

# NELAFAYN QUARRY 1



## NELAFAYN QUARRY [J5]

A HOLDING OF THE MINERS' GUILD

**Location:** Nelafayn Hundred, Meselyneshire,  
Kingdom of Kaldor

**Holder:** Freemaster Miner, Cosar of Olwert

**Liege:** Rekela of Nurez, Ilor Hadan

**Population:** 12+

Nelafayn Quarry is a hillside limestone quarry just west of Abriel Abbey in northwest Kaldor near Dynes and Gedan. "Nelafayn Quarry" is also known as "Abriel Quarry" or "Herlan's Tor" and all three terms are used by the locals. The site is located two and a half leagues southwest of Olokand on the north side of the Iver Stream in Nelafayn Hundred.

The quarry is not part of any other fief. It sits in the center of the hundred but is not too far from the edge of civilised land. It has been threatened by brigands, barbarians, and gargun. The quarry is an important source of stone for the shire. When possible, the quarrymen use the Iver Stream to transport materials to and from work sites. Most traffic is by boat but there is a little-used footpath from the Abriel-held hamlet of Gedan.

Originally this site was a lead mine. When the vein of ore ran out, the mine's building-quality limestone was cut and quarried. In Kaldor, members of the Masons' Guild have a monopoly over stone quarries. This quarry is an exception. Due to its origin as a mine, Nelafayn Quarry is worked by the Miners' Guild with the permission of the Masons' Guild, with a license fee paid to the Rekela (bishop) [Abriel pg 1]. The Rekela holds it from the crown in a 125 year lease and has franchised it to the Miners' Guild. To appease the Masons' Guild, the quarry's master miner is also made a mason and pays dues to both guilds. When at a building site, the master miner works under that site's master mason.

### CREDITS

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# NELAFAYN QUARRY 2

## QUARRYING

Masons belong to one of the most powerful guilds. The Masons' Guild has a monopoly over stone quarrying and the preparation of stone. Building-quality stone is distributed over Hårn, but the best stone is quarried in the hills north of Telen in the Thardic Republic. Quarrying occupies the lowest rung of the Masons' guild structure because it requires the least skill. Transporting stone is a major issue and lesser-quality local materials are often used instead.

Quarries are either opened to provide the stone for a specific project or as a source of stone to be sold and delivered to nearby building projects. Masons in charge of a project ensure that the stone purchased is of adequate quality and price. Quarries may be owned and operated by a master freemason but most larger operations are jointly run by two or more masters. A partnership with an outside investor is common. Stone is either sold by the ton or in another medium that has been previously agreed upon, such as a cartload or boatload.

The master quarryman is responsible for the planning and logistics. He decides which zones are to be quarried and in what order. He arranges for ladders and rope, and designs the scaffolding for the project. The master also makes sure the men are sufficiently fed each day, that enough timber is cut, and that tools are sharpened and points hardened by a metalsmith. Many quarries have several sets of tools or maintain a bonded metalsmith onsite to maintain and make tools as needed.

The process of cutting stone from the rock is physically difficult. Once the rock is uncovered, the master quarryman examines the grain of the stone surface, noting its weaker points and marking where the blocks should be cut (usually along the seams). Then a quarryman (often an apprentice or journeyman) uses an iron-headed pickaxe to make an initial groove in the rock to form a border. The worker then deepens the border to the desired depth by hitting the blunt end of a chisel with a heavy mallet. When the border is big enough to weaken the rock, a wooden wedge is pounded into the groove and delicately hammered until the stone breaks along its natural seam.

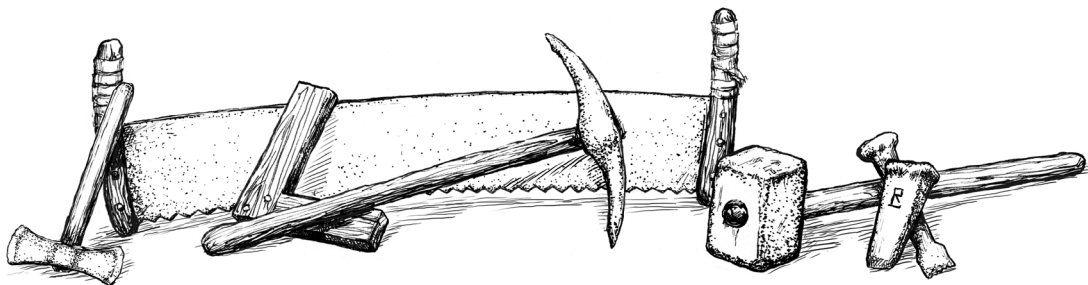
If the cutter is skilled and made the groove in the right place, the rock will split exactly where the mason wants it to. Crowbars are then used to pry the block from the surrounding rock. Unskilled labourers or apprentices move the rough, undressed blocks from the quarry site to a work area. Most manual labour is done by unguided locals, hired on a daily basis as needed.

If the cutter was working from a scaffold, the stone is lowered by rope to the ground once it is split from the hillside. If the quarry is a pit mine, the stone is oftentimes lifted with a rope attached to a winding wheel. Hillside sites are favoured, as lowering stone is easier than lifting. Blocks of stone can weigh up to several hundred pounds and are dragged on wooden sleds, carted, or carried on stretchers using heavy hide slings strung between stout poles.

Once at the work area, the rough, undressed blocks are placed before a banker, a sturdy long bench at which stonecutters sit while working. Using long-handled saws, axes, and adzes, they saw, hack, and square the stone into the approximate shape specified by the master mason. When the stone is finished, the stonecutter moves along the bench and lifters carry the dressed stone to be carted away, returning with an undressed block. Precise carving and shaping is rarely performed at a quarry unless it happens to be located on the building site.

Transport of cut stone is a logistical issue for any quarry. Cartage fees can sometimes be greater than the cost of the stone itself. Unless the stone is quarried nearby, river transportation is by far the most practical way to transport stone to a building site. The mason shapes the stone at the site and carves his mark to indicate how each one will fit next to its neighbour once bonded with sand and lime mortar. Limestone spoil, which is stone that is too small to be used in a wall, can be burned in a lime kiln, then ground and added to sand to make mortar.

The function and the location of the building determine the size of the block. Medium and large-sized blocks are used mostly for piers or vertical reinforcing chains (blocks forming a vertical but non-projecting reinforcement within the structure of a wall). Walling is built of small cut blocks or roughly squared stones.





# NELAFAYN QUARRY 3

## HISTORY

The veins of lead in the region formed ages ago when a fault in the local oolitic limestone allowed minerals to flow into fissures in the rock, pushed up by pressure from below. The first human settlers in the area, the Jarin, inhabited the region around Olokand in 1000 BT. Lead is poisonous to most living things. The Jarin took note of the location's sparsely covered tor and avoided it due to poor soil. This area was conquered by Lothrim in 113 TR. Following Lothrim's death in 125, Sanric, a former captain in the Foulspawn's army, founded the Kingdom of Nurelia.

Sanric's successor, Sanric II, was a pious Laranian. He granted lands to the Laranian Church in 170 and commissioned the construction of Abriel Abbey. Shortly thereafter, lead was exposed on the surface of a greyish tor near the source of the Iver Stream. Open cast mining of the lead vein was done by the Miners' Guild and formed a gorge in the limestone hillside.

When the vein was exhausted, the need for stone for nearby Abriel Abbey prompted the miners to cut the surrounding limestone into roughly squared blocks and float it downstream to Abriel. Wasted stones could also be pounded into lime dust to make mortar. Carving into the hillside also allowed the miners to search for additional veins of lead. The mine was held by the crown but was franchised to the guild for a fee. When it became known that the limestone was needed for the abbey's construction, Sanric II granted the abbey the indefinite rights to the mine and quarry.

During the Migration Wars, the Western Taelda overran the eastern part of Nelafayn Hundred and sacked Abriel Village in 235 TR. The tor was abandoned for some time and the miners were either killed or driven off by barbarians. Following the end of the Migration Wars, the hillside's stone was quarried again as nearby lords sought to strengthen their defences.

When Aidrik I of Kaldor expanded the abbey's land grant to the north, the Laranian Church constructed Iversen chapter house in 309. Firth the Usurper had the quarry worked enthusiastically in order to have curtain walls around Caer Olokand constructed between 379 and 384. The quarry was reopened again in 406 when Earl Herlan Elendsa ordered stone to repair Caer Olokand. The earl paid the quarrymen generously, and made several visits to the site. Since that time the hill has been known as "Herlan's Tor" by some locals.

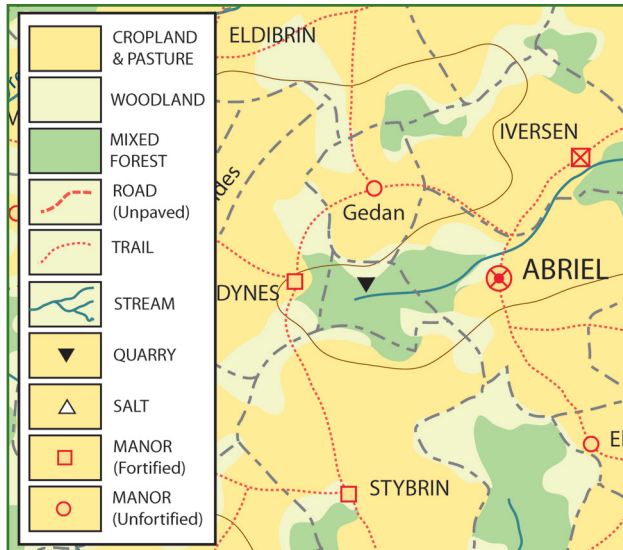
In 605, following the Baronial Revolt, Haldan the Elder, King of Kaldor and also Earl of Olokand, formalized the Laranian Church's holding of the quarry with a new royal charter. The charter granted the Rekela of Nurez the stone quarry in a 125 year lease, with the Rekela paying £4 15s (1,140d) to the crown every year for 125 years. Mining rights were exempt from this and remained owned by the monarchy. The Laranian Church franchised the quarry to the Miners' Guild for 20% of the value of stone cut and for the same duration as the lease since they had worked the site as a mine. The sale of one-fifth of the limestone is paid to the Rekela, profiting the Church and the officeholder.

The site is the only permanent stone quarry in western Meselyneshire and is a major source of local building stone. In addition to being used in Abriel Abbey, Iversen Chapterhouse, and Caer Olokand, the quarry's limestone has been used in many other fortifications, buildings, and Laranian tombs within the shire. Many nearby manor houses have been built with the quarry's grey limestone.

The quarry has been the source of some past tension between the Rekela, Ilor Hadan, and Iversen's Reblena, Sir Kjer Aphren. Since 707, Sir Kjer has expended a significant amount of church funds and labour on improving the fortifications at Iversen. Since his promotion to Rekela in 714, Ilor Haden has become a powerful proponent of the "Reluctant Way," an ideological dogma that has led him to oppose military improvements. While most of the Chapterhouse structures are now in excellent repair, Sir Kjer's mason has been working with few resources in the past several years. The Rekela's dislike of temporal affairs has led him to inaction when dealing with the quarry beyond calling on the local members of the Order of the Lady of Paladins to do penance for their militaristic ways.

Clan Kandar, Caer Olokand's newly bonded master masons, will inspect the castle's defences soon [**Olokand, v2, pgs 5, 14**]. New stone and mortar for repairs to the weakened defences would likely come from Nelafayn Quarry. Sir Rald Ertaner, the lord of Cyre, wishes to enlarge his manor house by adding a guestroom onto the building. He has been haggling to get freemaster mason Harayn of Ashata in Olokand to agree to his price. Harayn and the quarry's head miner are old friends and the stone would almost certainly come from this quarry for the construction. Other future demand for the quarry's stone includes the nearby local manors of Bifyrd and Goffin, depending on their lords' finances.

# NELAFAYN QUARRY 4



## GENERAL DESCRIPTION

The quarry lies one league west of Abriel Abbey, deep inside a wooded copse and nominally under the Rekela of Nurez's jurisdiction. The quarry is governed in accordance with the rules of the Miners' Guild. The Master Miner, Cosar of Olwert, oversees the daily operations and pays for its operation. He collects all profits but must work closely with the Masons' Guild and pay costly dues to both guilds. On a building site, Cosar is subordinate to the project's master mason.

Quarrying is done by Cosar, his two sons (both journeymen), four grandsons (all apprentices), and two labourers (one a cousin, the other a brother-in-law). Such nepotism makes a good team but is usually not as blatant in the Miners' Guild. The number of workers can vary greatly. When a project demands more stone to be cut, Cosar hires additional day labourers in Olokand to perform unskilled tasks such as digging, carting, and lifting.

## FEUDAL PAYMENTS

Haldan the Elder's charter granted the rights for quarrying the stone and limited rights to cut nearby wood for use in scaffolding, shelters, and outbuildings. The Miners' Guild's license from the Laranian Church gives them these rights in return for paying the Rekela of Nurez a fee in silver equal to 20% of the value of the stone cut. In 719 TR, this fee totalled £18 5d (4,325d). As master miner, Cosar is expected to deliver the Rekela's share four times a year. Since 714, Rekela Ilor Haden's dislike of temporal affairs has caused Abriel Abbey's Serolan to receive and record the tally. The Rekela's staff passes on £4 15s (1,140d) to the crown once a year.

## THE QUARRY RESIDENTS

The main residents (five men, two women, four boys, one girl) are all freemen. They all worship Peoni, the goddess of healing and agriculture, and attend Lesser Sapelah (lay mass) at least once a month in Gedan or Abriel.

### MASTER MINER

The most important and powerful resident in the quarry is the master, **Cosar of Olwert** (49), a gruff miner who runs the quarry with his two sons, four grandsons, and two labourers. Cosar's wife, **Syrene** (46), acts as the lodge's head cook, gardener, and herder. She also cares for their daughter, **Chesa** (8), their youngest child. Syrene wishes she could have the comforts of town life; for now, Syrene contents herself with visiting Olokand or Abriel with Chesa every tenday to purchase food. Syrene ensures that all are fed and that the children are kept busy with work. The men all love her.

### JOURNEYMEN MINERS

Cosar's two sons, **Kalan** (31) and **Arlon** (26), remain journeymen as each expects to inherit the quarry. Kalan, the obtuse older son, is muscular and hunched over after years of cutting stone at the banker. Kalan's affectionate wife, **Rela** (28), assists Syrene in the kitchen and gardens. Arlon, Cosar's second son, lost his wife nine years ago as she gave birth to their son Erven. He covers his sour outlook by donning a pugnacious expression. Arlon often volunteers to travel to Abriel, where he is a regular patron at the Chapel Inn. He is one of the few men that will wrestle Abriel's beadle for sport.

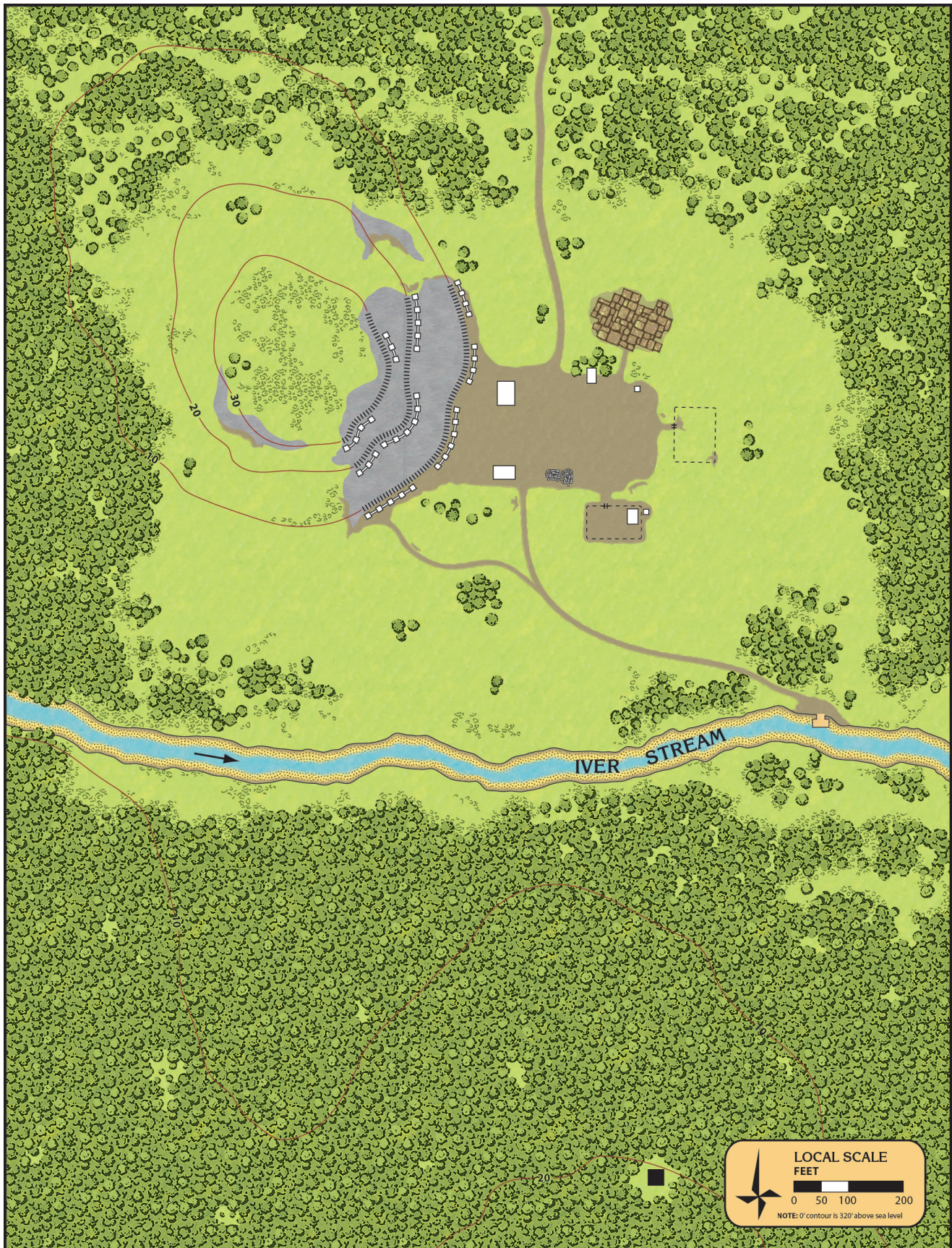
### APPRENTICE MINERS

**Lardin** (15), **Deras** (13), **Radke** (10) and **Erven** (9) are all grandsons of Cosar and apprentice quarrymen. Erven is Arlon's son while the others are Kalan's and Rela's boys. Lardin is a strapping young lad. He performs a number of tasks about the site, including lifting, carting, and chiselling out rock. Deras is talented and quiet. Radke is competitive and friendly. Erven has just started working in the quarry in earnest, but is a daydreamer and has only narrowly avoided serious injury caused by carelessness.

### LABOURERS

Much of the quarry's heavy lifting and carting is done by two labourers, **Halir of Quenal** (32) and **Orhan of Kressen** (28). Halir is the respectful younger brother of Cosar's wife, Syrene, while Orhan is Cosar's greedy cousin from Revalbyne Hundred. Cosar hires additional labourers in Olokand when the need arises.

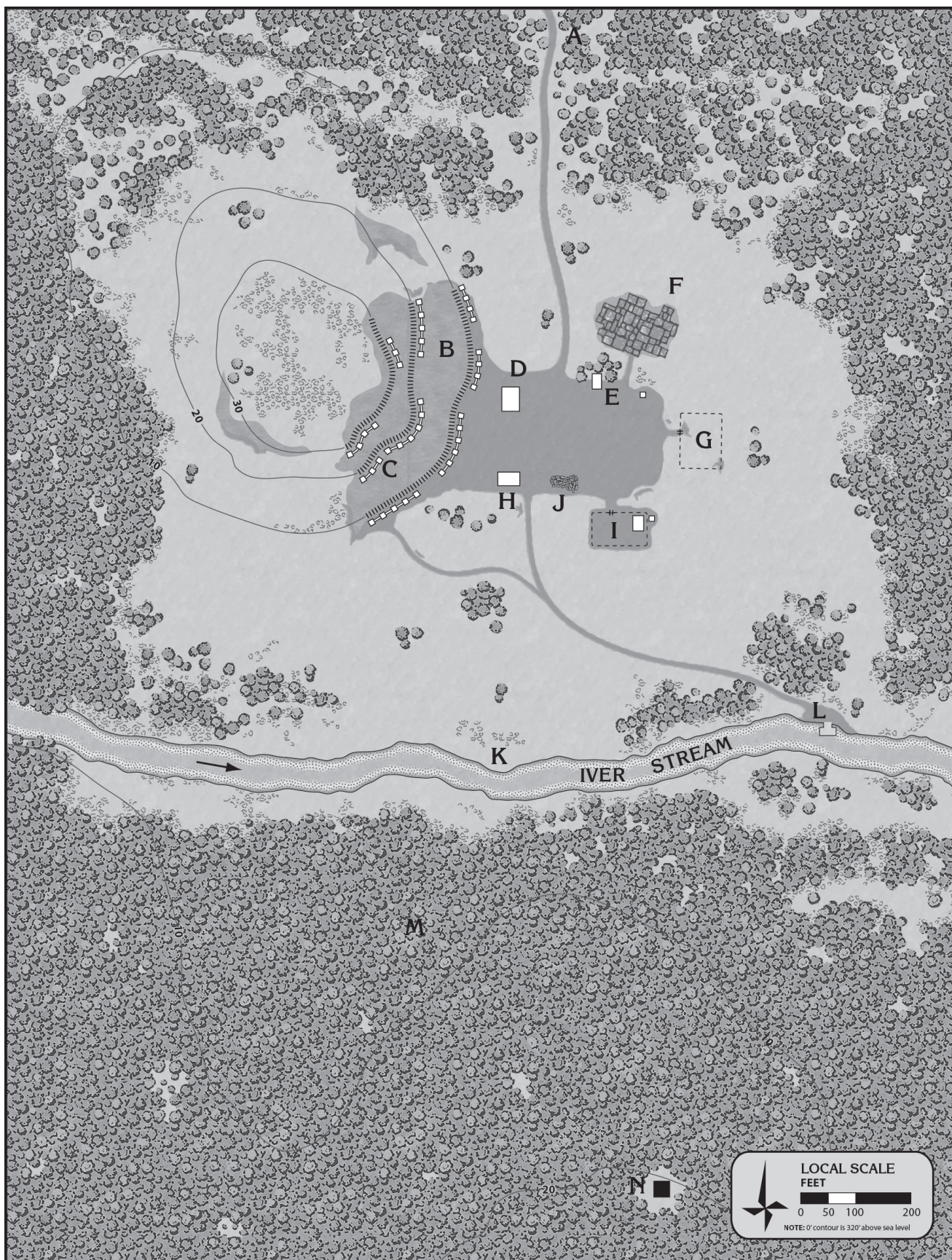






# NELAFAYN QUARRY 6

GM MAP





# NELAFAYN QUARRY 7

## LOCAL MAP KEY

**[A] Gedan Trail:** This overgrown footpath curves through a patch of light woodland northward to Gedan, a subordinate hamlet of Abriel Abbey. Most stone and supplies are transported by boat, so the trail is rarely used.

**[B] Nelafayn Quarry:** Once the site of a lead mine, the quarry lies against “Herlan’s Tor,” an outcrop of oolitic limestone sparsely covered with plant life. Past quarrymen have removed about a third of the available rock. The nearby landscape is covered with grey dust. The south and eastern faces of the scarred hillside have been worked the most. Sturdy wooden scaffolding runs up the hillside and in a niche where the original lead vein was mined. Stone from the “top bed,” the upper half of the tor, is coarse, tough, and suitable for support. “Base bed” stone from the lower half of the tor is suitable for ornamental and finished surfaces.

**[C] Wasted Stone:** Quarrying throws off large amounts of stone spoil that is cut from the hillside but is too small to use. It piles up between the vertical cliff faces where quarrymen prefer to cut. Small stones are heated in a kiln to form lime putty, which is used to make mortar.

**[D] Miners’ Lodge:** The large timber structure near the tor serves as the workers’ living, working, and sleeping area. See detailed description on the following page.

**[E] Kitchen:** The lodge’s kitchen is a wooden building separated from the lodge for fear of fire. Both Syrene and Rela take turns preparing the daily meal, which is usually a simple, hearty fare. The quarrymen eat salted meat, fish, and/or cheese at mid-morning and a larger meal is served in the early evening.

**[F] Vegetable Garden:** The quarry’s two women maintain a garden plot to help supplement the quarrymen’s meals. The little community does not produce enough food to feed its residents, so food is often purchased in Abriel or Olokand with proceeds from the sale of stone and hauled upstream in the boat. Cosar also purchases foodstuffs brought to the quarry from travelling peddlers, local millers, and Olokand’s chandler.

**[G] Corral:** This log paddock is used to protect the settlement’s animals from predators and to keep them from wandering away. The oxen are work animals but the few goats and pigs kept here are important sources of food for the quarrymen. When Cosar can spare his grandsons from work in the quarry, Syrene tasks them with caring for the animals.

**[H] Stone Workshop:** This partially covered workshop has a timbered roof to keep off rain and sun but is open on the sides to keep stone dust from choking the workers. The workshop holds a massive wooden bench called a banker, where stone blocks are brought to be hacked roughly with axe, hammer, and chisel into the shape specified by the master quarryman. Detailed shaping of the stones is done at the job site.

**[I] Timber Yard:** Haldan the Elder’s charter granted limited rights to log wood for scaffolds, shelters, and outbuildings for the quarry’s operation. When the quarry needs timber for scaffolding, or other repairs, the quarrymen cut trees from the nearby woodland. Oxen drag cut trees to the sawpit, where they are debarked and delimbed by a local timberwright. Wood is seasoned in the open-faced drying shed before it is used.

**[J] Stone Storage:** After being cut in the workshop [H], the rectangular stones of different textures and sizes are brought here and stacked in anticipation of purchase and delivery to a building work site. The dark bottom of the pile is a haven for insects, small rodents, and an occasional snake.

**[K] Iver Stream:** The stream surfaces as a spring about a tenth of a league from the quarry. It flows down past Abriel Abbey, Iversen Chapterhouse, and the village of Goffin before draining into the Kald River. The women wash laundry and dishes and get cooking water here.

**[L] Dock:** Stone is moved by cart or stretcher to the dock, where it is loaded onto a 12-foot talbar and floated downstream to the work site. One of the journeymen pilots while others help unload the talbar. Needed supplies are towed back upstream in the talbar. During the wet season, the Iver is the easiest route for transporting materials from the quarry, but the Iver becomes shallow in the dry season and stone must first be carted to a moorage downstream.

**[M] Wood:** South of the Iver lies a thickly forested wood. Patrols from the Order of the Lady of Paladins at Iversen and knights in service to the Sheriff of Mesely-neshire sometimes sweep the woods. Abriel’s woodward, Charancë of Katen, often hunts here to help supply the large contingent of priests and nobles at the abbey.

**[N] Ruin:** On the northeast side of a hill south of the Iver, the crumbling stone foundation of an ancient ruin sits hidden in the woods. Part of the hillside has collapsed and there is a two-foot-wide opening to access the basement. It has recently become the home of a mother black bear and her two small cubs.

# NELAFAYN QUARRY 8

## MINERS' LODGE

The quarry's lodge is a spacious roughly hewn wooden building. It consists of an "A" frame timber hall with six support beams and a stone firepit. The ends have entrances and shuttered windows. The side walls stand four feet high and the thatched roof peaks at ten feet. The walls are made of rough timber planks patched with wattle and daub. The floor is made of wooden planks.

### Ground Floor

**[1] Entrance:** A heavy double oak door secures the main entrance to the lodge. The door is barred at night with a wooden bar. Cosar keeps a pair of Ivinian wolfhounds named Lord and Lady, which sleep near the door.

**[2] Main Room:** The lodge's main room takes up about a third of the building. Clean tools hang from the walls and there is a well-used sharpening stone in one corner. The quarrymen take their evening meal here and use the area to relax and socialize after a long hard day's work.

**[3] Labourers Quarters:** The two regular labourers, Halir of Quenal and Orhan of Kressen, sleep here. The two men are unmarried and Syrene would like to find them stout women who would help her cook and give them "Peoni's blessings" (children). Seasonal labourers, hired when the quarry is busy, sleep on straw ticks in the main room [2].

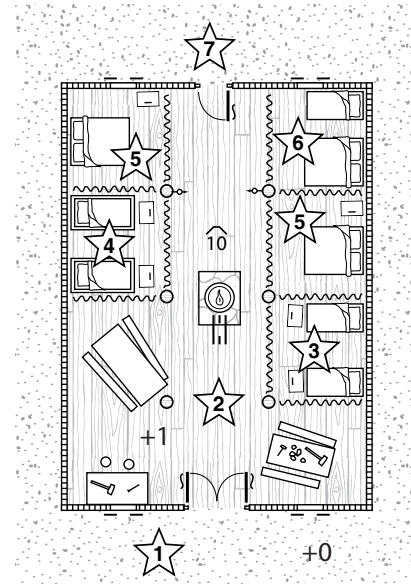
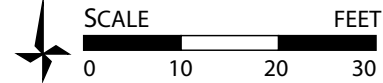
**[4] Apprentice Quarters:** The quarry's four apprentices share this room at night. The four boys are all sons of the two journeymen. They keep clothes and other personal items in the trunks.

**[5] Journeymen Quarters:** The quarry's two journeymen sleep in these two curtained areas. Kalan is married to Rela. They share the northwest area. Arlon is a widower and sleeps alone when not staying at Abriel's Chapel Inn.

**[6] Master's Quarters:** The northeast sleeping area is the quarters and office of Cosar of Olwert, the head miner and master quarrymen. He shares the space with his wife, Syrene, and their daughter Chesa. Cosar keeps coin and records in a large trunk made out of Hâmic Oak. The quarry's profits are stored with the Miners' Guildmaster in Olokand.

**[7] Back Door:** The only other opening in the lodge leads north to the vegetable garden and the Gedan Trail. This door is left unbarred at night when Arlon is due back from Abriel's Chapel Inn.

## Quarry Lodge



## ADVENTURE HOOKS

**Runaway** – This quarry is unusual in that it is operated by the Miners' Guild. Runaway serfs can attain their freedom by working two years at a royal mine. This quarry does not offer that benefit. The PCs encounter a pursued local serf who mistakenly thinks that this quarry counts as a mine; Cosar is quick to give directions to the nearest mine and asks the PCs to guide the runaway to it.

**Attack** – The PCs happen upon a Taelda raid, starving gargun, or Telin the Red's men attacking the quarry. The unarmoured miners are defending themselves using their tools but must protect the women and children. The PCs could quickly make some friends if they assist.

**Delivery** – The PCs are hired to help deliver stone to a work site, either by boat or cart. Once Cosar is paid in coin, he'll need the PCs to get food and supplies.

**Accident** – The PCs arrive with the quarry in chaos. One of the apprentices lies crushed under a fallen stone slab and his father is frantic. The PCs are needed to lift the 600-pound slab and treat the boy's massive injuries.

**Extra Muscle** – Under-strength and wounded, the PCs are in need of some help. The quarrymen could be persuaded to provide some fighting muscle but won't attack armoured men or a lawful authority.

**Bear Hunting** – One night, the nearby black bear [N] and her cubs rummage through the kitchen [E] in search of food. The quarrymen chase her off and the PCs are asked to go hunting the next day.



# NELAFAYN QUARRY 9



## GENERAL INFORMATION

Name: **Cosar of Olwert**

Species: **Human**

Sex: **Male**

Apparent Age: **Late Forties**

Culture: **Feudal**

Social Class: **Guildsman**

Height: **6 ft 1 in**

Frame: **Heavy**

Weight: **193 lbs**

Appearance: **Average**

Hair Colour: **Brown**

Eye Colour: **Brown**

Voice: **Average**

Medical Traits: **Deep Bubbling Cough**

Occupation: **Miner / Mason**

Wealth: **Well off**

Weapons: **Dagger, Mallet, Mason's Axe**

Armour: **None**

Companions: **Journeyman or Apprentices**

Other Features: **Stone dust-covered tunic, moustache and beard.**

**Special GM Comments:**

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# NELAFAYN QUARRY 10

## COSAR OF OLWERT

### Master Miner and Mason

Cosar was born in Slyre, a miners' hamlet in Revalbyne Hundred, Meselyneshire. He was the second son of the local master miner and had the opportunity to apprentice in the salt mine that lay a short hike up the hillside. While he got along well with his older brother and his peers, Cosar always felt alone and drank to get through the day.

Upon making journeyman, Cosar expected to leave the location of his apprenticeship. He heard that the Guild was looking for men and traveled to Gardiren hoping to find some work. The Guild was sponsoring an expedition to prospect silver deposits in the Kanir Forest of the Sorkin foothills and the local guildmaster was looking for a journeyman; Cosar fit the bill. The night before he was to leave, Cosar fell and twisted his ankle while drunk in a tavern. The next day, the guildmaster sent another in Cosar's place, leaving him feeling humiliated for having been deemed unfit. This turned out to be a blessing, as several of the miners were crushed by a large bolder that fell from an unstable hillside **[Kaldor, v2, pg 19]**.

When Cosar's leg healed, he traveled to Olokand after hearing about an opening at a tin mine near Loban. Olokand's guildmaster suggested that Cosar might want to work at the Nelafayn Quarry instead. This was unusual in Kaldor, as members of the Masons' Guild operate stone quarries. This quarry was different. Its lead exhausted, the former mine was worked for its building-quality limestone instead.

The quarry's master miner works under a project's master mason and must train for a short while under a mason in order to appease the Masons' Guild. Upon approval, the master quarryman is then made an honorary master mason and pays dues to both guilds.

Cosar finished his time as a journeyman miner at the quarry and was a quick study of the mason's craft under the quarry's master. When the master died, Cosar took over. Now a master mason himself, he enjoys teaching the men to understand each stone, and how to cut and move it. He feels most at home at the quarry site with the sound of metal clanging on rock, the drunken shouts of the quarrymen, and the smells of sweat and oxen urine.

The frowning, leathery skinned, rough-mannered master quarryman is a fixture to many locals in Abriel, Olokand, and the hundred. Cosar's lime-covered belted tunic and deep bubbling cough of a man who breathes in too much stone dust attest to his profession. His full pouch of silver pennies demonstrates his success.

**Name:** COSAR OF OLWERT **Race/Sex:** Human/Male  
**Occupation:** Master Miner/Mason **Born:** 12 Savor 670 (Tai)

<b>Str</b>	16	<b>Ag</b>	13	<b>Sml</b>	09	<b>Wil</b>	15	<b>Cml</b>	14
<b>Sta</b>	14	<b>Eye</b>	13	<b>Voi</b>	10	<b>Aur</b>	12	<b>End</b>	15
<b>Dex</b>	12	<b>Hrg</b>	12	<b>Int</b>	16	<b>Mor</b>	14	<b>Mov</b>	13

**Medical/Psyche:** Deep bubbling cough, Alcohol addiction (mild)

**Physical Skills:** Climbing 56, Condition 75, Jumping 56, Stealth 45, Throwing 56

**Communication Skills:** Awareness 44, Intrigue 45, Oratory 26, Rhetoric 45, Singing 33

**Languages:** Hârnic 75

**Scripts:** Lakise 85

**Religion:** *Ritual:* Peoni 16; *Piety:* 18

**Combat Skills:** Initiative 62, Dodge 72, Unarmed 68, Club 83, Dagger 51, Spear 72, Axe 45

**Craft Skills:** Animalcraft (draft horses and mules) 56, Cookery 43, Drawing 41, Engineering 70, Lockcraft 43, Masonry 70 (Quarrying 88, Stonecutting 91), Mathematics 57, Metalcraft 38, Mining 70, Physician 38, Timbercraft 56, Weatherlore 39, Woodcraft 68

**Armour/Weapons:** Ordinary cloth robe and leggings, leather shoes, dagger and quarry tools (mallet, mason hammer, axe etc.)

Weapons	Wt	WQ	AML	DML	HM	B	E	P
Mallet (aka Maul)	7	9	93	78	-20	7	•	•
Staff	4	11	82	77	-10	4	•	•
Hatchet	2	9	40	40	•	3	4	•
Knife	1	10	46	41	•	0	1	4
Hand/Arm	•	•	58	73	•	0	•	•
Foot/Leg	•	•	63	63	•	1	•	•

Location	Armour Layers	AQ	B	E	P	F
Skull	•	•	•	•	•	•
Face	•	•	•	•	•	•
Neck	•	•	•	•	•	•
Shoulder	C	+0	1	1	1	1
Upper Arm	C	+0	1	1	1	1
Elbow	C	+0	1	1	1	1
Forearm	C	+0	1	1	1	1
Hand	•	•	•	•	•	•
Thorax	C	+0	1	1	1	1
Abdomen	C	+0	1	1	1	1
Hip	C, C	+0	2	2	2	2
Groin	C, C	+0	2	2	2	2
Thigh	C, C	+0	2	2	2	2
Knee	C, C	+0	2	2	2	2
Calf	C, C	+0	2	2	2	2
Foot	C, C, L	+0	4	6	5	5

**Invocations:** None

**Convocations:** None

**Spells:** None

**Psionics:** None

**Notes:** None

## GM NOTES