reduced crew during the low season. The common room [2] is where meals are served, and ale and stronger drinks are also available. When caravans pass through Naniom, this place is filled to capacity. The menu changes at the whim of Thyldal of Saris, the bonded Innkeeper, but only one type of dish is available per day, although since the arrival of Arton the variety and quality of food served has improved. Bed and fare are free for the station staff (save for drinks), and paying for guests, but the latter always have priority for available bedding.

While Thyldal stays mainly in the common room, serving the drinks, his journeyman and apprentice can be found toiling in the kitchen [2a] most of the time. Barnesh the journeyman is a competent baker, and is in charge of providing the station with bread, as well as other baked goods (meat loaves, etc...). A

sizeable stone bread oven has been built for that purpose, on the south-eastern corner of the kitchen.

The first floor [3] houses the chambers of three of the station masters. The Waymaster has his own room [3a], which also doubles up as his office. A strong metal chest at the foot of his bed is riveted to the floor. It contains cargo manifests, the station's ledgers and a working cash reserve of 1773d. It is kept constantly locked, and Arton retains the only key on his person.

Due to his seniority and his implied capacity as number two, Arbogar (see below) has appropriated the second individual room [3b]. This is causing no end of grief to Thyldal, which sees that room as rightfully his, and is forced to sleep in [3c] with his journeyman and apprentice instead. The Innkeeper has already pressed Arton several times about getting the larger room, but the Waymaster simply ignored the requests.

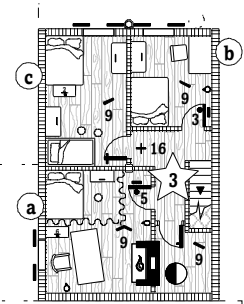
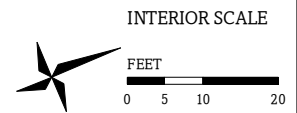
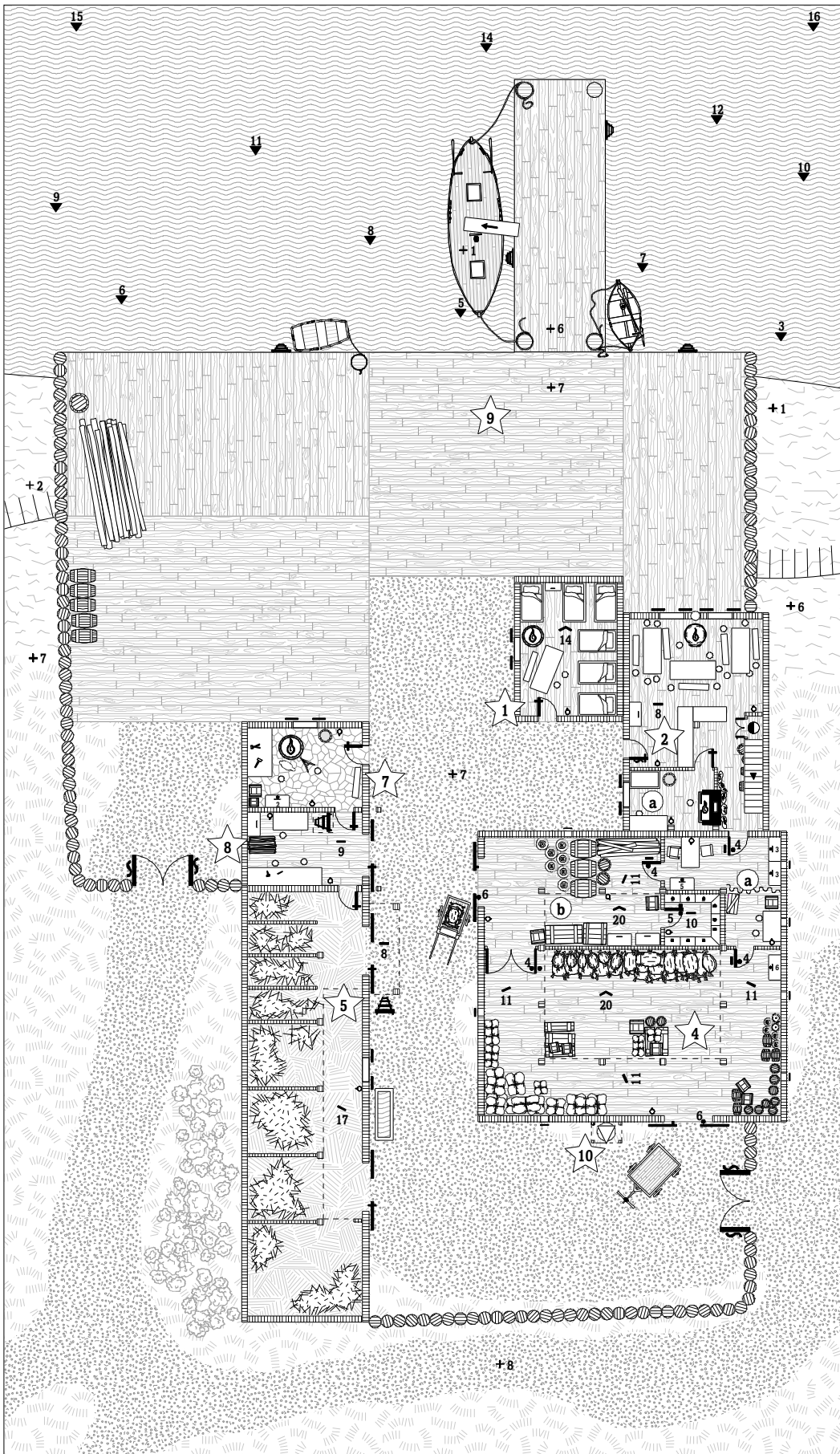
Warehouse/Chandler: (Quality: ★★★, Prices: High)

Arbogar of Wlen, the bonded Chandler master, runs a general goods store [4b] inside the depot, and is also responsible for the operation of the warehouse itself [4]. In the past, he has come under pressure from Arton to tidy up the storage and rationalize the movement of merchandises, but now appreciates the results. A small 'vault' at the back of the shop houses the store monies, as well as any values deposited there by passing merchants (for a fee). Arbogar has the only key to this small chamber, which is constantly locked, but individual mercantyleers retain the key to the safe box they have rented. At night Eidric, the chandler's journeyman sleeps in the shop, while the other apprentices berth in the warehouse itself.

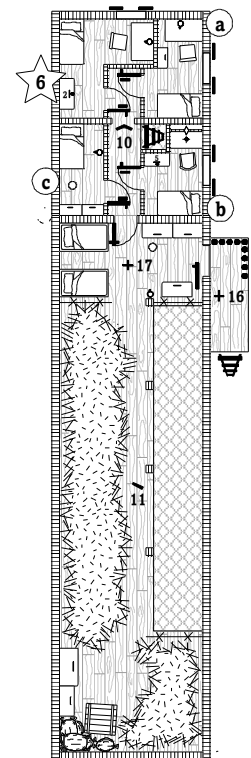
The chandler is the only master to stay at the station in winter. During that time, he spends the better part of his days in his workshop [4a], producing nut oil with his small hand-press and making candles and other run-of-the-mill items for later resale. This is the place he also uses as his office, though confidential documents will be kept in his room chest.

During the peak of the trading season, especially when the Silver Way caravan goes through, Arbogar personally oversees his apprentice crew handling the goods in the warehouse and to the pier, leaving the shop to Eidric (who skims off the profits when that happens). For such an isolated outpost, the variety and availability of items is rather good, although the price reflects the cost of shipping the items in. The store is quite popular with Taelda tribesmen when they come to barter in Naniom Bridge, as well as with the trappers, prospectors, timberwrights and charcoalers, who use the post as a re-supply base when operating in the vicinity.





Stables and workshops 2nd floor





The warehouse fees for temporary storage of goods are of 2.5d/ton per ten-day (per month for Kiban Mangai members), with a security deposit of 6d paid in advance, or half that sum for members. Depending on the season, outsiders might find the warehouse already full, or with space reserved for local guildsmen. In this case, they have the option of storing their goods in the courtyard of the compound - at the same price - under awnings erected for that purpose. Conducting business inside the warehouse or within the compound also requires a fee of 3d. for non-members.

## Stable/Ostler: (Quality: ★★★★★, Prices: High)

Bonded master ostler Peredur of Stoiben has a love for his equine charges, and it shows. The stalls [5] are always kept clean and well-provisioned in hay, and the horses/mules/donkeys in his care are led out by the south gate of the compound every morning, to graze in the ostler's common. The stable always maintains a team of a dozen mules on standby for the needs of travelling merchants. When the Silver Way Caravan (or other large groups) is in town, this place is packed to overflow. During such an event, Peredur will have the hardiest animals spend the night outside in the fenced-off ostler's common, under the guard of two stable hands.

The master ostler has a room in the master quarters [6] on the upper floor of the stable. The other rooms are occupied by the metalsmith, woodcrafter and head docker. Peredur's journeyman Deran and the stableboys sleep in the spacious loft atop the stable. This area also accommodates caravan hands and guards, when their masters bed in the living quarters.

## Smithy/Metalsmith: (Quality: ★★, Prices: Average)

Bonded Metalsmith master Reven of Imhan [7] is a lazy and careless craftsman, who only obtained his mastership by remaining an unusually long time as a journeyman, and finally accepting this out-of-the-way opening as his final chance of achieving master status. Approaching his work as a sinecure, he was rudely awakened from his complacency by Arton, who has been on his case ever since he arrived.

The Waymaster is disgusted with the low competence of the metalsmith, as well as his lack of proper work discipline. Reven has not been able yet to fix the portcullis mechanism of the bridge gatehouse, and is barely skilled enough to accomplish the usual petty maintenance required by travelling caravans. A lack of caution (not helped by the fact that he is using an ostler's forge, being unable to build a proper one), also once led to the

forge's embers being blown out of the hearth. This started a fire that nearly burned the contiguous stable building down, before being put out.

Arton is seriously considering moving the smithy to the southern tower of the gatehouse to prevent this from happening again. He is also planning to demote Reven, and appoint either Conran or Beriand (his two journeymen) in his stead, and has prepared the necessary paperwork to request permission from the Mangai. Reven is aware of this, and takes his temper out on his journeymen everyday.

## Woodcrafter: (Quality: ★★★, Prices: High)

Bonded master woodcrafter Kemerik of Hunes [8] also has to bear the displeasure of the Waymaster, although in his case, it is more the lack of facilities that is preventing him from accomplishing the work to Arton's satisfaction. His tiny workshop is wedged in next to the stable's entrance, and his whole team cannot work together here at the same time. Kemerik, his journeyman and two apprentices have erected an awning to take their work outside as often as possible, but the weather does not always permit this.

The woodcrafter had a serious argument with Reven about the recent fire, and the two men are currently not on speaking terms. Arton has spoken to Kemerik about his plans to move the smithy away, and allow him to use the vacated space to expand his workshop. The carpenter is enthusiastic about this, for it would make his life easier and remove the threat. He is pushing the Waymaster to implement it as soon as possible. In the absence of a proper shipwright, Kemerik is also charged with making repairs on visiting river boats whenever needed.

## Dock/Pier: (Quality: ★★★, Prices: Average)

Incoming freight from Azadmere (mainly from the Silver Way caravan) is unloaded into barges here [9], for fluvial transport to Kiban, and on to Tashal. The process reverses upon the merchants' return (around the middle of Azura), and the caravan assembles fully for its return trip to Zehrun, once all the different traders who have booked passage have arrived. In normal times (that is, outside of the arrival/return of the Silver Way caravan), there is usually at least one barge on standby for incoming mule trains.

Although not a guildsman, Barros of Lumiel is Head Docker and oversees a labour team of five men who also fill menial jobs and sometimes act as crewmen, teamsters or mule drivers as needed. He reports directly to the Waymaster but often works in collaboration with Arbogar. Their initial teamwork was not so smooth, often involving the two men in disputes about misplaced cargoes and missing goods. Arton stepped in, cracked

some heads and streamlined the shore operations. Since then the cooperation has been smooth.

## Statue of Elomia:

A small pink marble statue of the second handmaiden of Halea (and Mistress of Enterprise) stands on a waist-high pedestal, just a few paces to the side of the station's north-eastern gate [10]. It was set up there by the Mangai, upon the reopening of the outpost in 712TR.

## **4. The Commons**

The Bridge Common [4a] is where the mule trains assemble or disband, depending on whether the caravan is arriving or departing. Impromptu markets might be held here as well, when two caravans come in at the same time, or when Taeldan tribesmen visit. The Ostler's Common [4b] is off-limits to non-customers of the station, but merchants or travellers who find the outpost services too pricey, or already crowded, are allowed to pitch their tents on the River Common [4c].

Knights of Kaldor, Chybisa, and even Melderyn, Leriell or Habe are sometimes seen at the Bridge Common looking for on the spur challenges. They might also have agreed to meet for a bout, or advertised their presence for a set amount of time. Some impetuous knights even go to the length of barring all movements across the bridge, until a passing chivalric adversary picks up their challenge. Needless to say, this creates considerable diplomatic hassle for the Waymaster, as well as individual mercantylers and travellers. However, no knights have dared hold up the Silver Way caravan in such a manner again since Kaelar - the Khuzan master of the caravan - laid a foolhardy challenge knight low, with a single blow of his war hammer in 717TR.

The Dwarven master's feat notwithstanding, such confrontations are not seen in a good light by the Sheriff of Nephshire, who has specifically required the Ranger of Yalten-Hania to put an end to such practices. The Paladins of Chalced and Aldryn carry out their duties conscientiously, but have been known to "discourage" challenge bouts by enthusiastically beating the challengers at their own game.

Some of the Laranian and Peonian clergy have expressed concerns about excesses that occasionally occur during such contests, held aside of any spiritual sanction. So far, their voices are few and have remained relatively unheard. However, Ilor Haldan the Bishop of Nurez (and stern proponent of the "Reluctant way") has privately commented that such happenings are symptomatic of the spiritual

decline within the Laranian Church, and of Kaldoran mores in general.

A modest shrine to Maermal has also been carved in a wooden stump at the southern end of the bridge common, sometime in the last five years. Who chiselled the idol has been lost to memory, but is thought to have been part of the crew from a passing caravan. While rough, the art is not without its charm and there is always a modest offering or two at the foot of the stump, especially during the trading season.

## **5. The Barrow**

This collective grave is of Taeldan origin, and dates back to the Migration wars. After the battle of Noneth in 180TR, where they suffered severe losses at the hands of King Medrik I, the Taelda momentarily fell back on Naniom Bridge and erected this mound to their heroic dead. At the top, a stele etched with primitive Taeldan Khruni runes and pictograms stands inside a stone circle, but to date, no non-Taeldan has ever been able to decipher the inscription. A little-known Taelda custom holds that any oath of revenge uttered on this funeral stone be particularly potent. This site and its immediate surrounding are considered sacred for the entire Taeldan nation.

The inevitable tales of haunting and buried treasure within the tomb circulate among the personnel of the station, and is a favourite story told to passing travellers. However, no one from the outpost has ever dared to visit the mound at night, or dig within its depths, so the truth of the matter remains unknown. Since the reopening in 712TR, there have been a few cases of missing workmen from caravans staying overnight in Naniom Bridge, but they have generally been attributed to drowning incidents.

## **6. The Ruins**

In subsequent retaliatory raids on the garrison Medrik I had left to cover his flank during his southern campaigns, the barbarians managed to raze all the buildings on the frontier, sparing only the constructions of Khuzan origin. Nothing is left here save the stone foundations of a watchtower [6a] and a few dwellings [6b] & [6c], barely visible under the bushes. Similar remains dot the neighbouring countryside, dating mainly from the ravages inflicted by the Taeldans during the Migration wars.

## **7. The Hillock**

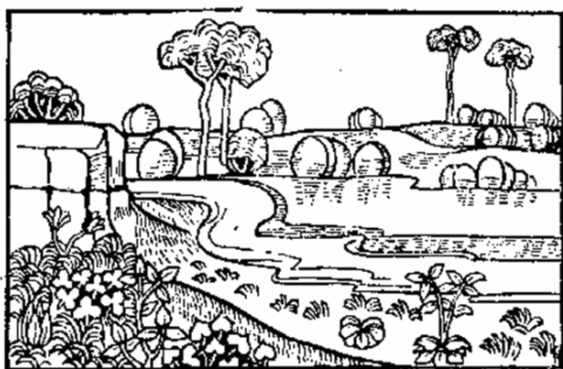
In the past (around the late 3<sup>rd</sup> century, perhaps even earlier), a beacon was set up here at the top of a wooden tower, presumably rather as a warning system against incoming Taeldan or Gargun raids than a fluvial navigation aid. The fire is said to have been visible as far

as Getha. Today, there remain of the tower only the rough stone steps that led to it.

A few paces off to the northwest and half buried under accumulated topsoil, the sandstone outcrop bears signs of stone extraction, revealing to a knowing eye the origin of the bridge's construction material. The entrance to a small dwarven stone quarry lies below, leading to several plain excavated chambers forgotten to all.

## 8. Nephen River

After dropping three quarters of a mile in less than thirty leagues, the Nephen reaches the upper Kald basin about a league upstream of the bridge. From that point onwards it becomes more sedate and adopts a wider and shallower course, making this stretch navigable most of the year. Downstream of the bridge and in normal conditions, fluvial transport to Kiban takes less than 8 hours. The return trip against the current needs two or three days, with common stops in Uldien, and/or other places.



Locally, the river bottom is made up of heavy silt and thick gravel with a few large rocks, the banks being mostly steep where cut from the underlying stone. The waters are rarely clear except in summer, when the level is at its lowest. During fall and especially spring floods, the water level can rise quickly, sometimes drowning the banks under a few feet of water for a ten-day or so.

Here are a few rough values as guidelines:

Actual Flow	Depth	Width	Current
High	21'	440'	4.9 kph/4.1 fps
Average	16'	400'	3.9 kph/3.3 fps
Low	11'	330'	3.2 kph/2.7 fps

## CURRENT RELATIONS

Sheriff of Nephshire: Maintains a neutral relationship with the outpost, but has been

petitioned by the Tashal Mangai to step in and tax the activities of the waystation, as well as to establish an official presence. He has so far turned down the request (primarily due to the bribes he is getting from the Kiban Mangai), arguing that the station is on the other side of the Nephen river, and therefore legally within the jurisdiction of the Sheriff of Vemionshire. Privately, he is keen to avoid antagonizing the powerful Earl of Balim (and the Exchequer). He also knows the Taelda would disapprove of the presence of a permanent military force, and is not in a hurry to create additional problems for himself.

The Taelda: Present interactions vary between mutual indifference and sporadic trade. However, if within the tides of internal migrations between the tribes, a more aggressive clan happened to claim the territory adjacent to Naniom Bridge, that situation might rapidly deteriorate. Up to now, the Tuathars have successfully prevented such an occurrence, but it is known that certain warlike clans, who have so far borne the brunt of the fight against the Wurokin Gargun, will petition for access to the "Abode of the Fallen Brothers" at the next Tribal Moot. This will be held near Barsothe Falls, on the coming Yaelah of Azura.

The Paladins of Yalten-Hania (Nephshire): The Lady of Paladins Melanas and their accompanying Mekens are a welcome sight when they push as far as Naniom Bridge, where they enjoy free bed and fare. They bring news of Nephshire and beyond and sometimes carry messages, in either direction. Their main duty is the protection of the Silver Way between Chalced and Naniom Bridge. They are sometimes joined by their brothers from the Sword Chapter of Jenkald.

The Rangers of Thicesund (Vemionshire): The Foresters of Nenda are more rarely seen in Naniom Bridge than the Chalced knights, but are welcomed just the same. They bring news from remote Vemionshire and also carry mail on request. Their main duty is the protection of the Silver Way from Naniom Bridge to the crossroads and southwards to Nenda (the Rangership is customarily held by the Baron of Nenda). Theoretically, they are also in charge of security up to the Guthe river ford, although how so few men are expected to guard such vast expanses of forested terrain is beyond comprehension.

The Jarin Scouts: Although officially their patrols range south only until the Guthe River ford, small detachments sometimes push as far as Naniom Bridge, especially when reconnoitring for the annual passage of the Silver Way train. By previous mutual agreement, their expenses are met by officials of the dwarven caravan, even though they are rarely in town at the same time as the caravan itself. Coming from Azadmere, the Scouts

enjoy a semi-mythical reputation, and are said to be able to travel from Zerhun to Naniom Bridge in a single day, on their hardy mounts. Although they gladly chat and trade news from Habe, they are remarkably tight-lipped when it comes to information relating to Zerhun or Azadmere.

The Spies: Gerdan of Marsel, one of the two full-time sergeants assigned to the rotating mercenary squad, is also a double agent reporting to King Verlid VII of Chybisa, as well as to the Kiban Lia Kavair. These last few years, with the help of his Kiban connections, Gerdan has managed to be on duty with the squad that covers most of the trading season. He is happy Waymaster Arton moved him to the bridge tower, as this enables him to conduct his 'business' in a more discreet manner.

Originally only a spy for the Chybisian Crown, Gerdan came to work for the Kibanites after the thieves intercepted one of his encrypted messages en route to Chybisa, and caught on that he was more than a simple mercenary sergeant. Following a bit of 'persuasion', Gerdan was convinced to work for them, sending word of interesting (or vulnerable) shipments bound for Kiban. After the initial shock of being discovered, Gerdan does not mind anymore, as the double employ does not interfere with his duties to King Verlid, and enables him to line his pockets even further.

Among the fluvial pilots plying their trade on the Nephén River is also Lanys of Hyendir, a Navehan agent detached from the Tashal temple, who spends most of his time between Kiban and Naniom Bridge. He sometimes assembles a special crew for undertaking temple or "charter" business (smuggling, kidnapping, assassination, etc...). His boat is a somewhat fat and high Talbar of 29'9" named the Long Strider, with secret compartments on the sides of the hull, a heavy keel, oxblood red painted upper works and deck, 12 rowers and a venyn-rig with banded black and white sails.

None of the two spies are aware of the presence and activities of the other, although their prime mission is to collect as much information as possible on the secretive Dwarven kingdom of Azadmere, as well as on the various happenings in Northern Kaldor.

The Bandits: The wooded expanses around Naniom Bridge are vast, and home to wandering bands of brigands that inclination or despair have pushed towards this activity. In essence, there are two types of bandits: organized gangs in contact with the Lia-Kavair or other organized crime, and roving

groups of outlaws, exiles, and other desperate men pushed to this end by unfortunate circumstances.

The first category is men who typically have a 'day' job in the riverside villages, or are drawn from the criminal elements of the larger settlements along the Nephén River (such as Uldien, Fisen, Shebra or Kiban). They are assembled by their paymasters for specific tasks, usually by the Kiban Lia-Kavair on a tip-off from Gerdan, or as part of Lanys' crew of thugs. They generally (but not exclusively), operate on the Nephén River south of Naniom Bridge down to Kiban, although most of the heists are made in the wilderness stretch north of the settled parts of the river.

The second sort are men who are excluded from Kaldor's mainstream society (justifiably or not), and as a result are forced to eke out a living in the primal forests of Thicesund, Kanir and Yalten-Hania. Their existence is precarious at best, having to contend with the search for food, hostility of the Taeldans and the occasional Gargun encounter (especially near the foot of the Sorkins). Some turn to highway banditry as a mean to survive, and they operate all along the Silver Way, from Chalced to as far away as the Guthe ford. The crossroads of the Silver Way with the southern trail to Nenda bears a caravan common that is a popular site for ambush (due to the hilly nature of the terrain). Only well-defended caravans opt to camp there for the night.

The existence of most of these bands seldom lasts for more than the first winter, where lack of food, shelter and the unforgiving surroundings take their toll on all but the toughest (or most resourceful) of men. Nevertheless, some groups manage to survive, and over the years come to be comprised of the most hard-bitten, expert foresters to be found in Kaldor. Typically, the longest-lived bands manage to reach an accord with the Taelda, and sometimes join a tribe or intermarry.

One of the most well-know group of outlaws is Korgor's wolves, a band led by Korgor of Rowan, an ex-ranger of Thicesund. In 698TR, he was condemned to death in Nenda for questioning the competence of the Baron, but managed to escape and unite several parties under his leadership. Despite having been chased for all these years, he has never been caught. It is rumoured that he has established a small freehold somewhere along the Guthe headwaters, and that he has some sort of arrangement with the dwarves. Other rumours have his lair near one of the lakes in the hills west of the Nephén. However, only empty cabins of uncertain origin or ferocious Gargun have been found there, glimpsed by the rare patrols venturing in such inhospitable and remote places.

## MAJOR NPCs

### Arton of Ceynah

The present administrator of the station, Waymaster Arton is a member of the Mercantylers Guild and saw extensive travel through Hârn as a journeyman, and later on as freemaster. A Tashal native, Arton made his apprenticeship there before taking to the caravan business in the aim of furthering his advancement, a difficult endeavour in the ossified structure of the Tashalite merchant class.

His travels took him on all the main commercial routes of the island, even pushing as far as Kustan on one occasion. He is also well-known in Zerhun, one of the factors that led to his present appointment. Years of voyaging and sometimes risky ventures brought their rewards, and Arton established himself as a freemaster mercantylers in Kiban at the age of thirty-two. The opportunities in the dynamic mercantile community of Kiban appealed to him better than the closed circle of the capital, and he gradually gained a reputation for competence in the eyes of the Guild and the Kiban Mangai.

His appointment as Waymaster of the station in Naniom Bridge came after a string of unsatisfactory administrators, and so far Arton's management of the outpost has earned him the consideration of the Mangai (and indirectly, the attention of the Earl of Balim). He was recently reconfirmed in his position for another year, and is aware that should he finish his term successfully, there is talk within the Mercantylers' Guild and the Kiban Mangai for him to replace the elderly Guildmaster Irlan of Ūbria, due to retire soon. This would effectively grant him a seat on the Mangai Council, something he desires ardently as he tires of field work, and has more administrative ambitions. He also has an eye on becoming one of the Aldermen of Kiban, and to represent his city at the general Mangai Council, due to be held in Thay in 721TR.

The rationale behind Ceynah's endeavours has always been one of calculated risk, and throughout his career, he has been involved in more than one hostile situation. As a result, he is fairly handy with the falchion and shield, and knows how to defend himself when necessary. However, he never carries a weapon on his person except when he anticipates danger. His arms and armour are hanged on the wall of his room. His wife and children currently reside in the family house, in Kiban.

### ARTON OF CEYNAH

#### Waymaster of Naniom Bridge

Human; male; age 45; 5'6"; light frame; 131 lbs; medium complexion; brown hair; blue eyes; attractive (Cml 13)

11 Str	14 Sta	12 Dex	11 Agl	13 Speed
10 Eye	12 Hrg	11 Smt	13 Tch	13 Voi
15 Int	10 Aur	14 Wil	11 Mor	25 Piety

#### SKILLS

Awareness 59, Rhetoric 90, Oratory 62, Intrigue 88, Lovecraft 48, Stealth 44, Mathematics 47 (*Accountancy 82*), Survival 46, Law 55 (*Merchant Law 76, Mangai Law 73*), Horsecraft 44, Mulecraft 39, *Seamanship 36 (Sculling 52)*, Heraldry 33. Languages: *Hârníc 99, Jarinese 88, High Azeryani 60, Orbaalese 51*. Scripts: *Lakise 103, Runic 92, Nuvesarl, 85*. Ritual: *Halea 20*

#### Combat skills

Condition 73 [HM3 - End 15], Dodge 59, Initiative 73, Mobility 62 [HM3 - Move 12], Unarmed 41 (*Wrestling 55*), Short Swords 60 (*Falchion 72, Short sword 66*), Shields 57 (*Buckler 70*), Knives 45 (*Knife 54*), Riding 52, Staves 50 (*Quarterstaff 67*)

#### ARMOUR&WEAPONS

Cloth robe, tunic, hose and hat, leather shoes. No weapons carried. Owns a short falchion, a copper-embossed buckler, a fine brigandine (lighter, superior ring) byrnie and a kurbul halfhelm.

## Arbogar of Wlen

Half Ivinian by birth, Arbogar is the son of an Orbaalese father and Kaldoran mother. Although it was never discussed in the family, his father fled Lorkin in 669TR after being declared outlaw by clan Hjaida for appropriating more than his share of Viking loot. Under an assumed clan name, he travelled to northern Kaldor, where he settled in Uldien and opened a chandlery with his ill-gotten gains. Along with his elder brother, Arbogar learned his trade in his father's shop, being later sent as journeyman with Orgen of Ponata, a Kiban chandler.

Well-meaning but rather unorganized, Arbogar attained his master status relatively late, at the age of forty-two. Since then, he found employment as bonded master in several businesses, volunteering for Naniom Bridge upon its reopening in 712TR. Despite the isolation and inherent risks of the position, he enjoys the work and the status it affords him. His pleasant nature has helped him establish good relations with the surrounding Taeldans (who often come and barter at the chandlery), and he can speak their language fairly well.

The arrival of Arton presented a challenging period for Arbogar, as the new Waymaster imposed his methods on the somewhat slack personnel of the outpost. Initially riled by Master Ceynah's methods, especially as he is the longest-serving master at the station, Arbogar has learned to work and even appreciate his new boss. The systems introduced by the latter have been paying off, and the chandler is now enjoying a much higher turnover on his goods. Lately, he has noticed that there seems to be less cash than usual, but has yet to draw the connection to his thieving journeyman, Eidric.

Arbogar would be perfectly content to finish his working life at Naniom Bridge, and has already confessed as much to Arton. The Waymaster has argued in his favour to the Mangai Council, stating that his knowledge and contacts with the surrounding Taeldans would be invaluable in the event of a crisis. So far, Arbogar seems set to remain at his post, especially since his efficiency has improved. This is a relief for the chandler, especially since he has taken a Taeldan mistress who is now pregnant with his child. Arbogar is also the only master to remain at Naniom Bridge during the winter, which makes him the unofficial number two.

## ARBOGAR OF WLEN

### Station Chandler and friend of the Taelda

Human; male; age 56; 5'9"; medium frame; 157 lbs; fair complexion; brown hair; brown eyes; average looks (Cml 10)

12 Str	11 Sta	10 Dex	08 Agl	09 Speed
13 Eye	08 Hrg	13 Smt	12 Tch	12 Voi
13 Int	12 Aur	11 Wil	14 Mor	42 Piety

### SKILLS

Awareness 59, Rhetoric 78, Intrigue 58, Stealth 35, Seamanship 37, Swimming 32, Brewing 67, Law 45, Herblore 52, Dogcraft 61, Mulecraft 52, Agriculture 48, Alchemy 58 (*Chandler 88*), Physician 38, Cookery 67 (*Salting & preserving 90*), Survival 57, Folklore 42 (*Eddas 51, Taeldan 47*), Metalcraft 39 (*Blacksmith 56*), Carving 30 (*Woodcarving 52*), Mathematics 32 (*Accountancy 63*), Runecraft 55  
Languages: *Hârníc 85, Orbaalese 82, Taeldan 69, Ivinian 49, Jarinese 39*  
Scripts: *Runic 103, Lakise 88, Khruni 86*  
Ritual: *Sarajin 33*

### Combat skills

Condition 71 [HM3 - End 14], Dodge 48, Initiative 62, Mobility 52 [HM3 - Move 10], Unarmed 55, Staves 46 (*Spear 59*), Shields 50 (*Roundshield 62*), Axes 41 (*Handaxe 47*), Knives 41 (*Dagger 44*)

### ARMOUR&WEAPONS

Cloth robe and hose, fur hat, leather shoes. Large knife.

Also owns a ring hauberk and plate half-helm as well as various weapons he wears on training days.



## Barros of Lumiel

A barrel-chested man, Barros grew up in one of the most destitute district of Kiban, Southside – near the river wharves. His mother having died of a wasting disease while he was still a small child, he had to start working even earlier than expected for urban poor, in order to help his father support him and his siblings. Through an uncle, he was able to find work on the piers as a dockhand. The labour was hard, but food and shelter were adequate and the younger Lumiel grew in size and brawn.

In the rough society of the river port, he was not afraid to use those assets and quickly gained a reputation as a man not to be messed with. The ability to impose his authority made him a natural leader on the docks and he was eventually put in charge of a crew. His employers liked his capacity to have the goods loaded properly and in time, while his men respected him for his fairness and the concern he had for their welfare.

Perceiving his lack of formal education would limit him for life (he barely knew how to count), Barros convinced a river pilot to tutor him in exchange for free loading and unloading of his ship every time he docked at Kiban. Lumiel was able to do this by convincing his team it would be in their greater interest to do so, in order to better organise themselves and promote their rights. Following this, Barros was instrumental in setting up the “Teamster Brotherhood” chapter in Kiban, a loose collection of carters, labourers, dockworkers and teamsters which is presently seeking recognition as a guild throughout Hårn.

In 715TR, friction between the Mercantyle’s Guild and the nascent Brotherhood nearly erupted into a riot when the merchants attempted to reduce labour wages by bringing in workers from outlying villages, just as the teamsters were demanding an increase after a decade of fixed rates. The Earl had to send in the castle garrison to maintain public order, and was asked by both parties to mediate the dispute. As one of the most practical representative of the Brotherhood, Barros was asked to negotiate on its behalf. The crisis ended with the Mercantyle’s having to send back their imported hands, and the Kiban teamsters accepting a modest increase.

His participation in the outcome earned Barros the enmity of several of the more intractable merchants, even though most were relieved that the conflict had been solved in a satisfactory manner. In order to avoid an action against him which could have provoked another wave of unrest, his friends in

the Mercantyle and the Seamen’s Guilds urged him to accept the newly-vacated post of Head docker in Naniom Bridge. Thinking that a change of air would do him some good, Barros took it, and has been there ever since.

His principles have not changed however, and he is still active in the Teamster Brotherhood. His relationship with Arton of Ceynah is good, due to the latter’s competence and the overall attractive wages. Barros is also aware of the Waymaster’s rising star, and is trying to make an ally out of him. At the last Mangai convention, held in Shiran in 718 TR, the Brotherhood only lost its recognition as a guild by the narrowest of margin. It will try again at the Thay Council in 721 TR, and Barros hopes he can count on Arton’s support, should he attend.

### BARROS OF LUMIEL

#### Head Docker and exiled Union leader

Human; male; age 42; 5’10”; massive frame; 194 lbs; medium complexion; brown hair; brown eyes; average looks (Cml 12)

18 Str	16 Sta	12 Dex	11 Agl	10 Speed
11 Eye	10 Hrg	08 Smt	07 Tch	14 Voi
12 Int	06 Aur	14 Wil	14 Mor	48 Piety

#### SKILLS

Awareness 55, Rhetoric 74, Oratory 62, Intrigue 57, Stealth 38, Seamanship 41 (*Rowing 60*), Cookery 50, Fishing 51, Swimming 64, Physician 24, Carpentry 42 (*Carpenter 57*), Law 40, Shipwright 32, Engineering 40 (Lifting machines 55)

Languages: *Hårnic 70*

Scripts: *Lakise 87, Runic 84*

Ritual: *Peoni 18*

#### Combat skills

Condition 89 [HM3 - End 18], Dodge 62, Initiative 74, Mobility 59 [HM3 - Move 12], Unarmed 67 (*Wrestling 80*), Staves 51 (*Quarterstaff 71*), Knives 40 (*Knife 48*), Clubs 71 (*Stick 79*)

#### ARMOUR&WEAPONS

Cloth shirt, tunic and hose, leather shoes, quilt coif. Knife (tool) on belt

## Gerdan of Marsel

After winning several archery contests while still in his teens, Gerdan had no trouble finding employment as an archer in the garrison of Caer Burzyn. However, he gradually developed a taste for luxury and prestige that couldn't be satisfied with his own resources, so he began selling intelligence to the local Lia-Kavair. Discovered and caught after an indiscretion, he escaped punishment by volunteering to betray his roguish masters. Following this, the Burzyn Lia-Kavair suffered an inordinate amount of misfortunes, as its most important operations were repeatedly raided.

Four years ago, his Chybisian underworld associates began to have doubts about his reliability. Sensing the tide was turning, Gerdan petitioned his superiors for another affectation, and got sent to Kiban as a mercenary, with letters of recommendation. Tasked to spy on the Kaldor-Azadmere traffic, he found his current employ as the replacement of an old sergeant, which he helped die of pneumonia in the winter of 716.

Unmasked by the Kiban Lia-Kavair (see "Current Relations" chapter above), he has also made himself known to his Tashal thievish colleagues, who are yet to consider him trustworthy despite the excellent information he has been providing them. The repeated (and so far unsuccessful) attempts by the Tashalan Lia-Kavair master, Halime of Falesh, to control the Kiban chapter might change this, as the escalating conflict between the two guilds could push the Tashalans to rely more on Gerdan, or as the Kiban thieves find out about his "other" double-dealing.

Gerdan's main anxiety is that one (or more) of his employers stop backing him, or discover/expose his duplicity. He has begun saving a large part of his ill-acquired gains, rather than squandering them as before on luxuries and courtesans during off-duty binges. His regular cut on clandestine operations on his "turf" is  $\frac{1}{48}$ , or  $\frac{1}{12}$  if he is directly involved, which brings him upwards of 3000d in the good years, mainly from smuggling business.

He communicates with his Chybisian superiors by letters, writing a decoy text and using invisible Metyssso ink for the real message. The black ink will run off and render everything illegible if a special fixative is not applied beforehand. The missives are sent three or four times a year, during the visits of Sirdis of Kyfren, a Burzyn mercantylet secretly in the employ of the Chybisian Crown, who also delivers his yearly payment of two silver marks (320d).

### GERDAN OF MARSEL

#### Mercenary Sergeant and double Agent

Human; male; age 39; Height : 5'10"; med. Frame (11);

Weight : 162 lbs; med. Complexion (12); greying blonde hair; grey eyes; attractive (CML 14)

15 Str	13 Sta	16 Dex	12 Agl	13 Speed
17 Eye	08 Hrg	13 Smt	12 Tch	11 Voi
12 Int	11 Aur	12 Wil	07 Mor	12 Piety

#### SKILLS

Awareness 76, Rhetoric 72, Lovecraft 71, Intrigue 71, Stealth 57, Swimming 41, Foraging 42, Survival 57, Heraldry 48, Physician 25 (*Barber 42*), Engineering 18 (*Siege Engines 39*), Law 35, Fletching 51 (*Fletcher 61*), Cookery 58 (*Butcher 68, Haute cuisine 63*), Drawing 36 (*Sketching 51*), Carpentry 38 (*Carpenter 48, Wheelwright 44*)

Languages: *Hârníc 77, Orbaalese 61*

Scripts: *Lakise 86, Runic 82*

Ritual: *Halea 21*.

#### Combat skills

Condition 81 [HM3 - End 16], Dodge 71, Initiative 82, Mobility 70 [HM3 - Move 14], Unarmed 64, Bows 86 (*Longbow 97*), Short Swords 75 (*Falchion 82*), Clubs 73 (*Maul 77*), Staves (*Quarterstaff 71*), Shields 70 (*Roundshield 79*), Knives 66 (*Dagger 73*), Riding 52

#### ARMOUR&WEAPONS

Cloth tunic, cloak, hose and hood, leather low boots, vest and vambraces, kurbul breastplate, Plate half-helm. Falchion, 120-lb dw longbow, roundshield, dagger.

#### Note

Suffers from Megalomania (slight)

## Lanys of Hyendir

Born of a lowly prostitute in Tashal, young Lanys escaped an ugly life by finding work as a lookout on river barges, slowly learning the trade and going up the ranks. He was noticed by the Tashal Navehans at age 14, while trying to place a contract on his father with the Lia-Kavair. After being tested and found suitable, he was trained as a spy and agent for the temple of Tashal. He is now captain of his own barge and quite well-off financially, though he is careful not to show it. He changes crews frequently, only working with his own hand-picked team of thugs when necessary. His cold-bloodedness, harsh punishments and generous rewards, as well as his rumoured gift of second-sight usually keep in line his bunch of homicidal maniacs.

Calculating, cold and unforgiving, Lanys usually adopts a competent and taciturn demeanour. He personally views only two kinds of people, the predators and the preys, and thanks Naveh daily for allowing him to belong to the top category. He is also completely awed by the powers of the Navehan priests he has met, and would rather die than betray his masters or his faith. As a layman, Lanys is considered by the Dranathas to be eminently expendable, although he himself is not aware of it.

He never directly gets in touch with the Navehans, being contacted by them at irregular intervals to perform missions or report on his activities. When Lanys needs to reach his masters, he hoists a small black and white chequered pennant on his boat while docked in Kiban, and usually gets a response within the day.

From his early years as a lookout, he found he could sometimes see things in remote places, or hidden to the eye, a talent that training from his temple has greatly improved. His visions sometimes persist in his dreams, where they often take unpleasant turns. Though he has noticed these episodes became rarer with increasing mastery, he still sleeps the minimum possible to avoid having or remembering these disturbing visions. He is convinced these nightmares are induced by Krasula, and feels the only way to escape them is to obey his Navehan masters unquestioningly.

## LANYS OF HYENDIR

### Fluvial Pilot and Navehan Henchman

Human; male; age 33; 6'1"; light frame; 158 lbs; med. complexion; brown hair; brown eyes; plain (Cml 08)

10 Str	14 Sta	13 Dex	15 Agl	12 Speed
13 Eye	11 Hrg	09 Smt	16 Tch	11 Voi
13 Int	16 Aur	13 Wil	05 Mor	79 Piety

### SKILLS

Awareness 85, Rhetoric 71, Intrigue 73, Swimming 51, Climbing 86, Stealth 76, Pilot 86, Seamanship 77, Shipwright 43 (*Rope-making* 69), Weatherlore 71, Survival 52, Fishing 54, Drawing 41 (*Cartography* 57), Physician 41, Law 45, Mathematics 32, Spirit [HM3:Mental Conflict] 62, Clairvoyance 66, Sensitivity 41, Telepathy 28  
Languages: *Hârn*ic 88, *Jarinese* 42, *Orbaalese* 37  
Scripts: *Lakise* 90, *Runic* 87  
Ritual: *Naveh* 35

### Combat skills

Condition 76 [HM3:End 15], Dodge 83, Initiative 89, Mobility 77 [HM3:Move 15], Unarmed 72, Knives 71 (*Dagger* 86, *Taburi* 82), Clubs 71 (*Club/Stick* 85), Staves 64 (*Quarterstaff* 78), Sling 67, Blowgun 60, Net 58

### ARMOUR&WEAPONS

Cloth tunic, hose and hood, leather shoes. Plain-looking very sharp dagger. Has (many) other weapons stashed in his boat.

### Note

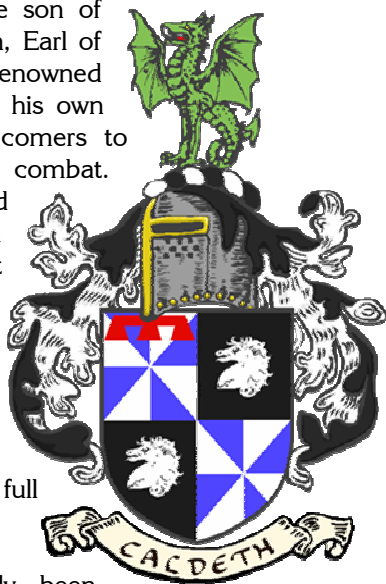
Suffers from Insomnia (mild) and Hypnophobia (mild)

## ADVENTURES IN NANIOM BRIDGE

*Note: we have provided a variety of hooks - in and around Naniom Bridge - to cater for a wide spectrum of gaming tastes, from the mundane to the enchanted, and the trivial to the epic. These have been deliberately developed apart from the main text of the article, so as to enable every GM to set his own mood. Enjoy...*

### Sir Merik's Challenge

Merik Caldeth, the son of Lord Declaen Caldeth, Earl of Vernion, and a renowned tournament knight in his own right, is defying all comers to best him in chivalric combat. Ordinarily, this would not be much of a problem, except that Sir Merik has taken upon himself to bar all traffic across the bridge, until he is beaten honourably, or until he has won all such contests for a full month.



Merik has already been here for one week, and has set himself up in style on the Bridge Common. His lavish varicoloured marquee has been pitched in full sight of the bridge, bright pennons floating in the wind. The knight can be seen enjoying goblets of chilled wine and sweetmeats while waiting for the next bout. His full retinue mills around the tent, with his two squires and various pages and servants making sure their master lacks for nothing. A herald is also present, charged with delivering the Lord's challenges on worthy opponents.

While trading caravans are starting to pile up on either side of the bridge, no amount of pleading from either the Waymaster or individual merchants has been able to sway the noble. Merik has already defeated a passing knight (who has been forced to turn back towards Nephshire), an action that prompted the Reblena of Chalced to send a Lady of Paladin patrol to investigate. Unfortunately, the two Melanas attempted to convince Merik to desist by jousting with him, and were soundly trounced. They are now recovering in Barek's lodge, guarded by their Meken squad.

All this has made Arton desperate, and the flow of trade being disrupted, more and more mercantylers

are pressing him to do something. The situation is delicate, for not only Sir Merik is a nobleman, but he is also heir to the Earl of Vernion, the principal landholder in Vernionshire, in which the waystation stands. This precludes any sort of forceful action by the mercenaries towards the knight, for fear of political repercussions. The Waymaster would prefer to solve the problem in a straightforward manner, but will lean towards more underhanded methods if the situation prolongs itself (he cannot afford to have the station inactive for a full month).

In come the PC's, who will be discreetly approached by the harried Arton to remedy the problem (as third parties, the Waymaster can claim ignorance of the matter if things turn sour). The solution discussed will depend on the appearance of the characters themselves:

- 1- If the party includes one or more knights, Arton hopes that they will answer Merik's challenge by themselves, in order to pass. If they seem lukewarm, Arton can entice them with some sort of monetary reward, or free lodging and services at the station for the length of their stay.
- 2- If the party includes religious or clerical-looking characters, Arton might encourage them to talk with Merik so as to convince him his actions towards commoners go against Laranian/Peonian principles, or the laws of the realm (a more difficult proposition as Naniom Bridge officially stands within Kaldor, but has no charter of its own). As above, the Waymaster will give the same rewards if he feels it will prompt the PC's towards action.
- 3- If the party includes shady-looking characters, Arton will arrange an out of the way meeting, and offer them money to drug the knight's steeds by pouring a potion - that he will supply - in their trough (the drug will not kill the horses, but give them colic and weaken them for a few days). The drug was obtained by Arbogar while bartering with Taelda tribesmen and this option was proposed during the meeting the station masters held to discuss the "knightly" problem. If this plan of action is carried out, there is a risk that a disgruntled Reven might warn Sir Merik, in order to create trouble for the Waymaster.
- 4- Other solutions are possible, and depend on the make-up of the parties, and the players and GM's inclination.
- 5- Sir Merik's motivation is mainly to prove his martial prowess in a chivalric manner (he is a prominent tourney knight on the jousting circuit). Mercantile and commoner's concerns are below his notice, and he will only negotiate

with people having some status in his eyes another noble, or a Laranian or Peonian priest). However, at the GM's option other motivations can prevail: Sir Merik might have made a wager with Sir Arlin Alsar as to who was the better knight, he might be compelled to act in this manner by blackmail, or he might be under the influence of the Lady of Hidrisen (see the relevant scenario).

## SIR MERIK CALDETH

### Chivalric and Obstinate Knight

A physically imposing man in his early thirties, emphatic, proud and mettlesome, obviously of noble blood.

15 Str	14 Sta	13 Dex	12 Agl	12 Speed
12 Eye	07 Hrg	10 Smt	06 Tch	13 Voi
10 Int	11 Aur	13 Wil	11 Mor	33 Piety

### SKILLS

Awareness 53, Rhetoric 52 (*Command* 69), Intrigue 61, Heraldry 52, Physician 33, Law 29, Tracking 36, Horsecraft 61, Falconry 48, Spirit[HM3:Mental Conflict] 36

Languages: *Hârn* 75

Scripts: *Lakise* 82

Ritual: *Larani* 27

### Combat skills

Condition 91 [HM3 - End 18], Dodge 73, Initiative 96, Mobility 69 [HM3 - Move 14], Unarmed 45 (*Wrestling* 56), Longswords 82 (*Bastard sword* 98), Staves 71 (*Lance* 102), Shields 77 (*Knight's shield* 99), Clubs 78 (*Mace* 90), Knives 58 (*Dagger* 71), Riding 97

### ARMOUR&WEAPONS

Chain long hauberk, coif, mittens and leggings, plate great helm and ailettes, quilt tunic and cowl, cloth pants and surcoat, leather shoes, kurbul vambraces. Lance, bastard sword, knight's shield, dagger.

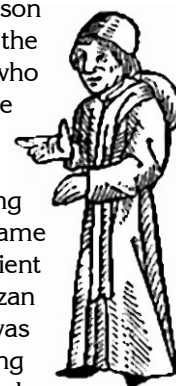
## Sable Vindicator ("Vin")

Sir Caldeth's Reksyni stallion

45 STR	14 STA	12 AGL	19 SPD	12 WIL
INI 83	Mobility 90 [HM3 - MOV 36]	Dodge 65	Condition 104 [HM3 - END 21]	Bite 65/2t
Trample 75/8b	Awareness 80	Load 340 lbs		
Armour : B4 E3 P1 F3 S1 T3 (except eyes)				

## The Word is Law

Cealwynn was the bright young son of a Tuathar, descended from the lineage of the legendary Alwynn, who travelled extensively throughout the tribes in his quest to study the teachings of his forefather, and the History of the Taelda Nation. During his perusals of the sacred texts, he came across cryptic remarks that an ancient tablet existed, inscribed both in Khuzan runes and Taeldic glyphs. On it was inscribed a formal grant, in which King Hazmadul I of Azadmere had bequeathed the lands south of the Sorkin Mountains to the Taelda, after the Battle of Sorrows. Further research revealed that this tablet was probably located within "The Abode of the Fallen Brothers", the Taeldan barrow near Naniom Bridge.



Cealwynn, having been a frequent visitor to Noron's Keep and Naniom Bridge itself, had picked up a good command of Hârn, and understood that sooner or later the Kingdom of Kaldor would physically claim Taeldan lands, since they already officially considered them as their own. When raising this issue at the yearly moot, Cealwynn was met with concern by the Tuathars and Chiefs, since a great majority did not want to provoke a war with Kaldor. However the young man convinced them there was a peaceful solution, and obtained their permission to go out in the world and study the southerners' ways. Passing himself as a Jarin refugee from Orbaal, he travelled to Tashal where he studied law for the next 9 years, and practised for another 15. Now older and an accomplished Kaldoran litigant, he has just come back amongst his people, convinced that if the tablet can be found, the Kaldoran Crown could be persuaded to relinquish its claim to the Taeldan territories, especially if the Khuzdul attest as to the authenticity of the document.

This comes in an atmosphere of rising tension within the tribes. It is widely believed that at the coming tribal moot in Barsothe falls, the Tanergith tribe will claim the land adjacent to Naniom Bridge. Still remembering the unpleasant events of 693TR, a majority of Tuathars had been able to deny them so far, but are now running out of excuses. The Chiefs are concerned the Tanergith would honour ancient vows of revenge made on the barrow and assault the outpost again, provoking a war with Kaldor. In light of this, Cealwynn is planning to lead an expedition to the tomb and search for the tablet. If he can find it, he is confident he can argue the case for the Taelda in Tashal, and convince the Tanergith not to initiate hostilities beforehand.

The situation is further complicated by the fact that, while in Tashal, Cealwynn came to the attention of one Harus of Kyfren, a Save K'noran historian studying the genealogy of ancient Jarin principalities and tribes. By cross-checking Cealwynn's specialised field of study with the research he made while in Tashal, Harus discovered Cealwynn was most likely onto something important for Jarin History (although he does not know what yet). Hiring a few bodyguards for protection, he sets off after Cealwynn as soon as the latter leaves the capital.

## HARUS OF KYFREN

### Nosy Save K'noran Historian

A tall yet stooped man of scholarly looks, always seeming to watch some distant point when talking, (which he does a lot). Likes making obscure quotes in strange languages.

09 Str	11 Sta	13 Dex	08 Agl	12 Speed
08 Eye	15 Hrg	10 Smt	13 Tch	11 Voi
16 Int	12 Aur	09 Wil	12 Mor	98 Piety

### SKILLS

Awareness 47, Rhetoric 67 (*Command 71, Diplomacy 76*), Oratory 45, Intrigue 62, Folklore 54 (*Jarin Folklore 85*), Law 44 (*Ancient Jarin custom 58*), Drawing 46 (*Cartography 65*), Embalming 31, Mathematics 50 (*Geometry 67*), Heraldry 31, Spirit [HM3 - Mental Conflict] 50

Languages: *Hârnic 108, Jarinese 84, Old Jarinese 73, Jarind 64, Azeri 79*

Scripts: *Lakise 100, Runic 93, Khruni 90, Nuvesarl 88, Selenian 85, Tianta 86*

Ritual: *Save-K'nor 83 (III<sup>rd</sup> Circle)*

### Combat skills

Condition 51 [HM3 - End 10], Dodge 45, Initiative 53, Mobility 60 [HM3 - Move 12], Unarmed 30, Staves 30, Knives 33

### ARMOUR&WEAPONS

Cloth shirt, robe, surcoat, hose and cap, leather shoes.

### INVOCATIONS

All Save-K'noran [HM3 - and common] invocations to the III<sup>rd</sup> Circle.

Additionally, Harus of Kyfren is himself under the surveillance of Kaldoran agents, who think he is working for the Melderyni Crown. Unwilling to let a "Warlock spy" loose within the borders of the realm, a Kaldoran party follows the historian and his hired hands at a distance...

What happens next depends on who the players are, and where their allegiance lies:

- 1- They could be Taeldan tribesmen accompanying Cealwynn on his quest for knowledge, with of course the ultimate aim of protecting their lands. (See "Brothers Awaiting" for more information on the barrow itself).
- 2- They are Taeldan, but hardliners within the Tanergith tribe. The Tuathar of the Tanergith does not want peace with Kaldor, and believes only force can influence the southerners. The party must stop Cealwynn (by any means).
- 3- The PC's are guards or companion of Harus of Kyfren.
- 4- The PC's are part of the Kaldoran party shadowing Harus. When they discover what is really going on, they might want to stop Cealwynn from unearthing the tablet, or make sure the inscription disappears forever...

Whether the tomb truly contains the document Cealwynn seeks, or if the tablet itself really exists, is up to the GM. Of course even if it does, it is by no means certain the Kaldoran Crown would relinquish its claim to the Taeldan territories.

## CEALWYNN TALREDD

### Learned Taelda and Kaldoran Litigant

A sympathetic man with an intense look and gentle voice, looking much younger than his nearly fifty years.

12 Str	13 Sta	10 Dex	09 Agl	11 Speed
12 Eye	14 Hrg	11 Smt	15 Tch	15 Voi
15 Int	13 Aur	16 Wil	15 Mor	63 Piety

### SKILLS

Awareness 57, Rhetoric 83 (*Diplomacy 98*), Oratory 89, Intrigue 82, Law 80 (*Taeldan custom 87, Jarin custom 91, Ancient Pharic law 86*), Folklore 47 (*Taeldan folklore 79*), Physician 48 (*Taeldan Medicine 65*), Herblore 53, Carving 42 (*Woodcarving 53*), Spirit [HM3 Mental Conflict] 76, Charm 91

Languages: *Hârnic 102, Taeldan 99*

Scripts: *Lakise 100, Runic 92, Khruni 89, Taeldic 91*

Ritual: *Cothlynn 63 (2nd Circle)*

### Combat skills

Condition 72 [HM3 - End 14], Dodge 51, Initiative 61, Mobility 55 [HM3 - Move 11], Unarmed 38, Staves 34, Knives 40, Clubs 46 (*Stick 55*)

### ARMOUR&WEAPONS

Cloth robe, tunic, cap and leggings, leather shoes. Knife and walking stick.



## A Ghostly Beacon

Recently, ethereal blue flashes of light have been seen emanating from the old watchtower ruins. They were first noticed three nights ago by Obart, a stable hand of the station who had gone out in the darkness to relieve himself, and got scared out of his wits as a result. It is not known when the phenomenon exactly started, but it has been observed every night since then. An atmosphere of trepidation has fallen on the outpost, and theories about this occurrence have grown increasingly fearful with each retelling of the tale. Some speak of the old beacon of Serelind, warning of impending doom.

Waymaster Arton has asked for volunteers to investigate the lights, but so far no one has come forward. He also ordered sergeant Gerdan to check it out, but the mercenary flatly refused, stating that the lights did not endanger the station per se, and that it was not his duty to risk his men (and especially himself), needlessly. The only action taken so far was a daytime visit to the place by Arton and a few guards, but, apart from the stone steps, the hilltop was empty as always and no traces could be found. As an eminently practical man, the Waymaster would not be overly concerned with the phenomenon, except that it has become the only subject of preoccupation amongst the crews, and work is lagging. There has also been one small caravan who refused to stop for the night, after hearing of the ghostly flashes.

A group of daring travellers would be exactly what Arton needs to investigate the problem. PC's can haggle for the amount of the 'enticement', but bear in mind that the Waymaster's funds are not inexhaustible, and he will not pay a sum that would render the resolution uneconomical. If nothing is done about the lights, they will disappear by themselves one week after they started, passing into the local legends. PC's therefore have about four days to resolve/put pressure on the Waymaster.

The truth of the matter is that the lights are emitted by a group of bandits who seek to contact their comrades in the hills across the Nephen River. One week ago, the outlaws suffered a violent encounter with a better than expected armed caravan, and several members of the group are grievously wounded. Telben, the leader of the band, is using a shuttered lantern with a blue stained-glass pane to alert his companions to come pick them up with rafts specially hidden for that purpose. Trouble is, the pick up point was supposed to be further upriver, but Telben has not been able to travel cross-

country with his wounded men, so has taken the road at night and is now hiding in a copse north of the tower hill. He comes on the hillock only at night, trying to catch the attention of his brothers from the highest vantage point he can manage (the barrow is lower, and he is not keen to go there...).

Telben will ultimately be unsuccessful in contacting his colleagues, and he and his three remaining valid men will end up burying their four wounded comrades, who will all have died by the end of the week. They will then go upriver and swim across the Nephen, disappearing into the forest.

### TELBEN OF HEBRON

#### Frustrated Bandit Leader

A large tough-looking man in his mid-thirties, sporting numerous scars. He frequently erupts in a loud mirthless laughter, and is renowned for his extremely vulgar speech.

14 Str	13 Sta	14 Dex	11 Agl	13 Speed
10 Eye	14 Hrg	09 Smt	10 Tch	08 Voi
12 Int	03 Aur	10 Wil	08 Mor	06 Piety

#### SKILLS

Awareness 72, Rhetoric 50 (*Command* 64, *Intimidation* 70), Intrigue 51, Stealth 60, Survival 69, Foraging 42, Tracking 57, Heraldry 31, Physician 15, Spirit [HM3 - Mental Conflict] 30

Languages: *Hárníc* 60, *Orbaalese* 27, *Jarinese* 22

Scripts: *None*

Ritual: *Peoni* 11

#### Combat skills

Condition 78 [HM3 - End 16], Dodge 72, Initiative 83, Mobility 71 [HM3 - Move 14], Unarmed 53 (*Wrestling* 60), Polearms 68 (*Glaive* 84), Shortswords 71 (*Falchion* 79, *Gladius* 77), Shields 64 (*Roundshield* 75, *Buckler* 71), Clubs 70 (*Club/Stick* 76), Knives 55 (*Dagger* 67)

#### ARMOUR&WEAPONS

Cloth shirt, leggings and cowl, leather tunic, shoes and cap, mail vest (light & fine, Telben took it from a herald and wears it hidden under his leather tunic) Glaive, Club, Dagger.

Investigating characters will have a few clues they can gather before taking the obvious step of staking out the place at night. Telben and his men are experienced foresters, but he will become increasingly frustrated after the third night, making him somewhat careless. PC's checking out the hilltop by day after the fourth night, will be able to find the stub of a burned-out wick wedged between two stone steps. Also, talking to the station personnel (especially the crews) will reveal that nearly a week ago, a caravan came in bragging that they had repulsed an attack by those cowardly 'Korger's Wolves' (Telben does not belong to that band), killing several brigands and putting the others to flight.

Telben flashes his signals in the dead of night, with one of his valid men acting as a lookout in case unwanted company should appear. If the characters set their observation posts before dusk, there is a chance that Telben will notice them before climbing the Hillock, and not signal for the night. He will try again the next evening, but if he sees the hill is still guarded, he will abandon his casualties and head northwards, as described above.

What they do with the brigands in case they ambush them successfully is up to the PC's. They might capture them dead or alive and collect the bounty on their heads (25d per person, 100d for Telben), in addition to the Waymaster's reward. However, any bounty will have to be collected in Nenda, and maybe Telben's remaining men won't be too happy seeing what happened to their companions. The brigands don't have much in the way of loot and equipment, having suffered an unsuccessful raid. One item of interest is the lantern, which has four shuttered sides, with tinted glass panels of different colours. By opening the shutter on one side, one can flash prearranged code signals. For Telben's band, these are: Red – Danger, flee for your lives. Orange – Caution, wait for further signals. Green – All Clear, proceed with task. Blue – In need of Assistance, come and help.

PC's might also assist the bandits, tending their wounds and helping them to cross. This would make Telben a firm ally, and might come in handy later. They might also want to propagate stories of ghostly apparitions on top of Beacon Hill, in order to further their own Machiavellian schemes...

## TELBEN'S MEN

### A motley crew

Not the gentlest of men in normal times, they are currently hungry, desperate and nervous.

13 Str	12 Sta	11 Dex	12 Agl	11 Speed
11 Eye	11 Hrg	10 Smt	10 Tch	10 Voi
10 Int	09 Aur	12 Wil	09 Mor	FR 02

### SKILLS

Awareness 65, Rhetoric 45, Intrigue 40, Stealth 55, Survival 60, Foraging 50, Tracking 40 Spirit [HM3 - Mental Conflict] 30

### Combat skills

Condition 65 [HM3 - End 13], Dodge 65, Initiative 70, Mobility 60 [HM3 - Move 12], Unarmed 50.

See below for weapons

### ARMOUR&WEAPONS

Cloth leggings, shirt and cowl, leather tunic, cap and shoes.

#1 - Sling 65, Club 55, Dagger 55

#2 - Shortsword 70, Keltan 60, Club 60

#3 - Morningstar 70, Knife 55

### Note

Repeat the same stats for the four wounded men as needed, giving them 1-3 badly treated wounds of 1d20+10 IPs each (HM3 - 1d3+2 ILs) with infection rampant and/or horrible complications.

## Lost Spirit

As his tribe was returning back towards Barsothe Falls over 25 years ago, the Tuathar of the Tanergith tribe bound an Asiri that he had summoned inside a talisman. The purpose that it was given was to keep watch over the barrow and beat the wooden drums that had been hung onto nearby trees in the event that "iron would bite the soil of the Fallen Brothers". A pretty shard of amber that had been tied in the leather and wood talisman was its focus.



Lately, someone (one of the station's crew, a caravan hand, or even a PC) has found the amulet, and by untying its leather wrappings, freed the Asiri of its enchanted bonds. The elemental is now rather frightened by its newfound freedom, after having experienced several dissolutions, everyone of them bringing it to reform in the vicinity of its erstwhile receptacle. On each of these occasions, its manifestations (strong draft indoors with all issues shuttered, auras around objects, sightings of a childlike silhouette, etc.) have spread terror amongst the witnesses at hand.

The events can occur at or around Naniom Bridge, spooking any of its inhabitants or travellers that might be passing through. The focus finder will always somehow be at the centre of these events, prompting speculation after a few sightings that all is not as it seems with his pretty find. The stone itself is an angular sliver of golden amber, with the tip turning to a deeper red and a partially visible large moth trapped inside. It emanates a faint aura of enchantment, due to its prolonged exposure to the Asiri.

- 1- If the discovery is public knowledge, someone is bound to make the link sooner or later and ask the finder to give it up, or put it back where he found it. This will not, however, be sufficient to bring the elemental back.
- 2- If the finder kept his treasure secret (which is more likely), he might be thought to be under a curse (as the only person who was present at all the manifestations) and start to be shunned, or threatened, by others.
- 3- After being sufficiently confused, the Asiri might start beating the drums on his own, sending a war call to the neighbouring tribes. A few days later, Naniom Bridge would be surrounded by hostile, but puzzled Taeldans, and a great deal of diplomacy and investigation would be necessary to find the origin of the drumbeat and placate the tribesmen.
- 4- Alternatively, the bewildered elemental might sound the drums in a random pattern, or the decaying drums emit unfamiliar sounds, which would prompt the neighbouring Taelda tribe to send a party to investigate the source of this familiar, but incoherent drumming. (A Taeldan Shaman can restore the talisman).
- 5- If the finder leaves Naniom Bridge with the stone, the occurrences will cease around the outpost, but will plague the bearer of the stone as long as he carries it with him (or manages to find out the source of the problem and dispel it). The amber shard itself could be sold for at least 75d.
- 6- If the GM feels particularly nasty, the Asiri's drumming might also awaken the sleeping warriors... (see: "Brothers Awaiting")

## WADIRI THE ASIRI

### Confused Elemental

08 Str	09 Sta	13 Dex	15 Agl	16 Speed
18 Eye	12 Hrg	02 Smt	13 Tch	10 Voi
08 Int	12 Aur	09 Wil	00 Mor	FR 01

### SKILLS

Awareness 45, Rhetoric 35, Drums 35, Intrigue 30, Weatherlore 65, Spirit [HM3: Mental Conflict] 50, Charm 60, Sensitivity 60, Telepathy 60.

### Combat skills

Condition 50 [HM3: End 10], Dodge 75, Initiative 67, Mobility 80 [HM3: Move 16], Unarmed 40.

### ARMOUR&WEAPONS

No armour. Immune to mundane strikes.

Fists/Scratches 1bt (used in desperation only)

### Note

Able to turn invisible or ethereal and shape-shift (bird, insect swarm, small child, cat, sprite, will-o'-the-wisp, etc.) at will.

Wadiri is his Taeldan nickname, but his true name is Laurelantalalas, evoking an image of falling leaves in a golden autumn light.

## The Lady of Hidrisen

In olden days, lived in a place called Hidrisen a noble and beautiful Lady of mixed Sindar and Jarin blood. Fearful never to see her lover again, she pleaded with him not to march with King Daelda's army when the call came. The proud Jarin warrior was torn between love and duty, but at the last finally yielded to her tearful entreaties. After the subsequent disaster that was the Battle of Sorrows, the stain on his honour was too heavy for him to bear, and to redeem himself he swore to hold the bridge alone against the incoming Lythian invaders for a full moon. He pledged that once that time had passed, he would return and wed her, to live together in eternal bliss.

Sadly, after the 27<sup>th</sup> day, she saw the invaders come forth, bearing the head of her lover on the tip of a spear. Mad with loss, she sought to wreak vengeance upon them by means of powerful enchantments. However the Lythians, forewarned about her arcane talents, had marched with their shamans. These last, by chanting eldritch rituals succeeded in turning her into a pillar of stone, but not before her spirit could, with Siem's grace, escape to Yashain through the Taur-In-Aima in which she stood.

Her rough statue stands there still, worn by time and within the benevolent god's sacred grove. Her presence sometimes radiates from it as a shade, for the Dreamlord will grant her surcease when "for the love of her, a proud warrior holds the bridge for a full moon, and comes forth to wake her with a tender kiss". To this day, worthy knights sleeping around Naniom Bridge on

the night of Yaelah sometimes dream of a Lady in white, for whom they are filled with an overwhelming passion. In their visions, she spurs them to perform a great deed in her honour, to hold the bridge against all comers for a full moon. Many see in her a vision of Larani, or one of her ladies-in-waiting.

## THE WHITE LADY

### Imprisoned Shade

Usually appears as an eerily beautiful hazy figure glowing in a soft white light; when manifesting fully she has the looks of a young woman of unearthly beauty with very pale skin, raven-black hair and violet eyes, dressed in silvery-white and crimson garments.

00 Str 06 Sta 00 Dex 15 Agl 13 Speed  
11 Eye 11 Hrg 00 Smt 00 Tch 00 Voi  
13 Int 11 Aur 06 Wil 11 Mor 42 Piety

### SKILLS

Lyahvi CML 99, Savorya CML 91, Neutral CML 89, Spirit [HM3 - Mental Conflict] 55, Telepathy 80, Sensitivity 80, Charm 40, Healing 40, Hex 40, Clairvoyance 80, Transference 80, Disembodiment 40

Languages: *Sindarin 86, Old Jarinese 78*

Scripts: *Selenian 91, Khruni 85*

Ritual: *Siem 57*

### Combat skills

Condition 33 [HM3 - End 7], Dodge 90, Initiative 50, Mobility 70 [HM3 - Move 14], Aural Shock 60

### ARMOUR&WEAPONS

None

### SPELLS

Veil of Nashal	108	Neutral I
Touch of Ilindia	96	Neutral II
Well of Anasiron	94	Neutral III
Violet Eye	92	Savorya I
Galra's Enhancement	87	Savorya I
Usela's Perception	92	Savorya II
Wisdom of Usela	89	Savorya III
Faroh's Touch	72	Savorya IV
Jerila's Zone	77	Savorya V
Beacon of Isala	109	Lyahvi I
Cloak of Kalaerin	92	Lyahvi II
Prism of Gethan	92	Lyahvi III
Entora's Mirror	86	Lyahvi IV
Visions of Sheridyn	83	Lyahvi V
Maslor's Charm	74	Lyahvi VI

### Note

Her true name is Nirmanilde Olorinda; she will present herself as Ëlemelisse to her chosen champion.

The enchantments keeping her in this stony shape can be considered as Fyrian VI, protected by Neutral VII and Fyvrian VIII wards.

When a knight responds favourably to this calling, and tries to hold the bridge, she will slowly start relating her tragic story. This will come to the dreamer in broken flashes, as the power of the lady has been weakened by the passing centuries. As his successful defence goes on, more and more of her tale will be revealed, with the ultimate goal of calling him to Caer Hidrisen and setting her free. Knights who fail the trial (by being defeated or refusing combat with a chivalrous opponent) quickly lose precise memories of her, with only a vague sorrow lingering on in their hearts.

The ruins of Caer Hidrisen, an ancient Jarin hill fort, are located one day's march from the bridge, and are now overgrown by forest. The wooden ramparts and buildings have long since rotten, but remains of the stone and earth filled gate tower can still be seen, along with the stone foundations of several halls, now covered by vegetation. At the GM's option, the substructures could hold the entrance to several well-preserved cellars. These might harbour a variety of creatures, some of them possibly attracted by the arcane aura emanating from the place. (A wyvern might be appropriate, in keeping with the slight Arthurian feel of the scenario. Alternatively, outlandish creatures could have slipped in from Yashain through the enchanted circle).

Towards the southern end of the plateau that once was the hillfort, the thick forest opens onto a fairy circle that shelters the Taur-In-Aima. In the centre of the glade stands a white menhir (experts will notice that it is marble, a non-native mineral), that could – with a little imagination – bear a resemblance to the crude outline of a woman. Around her lies a ring of twelve grey stones, standing about man height and forming the faerie circle.

If a warrior who has held the bridge for a whole moon reaches the enchanted grove on a night of Yaelmor or Yaelah, the spirit of the Lady of Hidrisen will be able to use her power of transference to 'shift' the circle to Faya, bringing the champion and his retinue to her. For characters inside the circle, the edges of the forest will blur and a mist will seep from under the trees' canopy, slowly erasing the outside world as the circle travels between the planes. However, this will (unknown to the Enchantress) also activate the guardians left by the Lythian shamans to finish the task started eleven centuries ago. From 1-12 of the surrounding stones will morph into fossilised warriors (if the GM wishes to even the fight, some of them might crumble, worn by time). The stone golems will move onto the PC's and the white statue, attempting to kill them and smash the marble pillar to pieces. The Statue of the Lady is their priority, so the characters will have to defend her.

Should the stone warriors succeed in breaking the Lady's statue, the link will be severed and the PC's will be

brutally 'shifted' back to Caer Hidrisen on Kethira (or trapped between worlds if the GM feels unforgiving). A triumphant defence will give enough time for the Lady's spirit to transport them to Yashain. There, the knight can give a true love's kiss to the physical manifestation of the Enchantress, who will wake from her millennial slumber to embrace him. Before disappearing in a white mist on her final journey to the Blessed Realms, she will reward her champion with a silvery (it is in fact Mithril) ring, fashioned by Siem himself during his stay on Hârn.

The PC's are then free to leave the circle and wander in Yashain. At the first light of dawn, the conduit between worlds will warp back, returning them to the wilds of Kaldor if they are within the confines of the faerie circle. Should they still be outside of it, they will be trapped in Faya and will have to discover another way out (but this is another tale...).

## STONE GUARDIANS

### Enchanted Statues

Low pillar of grey stone that animate as squat headless human-like shapes ; each one weights upwards of 800lbs

25 Str	24 Sta	01 Dex	02 Agl	04 Speed
00 Eye	20 Hrg	00 Smt	00 Tch	00 Voi
10 Ego	00 Mor	00 Piety	00 FR	

### SKILLS

Awareness 35, Spirit [HM3 - Mental Conflict] 40

### Combat skills

Condition 100 [HM3 - End 20], Dodge 15,  
Initiative 40, Mobility 25 [HM3 - Move 5],  
Unarmed 35/10b.

### ARMOUR&WEAPONS

Stony skin B9 E11 P10 F13 S12 T14  
(Enchanted/Blessed weapons halve this protection)

The stone warriors will not show wounds or fatigue but will crumble when IPs>Condition ML [HM3 - when ILs>End]

### Note

The enchantments animating the standing stones can be considered (per statue) as Fyvrian VII, with a Neutral VII triggering spell

## Our friends and family in Tashal

After having vainly spent much time and resources in attempts to stop the development of their competitors' activities in Naniom Bridge, the Tashal Mangai has resolved at its last council to employ other, more underhanded means. The Tashal Lia-Kavair is contacted, providing Halime of Falesh (the Tashal LK Guildmaster) the golden opportunity he had been looking for to cripple his Kiban rivals, in his ongoing attempts to control them and the lucrative windfall of business diverted to that town.

The Tashal Mangai does not want to concern itself with details, but wishes the waystation of Naniom Bridge to close down, especially the pier. This would enable them to consolidate their position in view of the probable upcoming succession wrangle, to modify the status of the outpost in their favour. After having cashed in a prepayment of 1000d-3000d (with an agreement to double that sum if total success is achieved), the Lia-Kavair dispatches 1-3 assassins to infiltrate caravans, or even better to join the seasonal crew of the station in view of:

- Spreading rumours on the impending dangers befalling the outpost at Naniom Bridge, uncertainties of fluvial navigation on the Nephen River, etc.
- Sabotaging the station's facilities, provoke accidents or disappearances, poison pack animals.
- Assassinate the Waymaster, covertly or overtly.
- Damaging the buildings (razing the outpost by arson would be the ideal scenario for the Tashal Mangai).
- In general, create conditions whereas the land route to Tashal becomes more attractive for trade than the fluvial way to Kiban, without ever directly implicating the Tashal Lia-Kavair, or their paymasters.

At least three ways to approach this scenario are possible:

- 1- PC's are TLK agents sent to the bridge to create trouble.
- 2- PC's are part of a caravan (guards?), and are witnesses to suspicious facts or behaviour. Events spur them to action.
- 3- PC's are hired by the Waymaster after the first few incidents, or sent by the Kiban Mangai to investigate, maybe on a tip off from the KKK. In the latter case, they can also be a team of Kibanite thieves. They have to use the same methods as their adversaries in order to root them out (infiltration of the caravans, waystation

crew), but this time with the complicity of the authorities. If they are members of the Kiban Lia-Kavair, they will also be able to count on the assistance of Gerdan of Marsel in both his capacities (sergeant of the guards and LK contact), although he will try to avoid blowing his cover at all costs.

## SAMPLE LIA-KAVAIR AGENT

### Undercover Troublemaker

A nondescript fellow, expert at melding himself in the background.

12 Str	13 Sta	14 Dex	14 Agl	13 Speed
11 Eye	11 Hrg	11 Smt	12 THz	11 Voi
12 Int	10 Aur	14 Wil	08 Mor	50 Piety

### SKILLS

Awareness 75, Intrigue 80, Lovecraft 55, Rhetoric 60 (*Intimidation 80*), Climbing 80, Stealth 85, Acrobatics 60 (*Tumbling/Vaulting 80*), Swimming 60, Acting 40 (*Disguise 75*), Alchemy 15 (*Poisons 40*), Legerdemain 50 (*Cutpurse 80*), Seamanship 40 (*Sailing 50*), Lockcraft 45 (*Lockpicking 85*)

Languages: *Hârníc 85, Orbaalese 80, Jarinese 80*

Scripts: *Lakise 85, Runic 85*

Ritual: *Naveh 20*

### Combat skills

Condition 75 [HM3 - End 15], Dodge 80, Initiative 85, Mobility 80 [HM3 - Move 16], Unarmed 70 (*Streetfighting 85*), Knives 75 (*Dagger 90, Taburi 85*), Clubs 70 (*Club/Stick 80*), Staves 65 (*Quarterstaff 75*), Short Swords 60 (*Gladius 75*), Shields 60 (*Buckler 70*)

### ARMOUR&WEAPONS

Clothing appropriate to the role assumed; idem for weapons.

### Note

Any incriminating equipment (lockpicks, throwing knives, poisons, etc) will not be kept on person when not needed, but rather hidden in some safe place.

## Rendezvous at Naniom Bridge

Saryse of Naladas, a lexicographer from Tashal (*see Tashal 6*), is looking for her missing brother, an Ilviran mendicant priest of the Yellow Hand. He is thought to have left for Naniom Bridge to investigate a rash of disappearances attributed to an unknown type of Ivashu. They were supposed to meet for Araksyn 719, but he didn't show up, and since then she has had no news of him. She cannot offer much (100d initially, can be bargained up to 160d), but knows that the Tashal temple had entrusted him with a sacred object, and would be ready to offer much to have it back.

Contacted on this subject, the Ilvirans seem at first rather taken aback by these laymen's interest, but then confirm the main points of her sayings. They propose 60d for the safe return of the priest, and Ilvir's blessing for the return of the Seafarer's Bowl, but hardnosed negotiators can get them to admit that they are primarily interested in the reappearance of the artefact. With much reluctance, they can be negotiated up to 600d for the safe return of the sacred object, but will not offer more for the stray priest. Characters pushing the point will also get them to reveal that the latter "borrowed" the artefact, but they do not seem intent on revenge, just anxious to get back their precious relic.

The Seafarer's Bowl: A sacred Ilviran artefact associated with Seafarer Ibenis, reputed to help tame even the fiercest of Ivashi. Its aspect is that of a flat clay bowl, varnished with an ochre colour on the outside and jade green inside. The outer rim is decorated with beautiful ornate whorls most commonly associated with Jarinese Ilviran art, and represents the Ocean of Souls. Careful inspection reveals a pattern of glazed colours in abstract motifs, which meld to present a uniform tone at a few paces distance.

At the GM's option, the fate of the missing brother can be any of the following:

- 1- He might have uncovered the illegal activities of Lany and his crew and have been murdered as a result. His weighted body rests at the bottom of the Nephen River between Naniom and Uldien. The bowl has been kept by Lany as a pretty bauble, and is presently used to store grain in his cabin, aboard the Long Strider.
- 2- The mendicant might have survived an encounter with bandits and associated with them, voluntarily or not, as a healer, cook, manservant, etc... If he has voluntarily joined the band, the bowl is probably still in his possession, and the priest is trying to convert its newfound comrades. If not, the leader of the



group has the bowl, using it much as Lanys above.

- 4- The friar has been captured by Gargun, or sold into slavery to them. In this case, he is hard pressed to convert the Foulspawn while avoiding to be devoured. He might vaunt the properties of the bowl in an attempt to stay alive. The Gargun of Sokus, Zedabir or Fana might be very interested in an artefact that control Ivashi...
- 5- The disappearances might truly come from a loose Ivashu. Pytro has managed to locate it and pacify it somewhat, but is now at a loss on how to bring it back to Tashal. Maybe the PC's could help?
- 6- If he is dead, the priest might be reincarnated by Ilvir into a band of Umbathri who would range around where the bowl is located. Once the PC's draw near, they would be harassed by the gargoyles. The latter could still have fragmentary memories of the deceased mendicant, alternatively helping and hindering the PC's search.
- 7- On the other hand, if he is still alive, the indelicate priest might prove reticent to give back the artefact, even to duly appointed receivers. The methods used to persuade him might vary depending on the circumstances and his stubbornness.

## PYTRO OF NALADAS

### Wayward Ilviran Priest

Aged 42, a tall man in worn clothes, friendly and talkative. A somewhat whimsical character with chameleon-like morals.

14 Str	12 Sta	08 Dex	07 Agl	11 Speed
06 Eye	06 Hrg	10 Smt	13 Tch	12 Voi
13 Int	15 Aur	12 Wil	10 Mor	73 Piety

### SKILLS

Awareness 42, Rhetoric 63 (*Diplomacy 77*), Oratory 51, Intrigue 59, Lovecraft 61, Stealth 41, Swimming 40, Drawing 39, Herblore 32, Physician 40

Languages: *Hârníc 88, Jarinese 67, Old Jarinese 51, Orbaalese 36*

Scripts: *Lakise 83, Runic 91, Khruni 85*

Ritual: *Ilvir 67 (III<sup>rd</sup> Circle)*

### Combat skills

Condition 70 [HM3 - End 14], Dodge 44, Initiative 57, Mobility 60 [HM3 - Move 12], Unarmed 34, Knives 30, Staves 30, Clubs 40

### ARMOUR&WEAPONS

Cloth tunic, surcoat, leggings and cap, leather low boots.

### INVOCATIONS

All Ilviran [HM3 - and common] invocations to the III<sup>rd</sup> Circle.

## THE SEAFARER'S BOWL

### Ancient Ilviran Artefact

Reputedly brought from Lythia by early Jarin immigrants of the Ilviran faith, this precious artefact came into Tashal from Jara during the Ivinian conquest. Said to provide the protection of Ibenis upon its holder, its powers are derived from its connection with the "Ocean of Souls", the Ilviran concept of the ethereal world.

Suggested powers are:

**Gazing** : If the bowl is filled with liquid (traditionally salt water), an Ilviran of the III<sup>rd</sup> circle or higher can use it to get ethereal visions of nearby (RSI÷4 miles) Ivashu without using charges, but the reliability is only about 75%, or RML if lower, and the exercise is somewhat fatiguing.

Alternatively it can function as a divination or clairvoyance aid even for non-Ilvirans when the subject of inquiry is a creature of the Brooder.

**Calling** : The bowl, still filled with liquid, can be used to summon creatures of Ilvir the user is aware of ; invocation uses one charge and needs a test against RML. Ivashu resisting the call need to roll 1d100 against Spirit EML÷2 [HM3 - Will×2]

**Dissolving** : By sprinkling liquid from the bowl on an Ivashu, the invoker can force dissolution of its physical form ; this uses two charges and requires a test against RML-10 from the invoker. Non-natural ethereals will remain indefinitely in this disembodied state after recovering consciousness. To resist dissolution test 1d100 against (avg. of Spirit and Condition EMLs)÷2 [HM3 - End+Will]. Unknown to all, this power can also be invoked against non-Ivashu by an Ilviran initiate of no less than the V<sup>th</sup> circle, using 3 charges and needing a test against RML-25.

Charges : 16 (4d6)

## Brothers Awaiting

*"Having pillaged, burned and ravaged the land, and then vainly invoked their sun-god who denied them ultimate victory, the terrible oaths they made bound them to this fate until a just cause would rise again, enabling them to fall once more on the battlefield, this time for all eternity"*

--- Fragment of a Serelindian manuscript, by Anonymous, circa 185TR, Tashal Archives ---

After the battle of Noneth in 180TR, the bravest of the Taeldan slain were interred by their surviving brothers in the barrow erected in their honour. The bodies were entombed standing and wearing their full battle regalia, held erect by heavy pine wood crossbeams, who also support the ceiling of a great funeral chamber buried under the mound of stone and earth. In them, a small part of life force has remained, dormant, and with the passing of the years, the corpses have been embalmed by sap oozing from the resinous logs.

The chamber is three times as long as it is large, and is comprised of a central corridor (with the funerary niches lined on each side) oriented within an East-West axis. The entrance, which is a dolmen whose arch has been filled by packed earth, lies at its western end. Its stone outline can barely be seen from the outside, covered by centuries of vegetation. On the eastern end of the hall is a small ceremonial chamber, containing a clay tablet inscribed in Taeldan runes and pictogram. This tablet reveals (provided one can read the script and is conversant in its liturgy) the ritual destined to awaken all the heroes entombed within.

### Arousing of the Brothers (Cothlynn/V)

Time : 1-3 hours      Ritual : chanting/trance  
Range : Special      Duration : Special  
Beating of sacred wooden drums and/or burning of certain herbs can provide a 10-30 EML modifier.

This is the ritual, inscribed on a clay tablet, to be performed in the barrow to awaken the slumbering dead. It does nothing to insure the good disposition of the roused warriors towards the caster.

Accomplishing the ritual will stir the sleeping warriors, but their subsequent actions will depend on the cause that is offered to them. They communicate in the Taeldan dialect of Jarinese, although they will also understand Jarinese, with the appropriate penalty (see *HårnMaster Barbarians*). They will not undertake tasks that obviously go against Taeldan interests, although clever characters might trick them into it. If the warriors find the cause

unworthy, they will eliminate the intruders and fill up the breach before returning to their slumber. They will adopt the same behaviour if they find out that they have been deceived, except that they will pursue the deceivers until all have been killed, or they themselves fall apart (see below)

The mummified flesh of the warriors is somewhat resistant to physical blows, requiring one to be practically hacked apart before ceasing to function. Though the sap-engorged bodies are highly flammable, and thus susceptible to any fire source, their greatest vulnerability lies within the small clay urn resting at their foot, which contains the ashes of their entrails. If this fragile jar is shattered, the mind to body link will dissipate and the remains will not animate again. Outside of their confined environment, the corpses will also undergo accelerated deterioration, finally crumbling to pieces after a month spent outside, depending on the weather.

At the GM's option, from a few dozen to several hundred corpses can be entombed here, with all or part of them being "functional". The rest might have departed for more peaceful realms, or had their life urn crushed by a localised terrain collapse. Listed below are a few possibilities that could cause them to rise:

- 1- Unscrupulous treasure hunters disturb 2-4 "Fallen Brothers" from their age-old watch, by digging the side of the barrow and breaking into the funeral chamber. After a brief scene of carnage, the revenants throw the gory remains of the would-be grave robbers in the newly-opened breach, and seal it up. The roused warriors will then start patrolling, mistaking their premature awakening for the precursory signs of their final battle. They will avoid harming Taeldans and any creature of the Elder Folk, but will mercilessly attack any one else in their perimeter, including women and children. They will not range further than the water, or cross the bridge by themselves.
- 2- Angered to see their ancestral lands being gradually taken over, a faction of radical Taeldans could attempt to reanimate the dead warriors to counter any perceived threats. This would occur in the case of an expansion of the outpost by the Kiban Mangai, or the building of a keep by the Order of Our Lady of Paladins - in the event they are granted a crenellation license by the Crown. (As a side note, a good location for a planned keep would be atop the rocky hillock presently bearing the remains of the beacon tower).
- 3- The drums call of the Asiri (see "Lost Spirit"), etc...

According to the GM's intention and ambition, the end result can go from a minor confrontation to a full assault on a hastily fortified construction site. The PC's can be involved in the conflict by being (for example) guards hired by the Mason's Guild, Melanas or Mekens of the LOP, or still as part of the feudal levy raised by the Sheriff of Nephshire.

## THE FALLEN BROTHERS

### Taeldan Heroes and Vengeful Barrow-Wights

Gaunt walking dead in ancient Taeldan garb, their brownish skin strongly smelling of turpentine.

14 Str	15 Sta <sup>1</sup>	07 Dex	06 Agl	07 Speed
05 Eye <sup>2</sup>	06 Hrg	07 Smt	03 Tch	01 Voi
06 Int	06 Aur	07 Wil	10 Mor	01 Piety

### SKILLS

Awareness 40, Stealth 45, Climbing 75, Spirit [HM3 Mental conflict] 55, Sensitivity 35, Telepathy 30

Languages: *Archaic Taeldan(Old Jarinese dialect)* 45

Scripts: None

Ritual: *Cothlynn* 15

### Combat skills

Condition<sup>1</sup> 75 [HM3 - End<sup>1</sup> 15], Dodge 40, Initiative 45, Mobility 45 [HM3 - Move 9], Unarmed 50, Spear 40, Roundshield 35, Shortsword 35, Dagger 35.

### ARMOUR&WEAPONS

They wear only the tattered remains of leather or ring armour, but their tough mummified flesh and unliving nature offer them a base protection of:

B5 E4 P10 F3 S6 T5 (including eyes)

Their weapons are ancient, crumbling (WQ -2d3), spears, shields and swords. Their bony fingers act like claws giving impacts of 4bt

### Note

<sup>1</sup> They do not bleed, feel pain or roll for shock, etc. Light wounds are ignored and the physical penalty from more serious ones is halved. Consider them immobilized (broken bones, severed tendons, etc.) if IPs>Condition ML [HM3: ILs>End], but to destroy them a grievous wound must be delivered to the head, neck, thorax, abdomen or groin. Their flammable nature means that 10+ points of effective fire impact have a (5×impact)% chance to set one ablaze, effectively consummating it in about a minute while it trashes around flaming. If one is left incapacitated but not destroyed the spirit might attempt possession of a nearby foe in order to regain a body to accomplish its mission.

<sup>2</sup> They "see" only in the ethereal world, long having lost their eyes.

## A Friendly Getaway

After the PC's have met Gerdan (possibly during the course of one of the other scenarios), and especially if they look gullible and/or are aware of his shady links, he offers them to perform a small and well compensated service for him. Unable to leave his post at Naniom Bridge, he asks for them to go and withdraw in his name a sizeable sum (640d) from a usurer in Kiban. The promissory note expires in less than a month, and he was due to pick it up himself but a change in the rotation of his tour of duty has made this impossible. For their efforts, they will get to keep 80d of the sum for themselves, although Gerdan can reluctantly be bargained up to 240d. In a whisper, he makes them understand that this endeavour will need much discretion, as they have to pass for him and imitate his signature. The usurer doesn't know him by sight but probably has a general physical description of his client, so Gerdan will lend the PC's one of his cloaks and tell the impersonator to wear a wig, or dye his hair blonde (assuming the PC is not).

Of course, the truth is a trifle more complicated: Gerdan's spying game with multiple employers is starting to unravel, and he has decided to escape to Orbaal in the aim of boarding a ship to Lythia. The Tashal and Kiban Lia-Kavairs have discovered that he is playing them one against the other and have decided to eliminate him, but intuition as well as friendly contacts within those organisations have alerted him, and he is now trying to cover his tracks. Since he received a letter from the abovementioned usurer invoking dubious royal ordinances against foreign credit, enjoining him to collect his assets (2 years of accumulated wages deposited by Sirdis of Kyfren), he is virtually certain that an assassin is waiting for him there. His aim is to have the impostor he sends in his stead suffer the fate intended for him, so that he can vanish without fear of pursuit.

The murder attempt will be made at the usurer's place. The latter is conveniently away on his yearly visit to Tashal and his practice has been "rented" by the LK with fake credentials from the Mangai of Thay. From 2 to 4 hit men are on the job, and masquerade as clerks of the travelling master, habilitated to handle only routine matters in his absence. One of the thieves is from the Burzyn LK, who has a score to settle with Gerdan. His head must be brought back to the Chybisian boss, as proof of the traitor's death.

If the PC's are not sufficiently credulous, too virtuous to take up the proposition, or are not sufficiently intimate with Gerdan so that he would make them such an offer, a contact/parent/friend (NPC) can take it up instead, requiring their help as guards, etc. They might then wait in vain for him in front of the usurer's shop, until they are

told that he “left by the back door”... The next day, the “clerks” will have disappeared, and the shop will be closed until the return of the legitimate (and innocent) owner. The servants and/or family of the owner will be at a loss to explain what has happened, as the practice was rented by a seemingly genuine Thayan concern. Their friend is nowhere to be found (an investigation might uncover his headless body a few days later). As soon as the PC’s have left to collect the promissory note, Gerdan will depart for

the north under the guise of a merchant, taking with him the greater part of his embezzled fortune (around 75£ in the form of 30 gold crowns, a few hundred Azadmere pence and 10 rough diamonds of 4-7 carats each). He’ll let no one stop him and will use 2 horses to ride as fast as possible to Lorkin, where he will embark on the first ship bound for Chelemby or Harbaal. However, the availability of naval transport is up to the GM, so diligent pursuers might be able to catch him



### FURTHER READING

The excellent fanon articles listed below have inspired many ideas in this work, and we have tried our best to mesh our facts with theirs (insofar as it was possible).

**The Silver Way Caravan** - by David R. Baldwin, available at:

<http://www.columbiagames.com/HarnPage/LifeonHarn/silverway.html>

**Vemionshire** - by Andy Staples, available at:

<http://www.minarsas.demon.co.uk/harn/lynnfana/vemionshire.htm>

**Kaldoran Hundreds** - by Monte Bohna, with contributions by Andy Staples and Daniel Bell, available at:

<http://www.lythia.com>

**Lady of Paladins** - by Kerry Mould, available at:

<http://www.lythia.com>

**Ruins of Hâr** – by Sean O’Neal, available at:

<http://alterego.sverok.net/thonahexus>

(Thonahexus – Issue 5)

Thanks to Sophia Tribad, for making the **Manning Equation** available at:

<http://www.geocities.com/sophia-tribad/harn/harn.html>

