



The fishing nivik "Lucky Lady" unloads her catch at Selvos' main docks...

THE PEOPLE OF SELVOS

The following pages list a cross-section of the population of the castle, town and nearby areas of Selvos. Rich and poor, noble and common, they represent the kind of people that the players will meet. Each individual is detailed with an illustration, brief biography and HarnMaster game statistics in a simple to use format. Several characters are intended to be used with the two mini-adventures detailed in the CGI published Selvos article and the Buildings chapter available from Swords & Shields. Each NPC is sorted in order of the building where they can normally be found, as indicated by the number in square brackets following their name.

**Sir Arjun Chahryn [1]**

Sir Arjun Chahryn, aged 48, is the nephew of the Earl and the Captain of the Guard. A key position, it is only entrusted to the most loyal of followers. Born just one month after Sir Temilin, the two have grown up together their entire life. When they were young, the likeness between them was uncanny. Contrary to fashion, Sir Arjun shaves daily and so the two no longer look so similar. Known to be a bit of a hard-ass, the Captain keeps a

tight rein on his men. He checks on the duty shifts on a daily basis, and more than one man-at-arms has suffered his wrath when he found them lounging about rather than devoting their full attention to their duties.

Sir Arjun has never married, though he is well known among the ladies as an ardent and passionate lover. He never had any desire to settle down and prefers the rough life of the barracks. His father, Sir Owain, considers him something of a disappointment, because although he is quite literate, he has never shown any interest in his father's more devious activities.

SIR ARJUN CHAHRYN**Captain of the Guard**

14 Str	08 Eye	12 Int
17 Sta	16 Hrg	17 Aur
18 Dex	06 Sml	12 Wil
17 Agl	18 Voi	09 Mor

Combat Attributes

Endurance 14, Move 17

SKILLS:

Rhetoric 45, Intrigue 65, Heraldry 42, Law 32, Dancing 72, Tracking 40, Foraging 36, Physician 42

Languages: *Harnic* 85

Scripts: *Lakise* 84

Ritual: *Larani* 15, Piety 22

Combat Skills:

Initiative 112, Dodge 85, Unarmed 64, Sword 96, Shield 87, Lance 84, Dagger 75, Riding 94

ARMOUR:

Plate Helm, Mail Hauberk & Cowl, Quilt Gambeson & Hood, Cloth Tunic & Surcoat

HårnMaster**BORGAS OF DATTYS****Clothier**

07 Str	14 Eye	14 Int
13 Sta	06 Hrg	11 Aur
15 Dex	15 Sml	12 Wil
06 Agl	10 Voi	12 Mor

Combat Attributes

Endurance 11, Move 06

Skills

Textilecraft 93, Hideworking 73, Jewelcraft 68, Rhetoric 105, Intrigue 72, Mathematics 71

Languages: *Harnic* 72

Scripts: *Lakise* 86

Ritual: *Peoni* 14, Piety 38

Combat Skills

Initiative 60, Dodge 30, Unarmed 30

ARMOUR:

Fine cloth robe, hood and tunic, leather shoes, dagger

Note

Suffers from Musophobia (Moderate)

**Borgas of Dattys [1]**

As Lady Myrrhe's personal clothier and the Earl's wool broker, Borgas, aged 37, is exceptionally busy. A somewhat mousy man, he can be quite fierce when riled and is a deceptively good negotiator.

During the fall and winter, he spends most of his time either in his room at his desk or in the solar making clothes. He is a talented tailor and makes quite fashionable dresses for the ladies and tunics for the men.

He uses only the finest materials, and the Earl's immediate family are always the most well dressed people at a function. He and Lady Myrrhe travel to the Royal Court and Aleath at least twice a year to keep up to date on all the latest fashions. In the spring and summer, Borgas devotes most of his time to his lord's wool sales. He visits the nearby manors to inspect the quality and plan the year's negotiations. He is acquainted with almost all the major wool buyers, though he tends to deal with only those who will give him the best price and can afford to buy the Earl's production in only one or two lots.

Borgas is not married and displays rather flamboyant mannerisms, including a high-pitched voice and a fear of mice. He is frequently the subject of cruel tricks and rumours by the squires of the household. He is secretly seeing three ladies, all of whom can attest he is a most potent rooster.



Ferjan of Senza [2]

Born Polu of Oldech, he is the son of a wealth noble family in the city of Meokolis, greatest city of the Azeryan Empire. Raised in the shadow of the Morgathian Necropolis he is a follower of the Lord of Darkness. Intelligent and capable, at age 18 he entered the Lyahvi Chantry in Reshana as a Mavari. Although secretly he hated the discipline and rules, he outwardly displayed perfect obedience, be-

cause he craved power, especially magic power. Completely immoral, he had no objections to using anyone and everyone he came in contact with. Upon promotion to Satia-Mavari, he left the chantry and roamed the Empire. He used his ability to become ethereal to steal and find out secrets. He became proficient at making items disappear and then pocketed them. This was how he stole the three magic items necessary to be promoted the Shenava. Unwilling to invest the time necessary to develop his own spells, he befriended another talented young Lyahvi Satia-Mavari. Late one night, the man offered to show Polu his latest spell. Polu killed him without even a second thought and stole his grimore and several small magical items. He returned to the chantry and presenting the items and spells as his own. He was promoted to Shenava, but within a year, word of his actions reached the chantry and he was declared renegade.

Forwarned, Polu ran. Fearful that he would be found anywhere in the Azeryan Empire, he took ship after ship, trying to loose himself as far from Reshana as possible. While travelling, he met a merchant named Ferjan Senza. Polu befriended the man and offered to share accommodations at their next stop. In Mengovik, he killed him, stealing everything he owned and assuming his identity. He has not used the name Polu since. In 718, he ended up in Golotha. The Morgathian dominated city suits him just fine.

In Golotha, he became an active member of the local temple. His knowledge of ritual and ceremony is extremely high for a layman and disguises his lack of true belief. It was through the temple that he met Jant. Also from Lythia, Jant and Ferjan got to know one another. When Jant let slip the existence of the temple of Selvos and the story of Guiang, Ferjan pounced on the information. He struck a bargain with Jant to recover the Orb and whatever artefacts remain. He will stop at nothing to gain the power of Guiang.

People feel uneasy in Ferjan's presence. He inspires fear without even trying and others avoid him whenever possible. His long light brown hair is stringy and limp. His dark brown eyes are almost black. They are deep set and cold. He uses large amounts of perfume to disguise the faint odour of the grave that hangs about him. He is a decent actor and claims to be a perfume merchant. If pressed, he "reveals" he is actually a slaver but fears discrimination in Kanday where slaves are illegal. He claims Jant is his brother driven mad by a magical map. He will conceal his magical abilities until absolutely necessary. He has few combat skills, but is cunning and dangerous. He greatly fears the Shek P'var.

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FERJAN OF SENZA

Lyahvi Shek Pvar

13 Str	15 Eye	15 Int
14 Sta	13 Hrg	15 Aur
06 Dex	06 Sml	14 Wil
07 Agl	14 Voi	05 Mor

Combat Attributes

Endurance 14, Move 07

SKILLS:

Lyahvi CML 73, Neutral CML 52, Rhetoric 64, Intrigue 64, Mental Conflict 60, Oratory 36, Folklore 72, Embalming 24, Physician 36, Mathematics 38, Legerdemain 68, Glassworking 36, Jewelcraft 36, Tarotry 32, Acting 52, Runecraft 67

Language: *High Azeryani 96 & Harnic 96*

Script: *Lakise 98 & Nuvesarl 98*

Ritual: *Morgath 36, Piety 06*

Combat Skills:

Initiative 45, Dodge 35, Unarmed 42, Dagger 37

ARMOUR:

Cloth robe, hood and tunic, leather shoes, dagger

SPELLS:

Ferjan, a Shenava, knows the following spells:

Neutral I	Dispell
Neutral I	Maintain
Neutral II	Ward
Neutral III	Focus
Neutral III	Feel
Lyahvi I	Beacon of Isala
Lyahvi I	Aeric's Whisper
Lyhavi II	Hlandor's Flash
Lyhavi III	Curse of Bryen
Lyahvi III	Prism of Gethan
Lyhavi IV	Beam of Nolar
Lyahvi IV	Light of Aestir
Lyahvi VII	Figure of Aestir



Jant of Selorth [2]

Born 525, to a slave parents in Sanos, Karejia, Jant was sold as a slave to Guiang of Ozah in 540. Brought to Selvos in 566, he was offered the chance to become an amorvrin. Guiang used him for horrible and dangerous jobs. He died eleven times in just twenty years. He managed to escape when Guiang was overthrown and killed in 588. Jant fled to Golotha where he has spent the last 132 years. Hiding in the sewers and derelict buildings, he imitates the spider. He has perfected a paralytic poison using parts of dead bodies and fungus he collects in the sewers. Using a blowgun, he darts his prey, paralyzing them. Then he drags them to

his lair where he sacrifices them to Klyss. Jant must sacrifice at least thirteen Bukrai points to Klyss every month. Bukrai points are equal to the AURA of the victim killed. He begins to panic if he has not gathered enough points by the 20th of the month.

Although he hates the Morgathians, they are the only people who he can deal with without being killed, something he fears more than most since his consecrated resting place is in the old Selvos temple, which is now sealed shut. He trades items he steals from his victims for food from the temple. He hunts only the young or small, as he is too weak to carry a grown man. He cares nothing for the living and is only concerned with extending his own pathetic half-life. He has never done anything worth of a Bukrai Blade.



Gulmorvrin [2]

When the entrance to the Morgathian temple beneath the old Corani Naval Station was sealed by the peasants revolting against the evil governor, Guiang of Ozah, the only known route to the surface was sealed. At the time the temple was sealed, there was only a single Gulmorvrin trapped in a sealed tomb.

Over the last seventy years, other amorvrin whose consecrated resting place was a temple vault and who died elsewhere may have reformed inside the sealed tombs. Trapped in the sarcophagi they struggled to get out before succumbed to starvation and thirst. Trapped and unable to sacrifice to Klyss have all become Gulmorvrin.

Because their tombs are sealed, the Gulmorvrin are trapped. Since they can't escape, they are only a danger if players open the coffins. Because they can sense AURA, they will start to move about their coffins, trying to escape and attack the PCs. If players are quiet in the tomb chamber, they may hear the Gulmorvrin clawing at the lids of their sarcophagi.

JANT OF SELORTH

Amorvrin

06 Str	07 Eye	13 Int
07 Sta	06 Hrg	06 Sha
13 Dex	00 Sml	13 Wil
06 Agl	06 Voi	04 Mor

Combat Attributes

Endurance 08, Move 05

SKILLS:

Stealth 71, Rhetoric 50, Intrigue 44, Herblore (Poison) 81

Languages: *Karejian 60 & Harnic 60*

Ritual: *Morgath 10*, Bukrai Points: 08

Combat Skills:

Initiative 50, Dodge 25, Unarmed 21, Blowgun 78, Dagger 62

ARMOUR:

Cloth robe, hood and tunic, leather shoes, dagger, blowgun

MORVRIN FIELD STRENGTH: 7

POISON:

Victim must roll less than END if under 100lbs or ENDx3 if over 100lbs. Failure results in paralysis for 2hrs, success results in only nausea. The poison takes 3hrs to make and is only good for 3hrs. One dead body provides enough material for two doses. Daylight destroys it in 1/2hr.

Note

Suffers from Photophobia (Severe)

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UNFREE UNDEAD

Gulmorvrin

10 Str	01 Eye	00 Int
10 Sta	01 Hrg	00 Sha
10 Dex	01 Sml	00 Wil
10 Agl	01 Voi	01 Mor

Combat Attributes

Endurance 10, Move 10

Skills

No skills

Combat Skills

Initiative 35, Dodge 50, Unarmed 30

ARMOUR:

Rags

MORVRIN FIELD STRENGTH: 5



Barald Palgen [4]

Barald Palgen, aged 53, was born the middle son of a minor noble family. Without hope of an inheritance, he sought position and status within the Laranian Church. He was trained at Shreve Abbey and spent time his early years as a Matakea in Ubar. A literate and well-spoken young man, he rose quickly through the ranks. Along the way to his career goals, he discovered a deep and previously unknown love of his goddess. While still pursuing

advancement, his motivation has changed from one of personal glory to glory for Larani, Lady of Paladins. Transferred to Dureve Hundred in 702, he helped clean up the last remnants of the Agrikan church. Barald was appointed Serolan (High Priest) of the Selvos Temple following the death of his predecessor in 705. This coincided with the end of the Laranian Inquisition in Dureve Hundred.

He is seen as a builder and has been charged with expanding and guarding his flock. He travels a great deal, visiting outlying manors and checking on the well being of his parishioners. Because of this, he is well known and generally well liked, though some find him a bit too pushy when it comes to soliciting tithes for the church.

He is still a proficient swordsman and trains daily with the other clerics under the direction of the Menoran. He secretly hates the routine, as he is by nature lazy, but he ordered it insituted and made it mandatory for all, including the masters and himself. He has put on a few pounds over the years and finds that regular exercise is the only way to keep his weight in check. Lacking the personal drive to train daily, he made it a group activity so that no matter how much he might want to stay in bed, it would force him to get up and set a good example. There has been more than one day where he has regretted his own orders. The Master of the Fighting Order is too damn cheerful for that time of the morning and Barald's bones ache.

In his early fifties, age is beginning to catch up with him and arthritis and a bad chest cough have been plaguing him of late. Slightly vain, he has recently taken to dyeing his receding black hair even though it has been salt and pepper for years. A brilliant speaker, his sermons are split between the ideals of reluctant warrior and feudalism and the fury of the "Terrible Lady of the Flowing Red."

The arrival of his nephew, Elbar Palgen [SELVOS 81], a disgraced priest thrown out of the order after being accused of raping a girl, has not made his life any easier. Out of a sense of duty to his older brother, the man's father, he has found him a place to sleep (in the servant's quarters of one of his parishioners) and is looking for gainful employment for him. Although Elbar maintains his innocence to this day, rumours of his crime have circulated and even the Serolan hasn't been able to find a position for him.

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BARALD PALGEN

High Priest of Larani

14 Str	14 Eye	15 Int
15 Sta	06 Hrg	12 Aur
12 Dex	06 Sml	14 Wil
11 Agl	14 Voi	16 Mor

Combat Attributes

Endurance 14, Move 11

SKILLS:

Rhetoric 94, Mental Conflict 60, Law 73, Intrigue 81, Oratory 95, Folklore 30, Heraldry 42, Embalming 22, Drawing 26, Physician 28
 Language: *Harnic 86 & Emela 86*
 Script: *Lakise 84 & Khruni 84*
 Ritual: Larani 84, Piety 126

Combat Skills:

Initiative 78, Dodge 55, Unarmed 52, Broadsword 74, Knight shield 62, Dagger 70, Riding 62

ARMOUR:

Cloth robe, hood and tunic, leather shoes, dagger

INVOCATIONS:

All Laraina Invocations up to and including the 4th circle, plus:

Common II	<i>Baptism</i>
Common II	<i>Blessing</i>
Common II	<i>Commune</i>
Common II	<i>Liturgy</i>
Common II	<i>Marriage</i>
Common II	<i>Passage of the Soul</i>
Common III	<i>Awe</i>
Common III	<i>Truth Sense</i>
Common IV	<i>Divination</i>
Common IV	<i>Summoning</i>
Common V	<i>Command</i>
Common V	<i>Consecration</i>
Common V	<i>Excommunication</i>
Common V	<i>Exorcism</i>



Kopin of Osform [2]

The son of farmer, Kopin left home early in search of excitement. The son of a yeoman and member of the militia, he sought employment as a man-at-arms. Finding service with the Earl of Selvos, he has worked at the castle for ten years, rising to the rank of Corporal. Now 32, he is very loyal to his liege, and if he has one weakness, it is his family. He has a young wife and two young children, a boy (5) and a girl (3). They live in a small rented house in the town. If they were threatened, he would do anything to save them.

Kopin is currently in charge of the watchtower on the far side of the harbour. This position rotates every three months and he is expecting to move back to the castle next month. He gets along well with his men, even if they do find he is a stickler for details. He checks daily to ensure the brazier has sufficient wood and the sentries are at their posts and alert.



Sir Auttin Krencathy [4]

Six months after being made a knight, Sir Auttin was discovered in a very compromising sexual position with his squire, Bren of Sturen. Within the hour, Sir Auttin and his squire had packed their belongings and were prepared to depart the family home. His mother begged her husband not to disown their only son. Although his father refused to have him in the house, he felt that it would be even worse for the family if he became destitute. He agreed to pay him an allowance of £24 per year, on the proviso that Sir Auttin leave and never return to Gexel Manor as long as

his father was alive. Sir Auttin, now 25, carries the money as usurer's notes and returns to Tashal as required to replenish his funds.

For the last three years, he has been an itinerant knight and pilgrim, accompanied by his squire and lover. Bren is a handsome young man. His family have been retainers of the Kephria clan for generations, but have disowned him and cast him out for blackening the family name. The two have travelled all over Harn (except for Rethem) and Sir Auttin is considering returning to Tashal to draw enough money to visit Lythia. Specifically, he wants to make a pilgrimage to the seat of the Laranian Pontiff at Tengela in Trierzon. This is a long and dangerous trip and so he is looking for stout (but open-minded) companions to join him.

KOPIN OF OSFORM

Corporal of the Guard

14 Str	11 Eye	12 Int
14 Sta	06 Hrg	11 Aur
13 Dex	06 Sml	08 Wil
07 Agl	12 Voi	17 Mor

Combat Attributes

Endurance 12, Move 07

Skills

Foraging 24, Survival 39, Physician 24, Heraldry 22

Languages: *Harnic* 71

Ritual: *Peoni* 12, *Piety* 31

Combat Skills

Initiative 63, Dodge 35, Unarmed 33, Broadsword 62, Round Shield 62, Short Bow 52, Dagger 58

ARMOUR:

Plate half-helm, Quilt hauberk and cowl, Chain mail Hauberk, Broadsword, Round Shield, Dagger

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SIR AUTTIN KRENCATHY

Knight of Kaldor

14 Str	14 Eye	10 Int
15 Sta	07 Hrg	09 Aur
13 Dex	11 Sml	15 Wil
08 Agl	14 Voi	14 Mor

Combat Attributes

Endurance 15, Move 08

Skills

Intrigue 48, Singing 70, Folklore 48, Dancing 30, Musician 18, Heraldry 32, Physician 26, Law 15, Tracking 44, Foraging 45, Survival 36

Languages: *Harnic* 71

Script: *Lakise* 83

Ritual: *Larani* 15, *Piety* 32

Combat Skills

Initiative 91, Dodge 40, Unarmed 36, Lance 66, Bastard sword 74, Shield 62, Mace 80, Dagger 74, Riding 62

ARMOUR:

Plate 3/4 helm, Quilt hauberk, leggings and cowl, Chain mail hauberk and leggings



Father Yoesf of Kesyin [5]

Born in Narath Hundred, near Heroth, Yoesf came early to the church. Orphaned at age eight by a plague that took his mother, father and three older siblings, he was taken in and cared for by the village priest. A loud, happy and jolly man, Father Jai broke down the walls of sadness around the little boy and taught him to find joy in the simple bounty of the land. At age 16, Yoesf was sent to Forute Abbey to become a priest. He spent seven years there, learning reading, writing and the teachings of Peoni, but he never drifted far from what Father Jai had

taught him. After being confirmed as an Ebasethe (Temple Priest), Father Yoesf, only 23, announced he wished to become a Reslava (Mendicant). He renounced all worldly goods and set out to spread the word of Peoni.

He spent many years as an itinerant priest in northern Kanday. Completely penniless, he walked from village to village, preaching and doing simple labour to earn a meal here and a meal there. He became quite well known and respected among both the common folk and the nobility along the frontier, especially in Dureve Hundred where he spent much of his time. In 712, Father Yoesf was asked to take over the parish of Selvos when the previous Pelnala decided she wanted to pass the reins to a younger pair of hands. The temple supports both the female *Order of the Balm of Joy* and the male *Irreproachable Order*, and normally the female order is senior, but in this instance, his vast experience, mild-manner and the resolute support of the retiring Pelnala won out and he was chosen to lead the flock.

Father Yoesf spends most of his time in the town itself, visiting parishioners and ministering to the people first hand. One of his few personal indulgences is that he likes to personally hand out alms to the poor. Firm, yet fair, like a good father, there is no unseemly pushing and shoving, the poor line up for him and receive his blessing before the bread is distributed.

Since he arrived, donations to the church have increased dramatically due to his one on one method of soliciting contributions. His complete selflessness, dedication to a life of poverty and humility strikes hard at even the most tightfisted heart. Unfortunately, he has no head for figures and must rely on others to manage the temple finances. His close friend and firmest ally is Hakyl of Salgen, the mason [SELVOS 43] and head of the parish council. The old mason ensures that the money is well used and made to stretch as far as possible. Hakyl's personal contributions, both financial and in volunteer labour, have greatly benefited the church. The fine stone temple and timber-frame orphanage and quarters he built are far better than the average Peonian church. Father Yoesf is uncomfortable with what he considered fine surroundings, but has reconciled his misgivings with prayer.

The Father has a special spot in his heart for children, and remembering his own childhood, constantly tries to find good homes for "his" orphans. He also keeps an eye on the children of the town (especially the street urchins), making sure they have something to eat and a place out of the rain to sleep. He has heard evil rumours of incest and is very worried about Cesnia, the woodworker's daughter [SELVOS 40].

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Yoesf of Kesyin

High Priest of Peoni

06 Str	07 Eye	12 Int
12 Sta	09 Hrg	11 Aur
14 Dex	09 Sml	14 Wil
11 Agl	14 Voi	13 Mor

Combat Attributes

Endurance 11, Move 11

SKILLS:

Rhetoric 60, Mental Conflict 56, Law 30, Intrigue 52, Oratory 36, Folklore 39, Heraldry 24, Embalming 20, Drawing 18, Physician 33, Agriculture 44, Animalcraft 42, Herblore 30, Weatherlore 27, Textilecraft 24
 Language: *Harnic* 85 & *Emela* 85
 Script: *Lakise* 81 & *Khruni* 81
 Ritual: *Peoni* 76, *Piety* 254

Combat Skills:

Initiative 70, Dodge 55, Unarmed 30, Staff 38

ARMOUR:

Cloth robe, hood and tunic, leather shoes, staff

INVOCATIONS:

All Peonian invocations up to and including the 4th circle, plus:

Common II	<i>Baptism</i>
Common II	<i>Blessing</i>
Common II	<i>Commune</i>
Common II	<i>Liturgy</i>
Common II	<i>Marriage</i>
Common II	<i>Passage of the Soul</i>
Common III	<i>Awe</i>
Common III	<i>Truth Sense</i>
Common IV	<i>Divination</i>
Common V	<i>Consecration</i>



Quelane of Latrale [6]

Quelane of Latrale, age 25, has risen quickly through the ranks of the Halean Church. The daughter of a wealthy metalsmith, she was selected to enter the temple at age 13. She spent two years as a Corathar (Acolyte) before being made a Shenase. Even at this tender age, she was known throughout Aleath for her physical charms and large sums were donated to the temple just to spend time with her. Her beauty, charm and "hidden" talents soon allowed her to bypass older, better-

connected, priestesses. Becoming first Desilea (Mistress of the Luxuriant Page) and then Yishvina (Mistress of the Harmonies), there was even talk of her being selected to replace the current Aramia (Queen Mistress of the Temple) in Aleath. When word of the declining fortunes of the Selvos temple reached the city, the current Aramia immediately "selected" her to revive the church's position in this distant holding. While some may have seen this as a blatant attempt to get her out of the way, Quelane has seized it as an opportunity to show what she can do even with the smallest temple. She loves the independence the position has given her.

In the eighteen months she has been here, attendance and more importantly donations have stabilized. Although she still must contend with surprise inspections by the Earl's men and the Laranians, she has managed to halt the slip in membership and lure back many of the lapsed members. Fine banquets and the orgies that follow the Shesneal ritual have got the attention of some of the younger guildsmen and journeymen. Her charms have been particularly effective on Viradu the Hideworker [21] who has thrown his full financial support behind the temple. Although she has refused to show him any favoritism or special treatment beyond what his "Bargainer's Tithe" entitles him, she has ensnared him completely.

She has a voracious sexual appetite that includes both men and women in equal measure and is an active leader of the Shesneal. This behavior scandalizes the more conservative members of the town. They have demanded that Father Yoesf or Serolan Barald put an end to this "ministry", but they have so far refused, quoting the idea of a Concordat between the gods. Privately, the Earl has ordered them to not move openly against her for fear of alienating the guildsmen.

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QUELANE OF LATRALE

High Priestess of Halea

11 Str	09 Eye	15 Int
14 Sta	06 Hrg	07 Aur
11 Dex	13 Sml	11 Wil
11 Agl	14 Voi	07 Mor

Combat Attributes

Endurance 12, Move 11

Skills

Rhetoric 68, Intrigue 56, Mental Conflict 52, Lovecraft 60, Dancing 48, Math 38, Musician 14, Perfumery 30, Oratory 48, Folklore 54, Physician 39, Law 34, Drawing 22, Heraldry 26
 Languages: *Harnic 86 & Karuia 86*
 Script: *Lakise 83 & Zerin 83*
 Ritual: *Halea 74, Piety 80*

Combat Skills

Initiative 65, Dodge 55, Unarmed 33

ARMOUR:

Fine dress and seude slippers

INVOCATIONS:

All Halean invocations up to and including the 3th circle, plus:

Common II	<i>Baptism</i>
Common II	<i>Blessing</i>
Common II	<i>Commune</i>
Common II	<i>Liturgy</i>
Common II	<i>Marriage</i>
Common II	<i>Passage of the Soul</i>
Common III	<i>Awe</i>
Common III	<i>Tongues</i>
Common III	<i>Truth Sense</i>

**Felestra of Meylyn [7]**

The daughter of a successful farmer, Felestra, now aged 31, grew up in a life of safety and security. Her family's large farm provided plenty to eat and enough to afford occasional luxuries. When she came of age, she met a smart, successful farmer just like her father. Although he lived on the far side of the Hundred, she convinced her father to allow them to marry. She moved to Gebasath and settled down to raise a family.

A few years later, her parents died and her useless brother took over their farm. He ran it into the ground, wasting the inheritance and eventually defaulting on his contract and loosing it to the manor lord. Felestra was more fortunate. Her and her husband had two lovely children and a successful farm until one morning in 716. Habryl, her husband, complained of a headache and went to lie down. When he didn't wake up for dinner, she went to check and found him dead. The last four years have been a constant challenge, raising two children and managing a farm as a widow.

Without relatives to fall back on, Felestra has been forced to carry on. With the help of hired hands, she herds over sixty sheep, protecting them from wolves, shearing their wool and slaughtering the culls. She brings her own wool to market and can often be seen negotiating with the mercantylers in the Victory Square market. She has one of the largest freehold farms in the Hundred.

**Malvain of Keslyle [7]**

Few communities have the demand or requirement for a full-time weaponsmith, especially one with such mediocre talents as Malvain of Keslyle, aged 27. Unable to find a patron or earn a living in one location, he has instead become a travelling arms dealer. He rarely makes his own weapons and armour anymore, preferring to buy from more talented members of his guild and resell them at a profit.

An amoral man, he will sell weapons to any who will buy them. He has been fined several times for selling chivalric weapons to non-nobles.

Carrying, as he does, extremely valuable and desirable weapons and armour, he is constantly in danger of being attacked and robbed. Therefore he and his three large, rough looking "servants" are heavily armed, wearing brigandine armour under their robes and carrying falchions. More than once, they have been the ones mistaken for bandits. He and his men ride sturdy horses and lead a string of six mules. When in Selvos he stays at the Safe Harbour Inn.

FELESTRA OF MEYLYN**Farmer/herder**

09 Str	10 Eye	11 Int
12 Sta	10 Hrg	14 Aur
07 Dex	13 Sml	14 Wil
14 Agl	14 Voi	18 Mor

Combat Attributes

Endurance 12, Move 17

SKILLS:

Agriculture 70, Weatherlore 36, Animalcraft (Sheep) 82, Tracking 42, Survival 33, Hideworking 28

Language: *Harnic* 65

Ritual: *Peoni* 12, *Piety* 25

Combat Skills:

Initiative 70, Dodge 85, Unarmed 39, Staff 46, Sling 26

ARMOUR:

Cloth robe, hood and tunic, leather shoes, staff, sling

HârnMaster**MALVAIN OF KESLYLE****Weaponcrafter/Arms dealer**

11 Str	08 Eye	09 Int
06 Sta	06 Hrg	06 Aur
10 Dex	10 Sml	13 Wil
09 Agl	06 Voi	05 Mor

Combat Attributes

Endurance 10, Move 09

Skills

Rhetoric 45, Intrigue 45, Math 30, Weaponcrafter 44, Fletching 27, Mineralogy 18

Languages: *Harnic* 69 & *Jarinese* 69

Ritual: *Halea* 7, *Piety* 4

Combat Skills

Initiative 55, Dodge 45, Unarmed 36, Falchion 30, Dagger 27, Riding 44

ARMOUR:

Cloth robe, hood and tunic, leather shoes, Ring byrnie



Galpras of Uelomel [8]

Galpras, age 25, loves his work. Shortly after taking over his father's inn in Dyrisa, Galpras heard that there was a need for a fine quality inn in Selvos. After careful consideration and a quick visit, he decided that this was his one chance to make it big. He sold his modest business, sold everything his family could bear to part with and moved to this frontier town. He staked his fortune and his family's future on a single roll of the dice. He built a high-class inn where

everyone said it would fail. But Thalia, Princess of Fortune, smiled on his audacity and the inn has been a huge success.

Now that he has won his toss, Galpras has become very cautious, not wishing to tempt fate a second time. He sees to every detail to make sure his customers are happy. He is an annoying person to work for because of his need to do everything so meticulously. He keeps detailed ledgers of everyone who stays at the inn, what their favourite meal is, what room they prefer and how they paid (and what they owe). It drives the staff mad, but the customers love it and come back again and again. A clean freak, he insists that every room is cleaned everyday and every sheet is washed after each customer. There are no rats and only a few bed bugs (mostly on the guests) in this inn.



Valenar of Emyr [10]

The Emyr Clan have been usurers since the Corani Empire. Their fortunes have waxed and waned, but they have always survived. Valenar is a relative late-comer to Selvos, having only arrived in 705. Forty years old, he has never been married and shows little interest in women or men. Developing a large clientele in just a few years, he is now one of the largest moneylenders in Western

Harn. Tremendously wealthy, he got that way by being totally amoral. He will lend money to Earls and knights as well as to slavers and pimps, so long as the borrower can pay back his hideous interest and there is a profit to be made. Very devious, he will stick to the letter of the contract no matter what it costs him but insists borrowers do the same. In addition to lending money, he also is deeply involved in trading with Rethem, Tharda and Orbaal. He is one of the few people who deals regularly with Ivinians.

Valenar has a fine house and the best clothes. He bathes regularly and uses perfume. He hates getting up early and rarely rises before noon. A night owl, a candle can be seen in his window until all hours, leading some people to gossip that he consorts with demons. He is actually a rather religious man and even attends mass at the Haele Temple.

GALPRAS OF UELOMEL

Innkeeper

10 Str	06 Eye	14 Int
06 Sta	07 Hrg	07 Aur
06 Dex	14 Sml	06 Wil
11 Agl	13 Voi	13 Mor

Combat Attributes

Endurance 07, Move 11

SKILLS:

Brewing 52, Cookery 52, Rhetoric 44, Intrigue 36, Mathematics 44
Language: *Harnic 70 & Azeryani 70*
Scripts: *Lakise 79 & Ayaran 79*
Ritual: *Halea 11, Piety 24*

Combat Skills:

Initiative 35, Dodge 55, Unarmed 27, Club 50

ARMOUR:

Cloth robe, hood and tunic, leather shoes

HârnMaster

VALENAR OF EMYN

Usurer/Mercantyle

12 Str	07 Eye	14 Int
11 Sta	11 Hrg	06 Aur
08 Dex	10 Sml	11 Wil
13 Agl	14 Voi	11 Mor

Combat Attributes

Endurance 11, Move 13

Skills

Rhetoric 75, Intrigue 50, Math 78
Languages: *Harnic 74 & Ivinian 74*
Scripts: *Lakise 81 & Runic 81*
Ritual: *Halea 28, Piety 40*

Combat Skills

Initiative 55, Dodge 65, Unarmed 33, Shortsword 40, Dagger 31, Riding 44

ARMOUR:

Cloth robe, hood and tunic, leather shoes

**Irevar of Mestil [11]**

Irevar of Mestil, age 21, has been the chief potter in Selvos for just ten months. The eldest son of Maslir, he was apprenticed to Rethe of Goren, a friend of his father and talented master in Dyrisa, at the tender age of twelve. Irevar was lucky; Rethe was a kind master who treated his apprentices and journeymen well. He learned a great deal and by age sixteen he was promoted to journeyman. He spent four years travelling and refining his craft before returning to Selvos to work with his father.

Just one year later, while loading the kiln, Maslir dropped dead of a heart attack. He was just 43 years old.

Suddenly, Irevar was thrust from the role of junior partner and heir apparent to the head of a household responsible for his mother, sister, brother, one journeyman and three apprentices. Lorand, the journeyman, is twenty-three, two years older than Irevar. However, this has not been a problem as the two young men respect each other's talents and work well together.

**Oner of Fondria [12]**

Oner, age 36, was once a happy well-adjusted man. He was married with a daughter and a successful business. All that ended the day his wife died. She contracted some sort of consumption that caused her to cough until she was blue. A devout Peonian, Oner turned to the healers of the *Order of the Balm of Joy* to help his wife.

They did all they could, but she died shortly after. Since that time, the woodworker has turned his back on the church that he blames for not saving his wife. About four months ago, Oner began to take an unnatural interest in his daughter Cesnia, the spitting image of her mother. He recently moved her into his bedroom.

Oner suffers from a palsy of the face; the right side is frozen and hasn't moved since he was a boy. Taunted often, he learned to fight at a young age and is a vicious street fighter. Since Cesnia died six months ago, he has begun working his journeymen too hard and beating his apprentices. The pressure, due to the amount and breadth of work he has undertaken, compounds the stress in the household. Rumours are beginning to spread and people have begun to avoid Oner except when strictly necessary. He hasn't noticed. Visitors to his shop will feel the tension in the air. In addition, Oner seems to exude a strange sense of supernatural power that adds to the uncomfortable feeling around him.

IREVAR OF MESTIL**Potter**

13 Str	15 Eye	11 Int
12 Sta	14 Hrg	07 Aur
14 Dex	07 Sml	12 Wil
07 Agl	08 Voi	16 Mor

Combat Attributes

Endurance 12, Move 07

SKILLS:

Ceramics 93, Glassworking 30, Mineralogy 30

Language: *Harnic* 70

Scripts: *Lakise* 84

Ritual: *Peoni* 11, *Piety* 22

Combat Skills:

Initiative 55, Dodge 35, Unarmed 36

ARMOUR:

Cloth robe, hood and tunic, leather shoes

HârnMaster**ONER OF FONDRIA****Woodworker**

10 Str	13 Eye	13 Int
12 Sta	08 Hrg	18 Aur
11 Dex	15 Sml	08 Wil
11 Agl	09 Voi	08 Mor

Combat Attributes

Endurance 10, Move 11

Skills

Woodcraft 74, Metalcraft 31, Hide-working 24

Languages: *Harnic* 70

Scripts: *Lakise* 82

Ritual: *Peoni* 11, *Piety* 0

Combat Skills

Initiative 81, Dodge 55, Unarmed 79

ARMOUR:

Cloth robe, hood and tunic, leather shoes



Hemiral of Sarien [13]

A loyal agent of Ranald Milaka, the Earl of Sarkum, Hemiral was sent to Selvos in 698 when Sir Grolis was named Earl. Immediately after the war, Ranald coveted Selvos to expand the power of his clan. He was annoyed when his wife, Queen Mirelael, concerned with the growing influence of her husband's clan, gave the castle

to Grolis. In the intervening years, he has had to grudgingly admit that the man has done a good job defending the border. Still, Ranald still keeps a close watch on the region, through the chandler. His task is to report any unusual events and so he has developed a network of guildsmen friends who keep him informed about activities in Selvos and the Hundred. Hemiral regularly makes subtle enquires about any newcomers to the town.

With the financial assistance of the Earl of Sarkum, the chandler has developed a large general store in Selvos. Unfortunately, his patron insists Hemiral buy all his goods from Clan Milaka mercanylers in Aleath. His competitors, on the other hand, are free to buy cheaper goods from Rethem and Tharda and resell them in the market. His business is not doing well.

He is currently trying to court Alagra, wife of Captain Menar of Surrata.

HEMIRAL OF SARIEN

Chandler

09 Str	15 Eye	10 Int
12 Sta	08 Hrg	08 Aur
14 Dex	11 Sml	15 Wil
14 Agl	17 Voi	15 Mor

Combat Attributes

Endurance 12, Move 15

SKILLS:

Awareness 60, Stealth 68, Rhetoric 85, Intrigue 60, Heraldry 68, Alchemy 22, Metalcraft 26, Hideworking 42, Textilecraft 48, Woodcraft 45
Language: *Harnic* 75
Scripts: *Lakise* 85
Ritual: *Halea* 12, *Piety* 36

Combat Skills:

Initiative 75, Dodge 75, Unarmed 39, Short sword 62, Dagger 85

ARMOUR:

Cloth robe, hood and tunic, leather shoes

HårnMaster

DARNT OF LYLAKA

Mason

15 Str	15 Eye	13 Int
10 Sta	09 Hrg	14 Aur
10 Dex	08 Sml	13 Wil
10 Agl	14 Voi	06 Mor

Combat Attributes

Endurance 13, Move 10

Skills

Awareness 60, Stealth 44, Intrigue 70, Heraldry 56, Rhetoric 52, Acting 24, Herblore (poison) 40, Masonry (Quarry) 70, Woodcraft 39, Engineering 42, Mathematics 26
Languages: *Harnic* 73
Scripts: *Lakise* 84
Ritual: *Agrik* 15, *Piety* 38

Combat Skills

Initiative 55, Dodge 50, Unarmed 42, Dagger 75, Shortsword 58, Riding 48

ARMOUR:

Cloth robe, hood and tunic, leather shoes



Darnt of Lylaka [17]

Darnt of Lylaka, a master quarryman, runs the Miner's Guild Hall. Although technically a member of the Mason's Guild, he is an excellent administrator and very charming. The Miner's have given him honorary status and view him as one of their own. The only limitation is that he cannot vote in any of the guild

meetings, something many of the other master's seem to prefer. Darnt also serves as the guild master for the Mason's Guild, although with only two other members (Hakyl [SELVOS 43] and Darae [DUREVE HUNDRED 9]) this does not occupy much of his time.

Despite the danger, Darnt revels in his role as a spy for the *Copper Hook*. Originally from Omnis, he came to the attention of the Agrikan fighting order while working on one of their manor houses. Smooth and subtle, he has an amazing ability to put people at ease and to get them to open up to him. He spent several months at the temple of the *Fuming Gate* in Golotha learning skills such as sword fighting, poisoning and heraldry. He remembers seeing Braen there and is afraid the gladiator might recognise him. He is 35 years old.



Clarlan of Perien [19]

Clarlan, aged 39, arrived on a ship from Melderyn eight years ago, barely able to speak a word of Harnic. A native of Trierzon, he took up residence at the White Gold Inn. He hired a scribe to teach him Harnic and was a quick study. As he learned to communicate, he revealed that he was a physician. At first he treated people at the inn, but Galpras didn't like the blood and soon Clarlan purchased a house in town. He apparently arrived with a fair amount of money, because

he paid for the house with gold. His home next to the Safe Harbour Inn soon became known as a house of healing. As the finest physician in the region, he was able to build a large practice and make tremendous profits in only a short time. He has just moved into his new house next to the mason.

He is unmarried and has taken on two apprentices to help with the workload. He keeps mostly to himself, though he seems very interested in rumours of Aralthor's treasure. On two occasions, he has hired several stout men to escort him into the wilderness along the road to Dunir. He is almost helpless outside the town.



Hakyl of Salgen [20]

Although a large man, Hakyl's arms and shoulders are hard corded muscle, the product of a lifetime of swinging a hammer. Now 57 years old, Hakyl has had enough. His work no longer interests him and he would rather devote his time to his true love, the Peonian church.

Hakyl has been happily married for 39 years to Lalin. He has four children. His eldest daughter, Mevadia, is married to Parond the Clothier [9] and has four children. He is waiting for his son, Arathid, to complete his journeyman's work before turning over the franchise to him. Migyne, their third child, is the most like her father. She has joined the *Order of the Balm of Joy* and is currently living at Duseda Abbey in southern Kandy. Hakyl worries for her safety since the Abbess ordered the withdrawal of the *Checkered Shield* guards. His youngest daughter married a wealthy farmer and they live at Vima Manor. He has fine journeymen and they are treated more as sons than employees. Lalin is trying to find them wives from among the local girls.

He has an excellent relationship with Darae, the master quarryman at Trilby Manor, but dislikes Darnt. Although he is obviously a well-trained and experienced quarryman, the two don't have any friends in common, something that makes Hakyl suspicious.

CLARLAN OF PERIEN

Physician

12 Str	08 Eye	13 Int
11 Sta	08 Hrg	08 Aur
15 Dex	15 Sml	08 Wil
14 Agl	13 Voi	14 Mor

Combat Attributes

Endurance 10, Move 15

SKILLS:

Physician 98, Herblore 83, Alchemy 56, Mathematics 33, Mineralogy 24
Language: *Trierzi* 93 & *Harnic* 70
Scripts: *Trierzi* 83 & *Lakise* 83
Ritual: *Save K'nor* 14, *Piety* 35

Combat Skills:

Initiative 65, Dodge 75, Unarmed 48

ARMOUR:

Cloth robe, hood and tunic, leather shoes

HârnMaster

HAKYL OF SALGEN

Mason

18 Str	15 Eye	12 Int
10 Sta	13 Hrg	11 Aur
12 Dex	14 Sml	14 Wil
13 Agl	11 Voi	16 Mor

Combat Attributes

Endurance 14, Move 13

Skills

Masonry (Construction) 78, Woodcraft 39, Engineering 88, Math 66
Languages: *Harnic* 72
Scripts: *Lakise* 84
Ritual: *Peoni* 48, *Piety* 89

Combat Skills

Initiative 65, Dodge 65, Unarmed 42, Mason's Hammer 75

ARMOUR:

Cloth robe, hood and tunic, leather shoes

**Maeba of Kail [21]**

A strong, healthy young woman aged 22; she needs a husband who will care for her and her needs. When Maeba married her husband, Voadu the Hideworker, she thought she had found her match. During the first two years of their marriage, they could hardly take their hands off one another. Then "that woman" arrived.

Eighteen months ago, Quelane of Latrale was appointed new High Priestess of the Halean Temple.

Voadu, who up until then had been a rather lapsed Halean, suddenly couldn't spend enough time there. He has spent over a third of his income on donations to the church. Since Quelane's arrival, Maeba and Voadu fight constantly. To spite him she has recently become a Peonian.

Maeba is an attractive young woman. The daughter of the hideworker in Heroth, she met Voadu when he was a journeyman. Besides her husband she has no family and feels very much alone. She has taken to sharing her favours with other men, including her husband's own journeymen, but he has paid no mind. She is often seen in the White Gold Inn. In the couple's last screaming match, after she came upon her husband and Quelane in the Victory Square, she threatened to kill Voadu in his sleep and slice up the priestess' face.

**Daerga of Ekimon [23]**

A smug, self-satisfied and grasping man, Daerga, aged 26, is none the less a successful mercantylar. He travels constantly, concentrating on the border areas between Rethem, Kanday and Tharda. He has found that while the danger is high, the profits to be made are equally high. His specialty is jewellery. He buys it in the larger cities and sells it to the wives of rich nobles and guildsmen. Because he carries such a large store of valuable jewels, he has hired a

bodyguard, Braen of Golotha. When they travel, he hires mules and additional servants to carry his belongings and merchandise. He will also hire an extra guard or two for added security.

Three years ago, while in southern Kanday, he was approached by a starving young man. He claimed that he had once been a chamberlain and secret lover of a noble woman. When they were found out, he was stripped of all wealth and position and she was married off to a noble in Dureve Hundred before a scandal could ensue. Now desperate, he offered to sell Daerga one of her love letters for enough money to start over. Curious, Daerga paid the man a pitiful sum. Intrigued, the next time he was in Selvos he arranged for a private meeting with the woman, supposedly to show her some jewels, he has been blackmailing her ever since.

MAEBA OF KAIL**Hideworker's Wife**

08 Str	06 Eye	05 Int
05 Sta	14 Hrg	13 Aur
06 Dex	11 Sml	13 Wil
11 Agl	15 Voi	15 Mor

Combat Attributes

Endurance 09, Move 11

SKILLS:

Intrigue 44, Rhetoric 44, Cookery 40, Hideworking 33, Textilecraft 21, Herblore 16, Alchemy 20

Language: *Harnic* 71

Ritual: *Peoni* 9, *Piety* 20

Combat Skills:

Initiative 55, Dodge 55, Unarmed 27

ARMOUR:

Cloth robe, hood and tunic, leather shoes

HârnMaster**DAERGA OF EKIMON****Mercantylar**

13 Str	06 Eye	10 Int
11 Sta	10 Hrg	14 Aur
15 Dex	12 Sml	11 Wil
10 Agl	15 Voi	07 Mor

Combat Attributes

Endurance 12, Move 10

Skills

Rhetoric 65, Intrigue 70, Mathematics 33, Jewelcraft 33, Metalcraft 26, Mineralogy 9

Languages: *Harnic* 72 & *Trierzi* 72

Scripts: *Lakise* 81

Ritual: *Halea* 13, *Piety* 12

Combat Skills

Initiative 60, Dodge 50, Unarmed 39, Dagger 58, Riding 36

ARMOUR:

Cloth robe, hood and tunic, leather shoes



Braen of Golotha [23]

A former gladiator, Braen, aged 28, was sold into slavery as a child. He doesn't remember his parents and known little except the arena. A massive man, his years in the arena have turned him into a remorseless killing machine. His fondness for the morningstar earned him the nickname "The Crusher." He won his freedom, but a hardened killer, he knows no other life. Daerga of Ekimon discovered him drunk out of his mind in Golotha. He sobered him up and offered him a job. Never one to question fate, Braen agreed. Since then he has been

Daerga's bodyguard and collection agent. His presence tends to make the mercantyleer even more arrogant that he already is by nature.

A simple man, Braen is only interested in what is good for him. He has no particular loyalty to Daerga other than he pays well and lets him kill someone once or twice a year. He is always looking for a better deal.

Heavily armed and armoured, he presents an imposing figure, but several old leg injuries have left him slower than in his youth. Once he dons his armour, he has little choice but to accept blows since he can't dodge. Pity the fool who gets within range of his morningstar, for they are already dead.



Arvid of Semmin [23]

Aged 29, Arvid solves other people's problems. A freelance operative of the Lia Kivair in Golotha, he is called in when local people can't resolve a situation. His fees are high, but he deals with problems quickly, quietly and without a fuss. He is also very skilled with a dagger. He was sent to Selvos to deal with Daerga Ekimon who has been blackmailing a noble woman and refusing to give the Lia Kavair their rightful cut.

Daerga does not know the danger he is in. Arvid is a dangerous and cunning fighter. Born ambidextrous with double-jointed arms, he has incredible dexterity and great stamina and speed. While he can hold his own in a stand up fight, his skill lies in stealth and speed. He strikes with blinding quickness, before dancing out of range and disappearing.

Vastyl, eager to get his money's worth from Arvid, has also assigned him several other tasks. He is to collect debts from chandler's apprentice and one of the town guardsmen. He has also been tasked with eliminating two troublesome ruffians who have refused to join Vastyl's gang.

Handsome in his own way, Arvid is something of a ladies man in his off hours. He frequently uses this charm to discover information and gain access to places he shouldn't be.

BRAEN OF GOLOTHA

Bodyguard

14 Str	06 Eye	08 Int
15 Sta	06 Hrg	10 Aur
14 Dex	14 Sml	08 Wil
06 Agl	06 Voi	06 Mor

Combat Attributes

Endurance 12, Move 06

SKILLS:

Physician 20

Language: *Harnic* 56

Ritual: *None*

Combat Skills:

Initiative 77, Dodge 30, Unarmed 65, Club (Morningstar) 112, R. Shield 95, Dagger 75, Riding 33

ARMOUR:

Ring Byrnie, Cloth robe, hood and tunic, leather boots, Spiked Club, 2 Daggers

HårnMaster

ARVID OF SEMMIN

Assassin

11 Str	13 Eye	12 Int
16 Sta	10 Hrg	14 Aur
18 Dex	06 Sml	08 Wil
17 Agl	13 Voi	13 Mor

Combat Attributes

Endurance 12, Move 17

Skills

Awareness 55, Stealth 74, Intrigue 60, Acrobatics 30, Heraldry 52, Rhetoric 48, Acting 30, Herblore (Poison) 24, Legerdemain 68, Lockcraft 39

Languages: *Harnic* 85

Scripts: *Lakise* 85

Ritual: *Ilvir* 13, *Pieti* 05

Combat Skills

Initiative 70, Dodge 85, Unarmed 45, Dagger 90, Short sword 74, Club 75

ARMOUR:

Cloth robe, hood, cloak, hat, tunic, and leather shoes, 2 daggers



Taanar of Pomada [23a]

Semi-retirement, relaxation and peace, is what Taanar wants. Almost seventy years old, the Master Mercantylar retired from active trading ten years ago, passing his business on to his three adult sons. He built a nice house on Victory Square to enjoy his golden years in. Well liked and trusted by most of the other mercantylars, he was asked to stand for election as the head of the guild. Reluctantly, he agreed, though

he honestly wishes they would all just go away and leave him in peace.

His wife of fifty years died two years ago and since that time, he has slowly become less interested in the guild. He still manages the Hall, but he has become forgetful and sometimes doesn't come in at all. The town is ruled directly by the Earl (actually his son and heir), but the guilds do have a voice as unofficial advisors. Some guildsmen are grumbling that Taanar is too old and timid and so doesn't like to rock the boat. They are right.

The Master Mercantylar is waiting for the first opportunity or scandal to submit his immediate resignation. Then he will retire for good and be free of the bother of the guild. He is very well off and has large sums deposited with the usurer. He still enjoys good wine and can often be seen taking his dinner at the White Gold Inn.



Parinan of Kemada [26]

In charge of the Bonding House and collector of the Earl's taxes, Parinan (aged 31) has risen far above his humble roots. His parents were urban poor, scratching a living as labourers in Aleath. When they died, he was so destitute he couldn't afford to bury them. Unskilled, he eked out a pitiful existence, begging and doing odd jobs. At fourteen, he was "adopted" by a street scribe named of Romont. Struck by the boy's determination, the scribe

was able to teach him to write and do sums in a very short time. Since then, Parinan has slowly clawed his way out of the gutter. He wormed his way into a job as assistant to the chief clerk of the Aleath Town Council. It was there he learned that he could steal money by "cooking the books." His job also gave him access to the city archives. Now very well educated, he is mostly self-taught. When the previous Bondmaster died, Larryl of Patys recommended Parinan for the job.

He is paranoid that he will die destitute like his parents. He has a nice, if plain, house where he lives with his muddle-headed wife. A hoarder by nature, Parinan lives very frugally, despite the fact that he is skimming off a huge amount of taxes from the Earl. No one suspects his fraud and he is well liked by the Earl's Stewart, Sir Hanzar Dorien.

TAANAR OF POMADA

Mercantylar

11 Str	10 Eye	15 Int
07 Sta	09 Hrg	13 Aur
12 Dex	06 Sml	04 Wil
08 Agl	14 Voi	17 Mor

Combat Attributes

Endurance 07, Move 08

SKILLS:

Rhetoric 60, Intrigue 55, Mathematics 33, Animalcraft (Mules) 43, Law 24, Folklore 64

Language: *Harnic 72 & Jarinese 72*
Scripts: *Lakise 82*

Ritual: *Halea 14, Piety 48*

Combat Skills:

Initiative 40, Dodge 40, Unarmed 30, Staff 58, Dagger 43, Riding 27

ARMOUR:

Cloth robe, hood and tunic, leather shoes

HârnMaster

PARINAN OF KEMADA

Scribe

09 Str	09 Eye	14 Int
08 Sta	11 Hrg	06 Aur
10 Dex	08 Sml	15 Wil
09 Agl	13 Voi	09 Mor

Combat Attributes

Endurance 11, Move 09

Skills

Rhetoric 85, Intrigue 60, Mathematics (Bookkeeping) 85

Languages: *Harnic 77 & Emela 77*
Scripts: *Lakise 81*

Ritual: *Peoni 14, Piety 16*

Combat Skills

Initiative 60, Dodge 45, Unarmed 27, Dagger 43, Riding 36

ARMOUR:

Cloth robe, hood and tunic, leather shoes



Jessye of Keleto [27]

A simpleton from birth, Jessye is the son of Alexu Keleto a retired local pilot. Twenty-three years old, he is strong, has great stamina, but is very literal minded and stubborn. People call him by his nickname, "Ox." Although not terribly bright, he can do simple tasks as long as they clearly explained to him and he is shown what to do at least once.

He adheres to a strict routine.

He gets up in the morning, makes breakfast for himself and then fetches water and firewood. Then, he cleans the public rooms of the guild house. After a small lunch, he goes to the Peonian church to pray and visit the orphans. He loves children and enjoys playing games with them. In the late afternoon he returns to the guildhall, cleans the visiting master's rooms, and makes the beds. He always eats dinner with his parents, a short walk across town.

Jessye has two younger sisters and an older brother, Anad. The local embalmer, Anad often checks on Jessye and is usually the one sent looking for him when he wanders off. He likes to watch the men-at-arms and knights of the castle training. The opportunity to see a sword fight is one of his favourite things. Occasionally, he gets too close and only the intervention of locals who know him has kept him out of danger a few times when sword fights have broken out in front of the Safe Harbour Inn.



Vok of Merdon [28]

After one too many winters at sea, Vok of Merdon, aged 52, decided to end his travels and settle in Selvos. Two things got him the job of guildmaster of the Seaman's Guild. First, he can read and write and do simple sums (very rare among the mostly uneducated sailors), enough to keep records of the seamen's service. Secondly, despite his age, he is a ferocious street

fighter and wicked with his "walking stick". Many a young sailor has underestimated this old sea dog and suffered a cracked skull for his trouble. Despite creeping old age and arthritis, which have reduced his dexterity and cataracts which cloud his vision, his mind is still sharp as a tack. He walks everyday and when he thinks no one is watching practices with his club and dagger. Regular fights keep his combat reflexes sharp, but for how much longer he doesn't know.

He was recently married to the most patient and tolerant woman on all Harn, Ceya, who waited twenty six years for her love to come home from the sea. They have two adult children, a son, also a seaman who sails with Captain Menar [30a] and a daughter who married a fisherman in Minter. Vok is also the local tattoo artist. Learned over many years at sea, he is expert at tattooing seaman's ranks. He will only tattoo a man he knows personally or one with a witness who Vok trusts.

JESSYE OF KELETO

Caretaker

12 Str	08 Eye	03 Int
18 Sta	15 Hrg	14 Aur
14 Dex	14 Sml	18 Wil
11 Agl	13 Voi	09 Mor

Combat Attributes

Endurance 16, Move 11

SKILLS:

Intrigue 28

Language: *Harnic* 62

Ritual: *Peoni* 11, *Piety* 75

Combat Skills:

Initiative 75, Dodge 55, Unarmed 39

ARMOUR:

Cloth robe, hood and tunic, leather shoes

HårnMaster

VOK OF MERDON

Guildmaster

12 Str	04 Eye	14 Int
08 Sta	07 Hrg	07 Aur
06 Dex	08 Sml	06 Wil
12 Agl	11 Voi	09 Mor

Combat Attributes

Endurance 09, Move 12

Skills

Seamanship 40, Climbing 50, Fishing 15, Piloting 18, Weatherlore 33, Shipwright 24, Drawing (Tattoo) 75, Mathematics 48

Languages: *Harnic* 72

Scripts: *Lakise* 80

Ritual: *Peoni* 11, *Piety* 10

Combat Skills

Initiative 74, Dodge 60, Unarmed 76, Club 83, Dagger 68

ARMOUR:

Cloth robe, hood and tunic, leather shoes, club



Carans of Hilgenel [29]

Perhaps the laziest man in Selvos, the 43-year-old Carans' goal in life is to do the minimum necessary to keep himself fed. He does as little work as possible, dumping the work on his long-suffering wife and shifty children. The son of an innkeeper, he almost didn't become a master because he was such a slack and idle journeyman. Finally, his father was forced to call in a few favours and

pay some substantial bribes to let him slide through.

A clever man, he suffers from an abysmally low morality and weak will which leads him to look the other way. Crime is rampant in his inn, with him setting the example by making extra money dealing illicit drugs.

In most professions, Carans' severe nearsightedness would be a handicap, but in his case, the common refrain he tells the city watch is "Sorry officer, I didn't see anything, I'm half-blind you know." Surprisingly, he can read and write Harnic and speaks Jarinese. He is often the man people bring documents that they need read, but can't explain where they got them (like Usurer's notes). In these cases, he also acts as a fence, selling stolen property to people who won't ask any questions.



Mosa of Basyin [29a]

The son of village swineherd, a cottar, Mosa (aged 24) was determined to make something better of himself. Working nights and holy days at any job available, he saved enough to buy his manumission. In 712 he struck out for the big city of Selvos to make a name for himself. At first, he did odd jobs, eventually securing a job killing and butchering sheep for the Safe Harbour Inn. He

did such a good job, that soon other people were bringing their animals to him to be butchered. When he built up enough clients, he struck out on his own. He bought a cart and set it up in the market. Each morning he would buy a pig or sheep, butcher it and sell the cut meat.

His determination and skill impressed his most loyal customer, Clarlan the Physician [19]. When Clarlan built a new house, he made Mosa a business offer. He would rent Mosa his old house in return for a portion of the profits. The business has boomed and made strong returns for both men.

A family man, he has a wife and two children. His son is a hunchback and he is extremely protective of him. A literate man he is teaching his son to read in hopes he will be accepted into the Peonian church. His neighbours like him well enough, but complain about the stench from the offal pile and the noise of the constantly fighting dogs.

CARANS OF HILGENEL

Innkeeper

10 Str	04 Eye	14 Int
09 Sta	11 Hrg	10 Aur
14 Dex	15 Sml	03 Wil
06 Agl	14 Voi	06 Mor

Combat Attributes

Endurance 07, Move 06

SKILLS:

Brewing 68, Cookery 68, Rhetoric 48, Intrigue 40

Language: *Harnic 72 & Jarinese 72*

Scripts: *Lakise 81*

Ritual: *Peoni 15, Piety 05*

Combat Skills:

Initiative 40, Dodge 30, Unarmed 36

ARMOUR:

Cloth robe, hood and tunic, leather shoes

HårnMaster

MOSA OF BASYIN

Butcher

13 Str	07 Eye	09 Int
10 Sta	12 Hrg	12 Aur
15 Dex	17 Sml	15 Wil
12 Agl	06 Voi	13 Mor

Combat Attributes

Endurance 13, Move 12

Skills

Intrigue 52, Rhetoric 40, Cookery (Butcher) 84, Animalcraft (Sheep) 82 (Pigs) 82, Herblore 42, Math 24

Languages: *Harnic 70*

Scripts: *Lakise 80*

Ritual: *Peoni 11, Piety 12*

Combat Skills

Initiative 80, Dodge 60, Unarmed 48, Cleaver 90

ARMOUR:

Cloth robe, hood and tunic, leather shoes, club



Aelsi of Dondis [30]

The son of a fisherman, Aelsi began work at the brothel as a bouncer after he beat his father unconscious for demanding he work to earn his keep at home. Big, tough and scary, he did an excellent job keeping customers in line until one day eight years ago when he realised he could cut out his boss and keep all of the profits for himself. Surprising the old man

in his sleep, he beat him senseless and threw him into the street. Since then, he has run an efficient but ruthless operation. If a customer just comes in, pays for a girl, does his thing and leaves, Aelsi will barely pay him any mind. But if the customer tries to cheat him, Aelsi will knife him in the back or beat him to death without a second thought.

Now aged 34, he showed no interest in taking control of the Lia Kivair after its leaders were captured and executed, but no one, not even Vastyl, dares muscle in on Aelsi's territory. He and Vastyl share a vicious delight in violence and compare conquests over ale in a dark corner of the brothel.

Twice a year Aelsi makes a trip to Golotha to "find" new girls for his brothel. Despite Kandian law, his girls are little more than slaves. He rapes them regularly. Aelsi is covered with a thick and smelly layer of dense black body hair and never washes. Despite his fearsome reputation he is petrified someone will kill him in his sleep and so locks his bedroom door at night.



Eradai the Leg-Breaker [30]

Big, dumb and dangerous, that is how most people describe 25-year-old Eradai. The bouncer for Aelsi's Brothel, his job is to make sure the customers pay, don't roughing up the girls (that is Aelsi's job) and protect the brothel from competition. In a rough and tumble sea port like Selvos, the customers are not the nicest people, and the sight of the big, ugly brute sitting

beside the doorway has actually reduced the number of fights.

The bastard son of a sailor and a whore, Eradai doesn't even know (or care) who his father is. His mother died several years ago. He now lives in the brothel, sleeping on a mattress at the base of the stairs. The job is easy, he gets all the food and sex he wants and he gets to break people's legs occasionally, a personal trademark. He gets along with Aelsi, though the two aren't particularly friends. His only real friends are Halas and Brathal, the two guards/longshoremen who work in the Bonding House [26] across the street. The three are often seen together at the Safe Harbour Inn [29].

Eradai has had several run-ins with the Town Guard, usually for beating up a sailor or causing a brawl at the Inn. Jarael, one of the guardsmen who owes Aelsi a lot of money, has covered for him and kept him out of jail and off the scaffold so far.

AELSI OF DONDIS

Pimp

14 Str	08 Eye	12 Int
14 Sta	09 Hrg	09 Aur
09 Dex	08 Sml	13 Wil
11 Agl	07 Voi	05 Mor

Combat Attributes

Endurance 14, Move 11

SKILLS:

Awareness 45, Lovecraft 40, Intrigue 44

Language: *Harnic* 61

Ritual: *Halea* 9, *Piety* 03

Combat Skills:

Initiative 55, Dodge 55, Unarmed 74, Short sword 46, Dagger 54

ARMOUR:

Cloth robe, hood and tunic, leather shoes, short sword, dagger

HârnMaster

ERADAI THE LEG-BREAKER

Bouncer

14 Str	11 Eye	07 Int
10 Sta	11 Hrg	06 Aur
15 Dex	06 Sml	10 Wil
06 Agl	07 Voi	06 Mor

Combat Attributes

Endurance 11, Move 06

Skills

Intrigue 41

Languages: *Harnic* 57

Ritual: *Peoni* 10, *Piety* 5

Combat Skills

Initiative 55, Dodge 30, Unarmed 69, Club 80

ARMOUR:

Cloth robe, hood and tunic, leather shoes, club

**Jareal of Hislaka [30]**

Selvos has a well-organized and efficient system of patrols. A pair of men patrols the streets at all times, in eight-hour shifts. These town guards are responsible for enforcing law and order. Aged 29, Jareal is a failed journeyman woodcrafter. When that trade didn't work out, he found a job guarding wagons at night for the *Mangai*. When he proved himself reliable and relatively trustworthy, he was hired as a

member of the Town Guard. He does an adequate job chasing down pick-pockets and moving beggars away from stalls, but he is no soldier. He served in the militia in his home village, so he has some weapons skills, but he mainly relies on intimidation.

Two years ago, while enjoying a night at the brothel, Aelsi introduced him to dice. Immediately seized by a compulsion, he can't stop himself and most nights find him gambling in the back room of the brothel. Quite poor, Jareal has found himself heavily in debt to Aelsi and as a result has had to do some very distasteful things, completely against his personal morals. He prays everyday for deliverance from the clutches of gambling and Aelsi.

**Alagra of Surrata [30a]**

The loyal wife of Menar of Surrata, she has been lonely of late. Her husband has been gone for six months and she has begun to develop a friendship with Hemiral the Chandler [13]. They are both loyal Haleans and have attended several monthly masses together, though as a married woman Alagra has left immediately following the banquet, before the orgy. Nothing has come of their relationship yet, but she is fighting temptation.

Now 37, Alagra has a tangible presence that makes most people uncomfortable. Although her appearance is plain, she projects power and authority, something that drew her husband to her. The two have a powerful bond and despite his frequent absences, she seems to be able to see him in her dreams, including how and what he is doing. He is absolutely faithful to her and she knows this deep in her soul and so can't bear to cheat on him. An extremely sensual woman, when he is away she yearns for physical contact. Of late, she has turned more and more to her quilting, her other life long passion. Her colourful creations are in much demand. The couple's oldest boy, Lymal, is a journeyman pilot and has not been home for three years, but his mother is sure he is well. Midanyl has taken an apprenticeship with the shipwright and works at his yard across the lane. Their twin daughters are approaching thirteen and their mother has been considering possible husbands for them.

JAREAL OF HISLAKA**Town Guard**

13 Str	07 Eye	06 Int
14 Sta	12 Hrg	10 Aur
14 Dex	12 Sml	06 Wil
12 Agl	06 Voi	13 Mor

Combat Attributes

Endurance 11, Move 12

SKILLS:

Woodcraft 22, Metalcraft 11, Hide-working 10

Language: *Harnic* 55

Ritual: *Peoni* 8, *Piety* 28

Combat Skills:

Initiative 50, Dodge 60, Unarmed 60, Spear 52, Dagger 58

ARMOUR:

Cloth robe, hood and tunic, leather shoes, leather byrnie, spear, dagger

NOTE:

Suffers from Gamblamania

HârnMaster**ALAGRA OF SURRATA****Captain's Wife**

09 Str	13 Eye	09 Int
14 Sta	10 Hrg	20 Aur
08 Dex	09 Sml	14 Wil
06 Agl	11 Voi	11 Mor

Combat Attributes

Endurance 12, Move 06

Skills

Intrigue 60, Rhetoric 48, Cookery 36, Textilecraft 93, Herblore 20

Languages: *Harnic* 71

Ritual: *Halea* 10, *Piety* 27

Combat Skills

Initiative 45, Dodge 30, Unarmed 24

ARMOUR:

Cloth robe, hood and tunic, leather shoes

PSIONICS:

Clairvoyance 18

**Vastyl of Udanel [31]**

Tall, dark and handsome, the town barber is a prominent member of the community. Always pleasant and helpful, many people who can't afford the physician seek his help. His knowledge of secret ancient remedies is well known, as is his skill with bleeding and leeches. Everyone was shocked when his new young wife was bludgeoned to death during a break in. For-

tunately, the guard quickly caught and executed the murderers, the local master of the Lia Kavair and his chief lieutenant.

Vastyl's entire life is a lie. Actually from Golotha, he is a pathological liar and mass murderer. When the local Lia Kavair master discovered this, he began blackmailing Vastyl. The barber complied, biding his time. When the time was right, Vastyl killed his own wife in cold-blood and framed the master and his henchman for it. Afterwards, he systematically seized control of the remaining Lia Kavair through intimidation and his favourite weapons, a simple iron bar and his shaving razor. Aged 29, Vastyl is highly intelligent, using and discarding others without a second thought.

He knows little about medicine, but a great deal about legends, old wives' tales and what people want to hear. He enjoys bleeding his customers to the edge of death. His only real friend is Aelsi the Pimp [30], who shares his bloodlust.

**Malkea of Malon [31a]**

An attractive 20-year-old young woman, Malkea has been forced to grow up quickly, living by her charm and wits. Orphaned six years ago at age fourteen when both parents died from an unexplained stomach flux, she was left to raise her brothers, aged 10 and 12. Finding there was little money to be made as a fishmonger, she turned her considerable charm on her male customers in

desperation and discovered there were many middle-aged men who were willing to support and protect her in return for her favours. She is currently carrying on affairs with Brord, a sergeant from the castle [1], a Matakea from the temple [6], Baras, the miller [16] and a bailiff from a neighbouring manor [Paldur]. She has each of them convinced that they are her true love and the others are meaningless dalliances.

Malkea has also befriended the two serving girls who work for her neighbour, Vastyl. She protects them when she can, but Brord has warned her one day her interference will go too far and she will end up dead or a slave in Golotha. Her youngest brother, Karaig (now sixteen), spends much of his free time with the Harbourmaster's servant Tyster [27].

VASTYL OF UDANEL**Barber**

07 Str	11 Eye	15 Int
06 Sta	05 Hrg	13 Aur
15 Dex	14 Sml	13 Wil
15 Agl	09 Voi	06 Mor

Combat Attributes

Endurance 09, Move 15

SKILLS:

Awareness 55, Stealth 56, Intrigue 56, Rhetoric 56, Barbering 80, Folklore 72, Perfumery 64, Physician 15
Language: *Harnic* 73
Ritual: *None*

Combat Skills:

Initiative 70, Dodge 75, Unarmed 42, Club (Iron) 60, Dagger 66, Razor 80

ARMOUR:

Cloth robe, hood and tunic, leather shoes, iron bar, dagger, razor

HårnMaster**MALKEA OF MALON****Fishmonger**

09 Str	13 Eye	09 Int
10 Sta	05 Hrg	11 Aur
11 Dex	15 Sml	06 Wil
10 Agl	12 Voi	10 Mor

Combat Attributes

Endurance 08, Move 10

Skills

Intrigue 36, Rhetoric 36, Cookery 66, Fishing 36, Textilecraft 36, Herblore 26, Lovecraft 48
Languages: *Harnic* 59
Ritual: *Peoni* 11, *Piety* 21

Combat Skills

Initiative 45, Dodge 50, Unarmed 36

ARMOUR:

Cloth robe, hood and tunic, leather shoes



Saery of Mest [32]

The menfolk of the Mest Clan answer the call to arms and served as men-at-arms (Meken) for the *Order of the Checkered Shield*. Family tradition is to serve at least ten years before pursuing another career. Common followers of Larani, they are part of a small core of loyal retainer clans that have served the Lady of Paladins for generations.

After ten years with the *Checkered Shield*, Saery wandered for a few years, eventually ending up in Aleath. There, with the financial assistance of the church, he was able to buy an apprenticeship with Tirpal of Nirath, the local shipwright.

After completing his apprenticeship, he worked as a journeyman in Gythrun, Sarkum and finally Selvos. Intelligent, highly literate and well educated he excelled at his new profession and soon earned his Master's papers. Now 36, he has since established his own business as a sailmaker and bonded master to his friend, Jarsyl of Losyin, to whom he pays a tenth of his revenue.

A regular parishioner at the Laranian Temple, he was soon befriended by the Earl's Chaplain and enlisted to monitor activities in the town. He now recruits and manages his own small network of contacts and agents.

His wife, Jayal, is a yeoman's daughter and they are trying to have a child. He has three journeymen and one apprentice. He is a popular and well-liked member of the town.



Damys of Bostada [34]

Friendly, happy and willing to lend a hand, that is how people describe Selvos' Salter. A fourth generation member of the guild, Damys grew up far to the south in what was once the Kingdom of Andur. His family suffered greatly during the Rethemi invasion of 688, and as a young boy just eight years old, he witnessed first hand the terrible assault on Hebon Keep where King Andasin III died. When the war ended, he sensed an opportunity. He moved to Selvos shortly after the liberation and started a salt pan. From selling salt in the market, he gradually expanded to salting fish. His business is now one of the town's most profitable. A lifelong Peonian, Damys devotes fully a third of his income to the aid of the church and the poor. The salter is a healthy and mature man of 40 and is married to Rane, a beautiful and voluptuous woman with a heart as big as her bosom. They have four children. The oldest boys, twins Paryl and Garyl aged 15, will be leaving soon to begin their apprenticeships. Their younger brother Wylae, aged 14, has already been accepted into the local chapter of the *Irreproachable Order* as an Esolani. The couple was also blessed with baby girl, Nerele, three years ago. The couple occasionally take in children from the town's Peonian Orphanage. Despite the crowding, the house is always filled with joy and laughter.

SAERY OF MEST

Sailmaker

12 Str	10 Eye	13 Int
10 Sta	10 Hrg	06 Aur
15 Dex	13 Sml	10 Wil
13 Agl	09 Voi	12 Mor

Combat Attributes

Endurance 08, Move 07

SKILLS:

Stealth 56, Acting 24, Awareness 55, Intrigue 45, Rhetoric 44, Heraldry 52, Hideworking 45, Mathematics 24, Metalcraft 26, Physician 28, Seamanship 28, Shipwright (Sails) 77, Survival 48, Textilecraft 80, Timbercraft 51, Woodworking 51

Languages: *Harnic* 71

Scripts: *Lakise* 84

Ritual: *Larani* 11, Piety 67

Combat Skills:

Initiative 84, Dodge 65, Unarmed 48, Spear 70, Round Shield 78, Dagger 85, Short sword 74

ARMOUR:

Cloth robe, hood and tunic, leather shoes, dagger

HârnMaster

DAMYS OF BOSTADA

Salter

14 Str	08 Eye	12 Int
12 Sta	07 Hrg	08 Aur
15 Dex	14 Sml	07 Wil
12 Agl	07 Voi	18 Mor

Combat Attributes

Endurance 11, Move 12

Skills

Mineralogy 76, Cookery 74, Survival 42, Fishing 30, Herblore 39

Languages: *Harnic* 69

Ritual: *Peoni* 13, Piety 41

Combat Skills

Initiative 55, Dodge 60, Unarmed 42

ARMOUR:

Cloth robe, hood and tunic, leather shoes

RANDOM ENCOUNTERS

A mix of wealth nobles, priests, merchants and guildsmen and destitute labourers, fishermen, serfs and urban poor populate the streets of Selvos. They form a constant backdrop to life in the town. This list can be used in place of, or as a supplement to, the Urban Encounter Table. See the campaign section of the HarnMaster Rule book for the appropriate sub-tables listed below. The first number is the daytime percentage; the second is the nighttime percentage. The symbol (♦) means that encounter does not occur at that time of day. Roll 1d100 or select an encounter appropriate for the time of day.

01 / 01-04 Items from a window

If the PCs are lucky, it is only garbage...

♦ / 05-09 Dogs or Rats

1d6 dogs or 1d4 rats.

02-05 / 10 Mob

See sub-table 2: Mob/Crowd Activities

06-24 / 11-21 Guildsman

See Sub-table 3: Guild

25-28 / 22-33 Lia Kivair

See Sub-table 3a and 5

29-32 / 34-38 Cleric

See Sub-table 4: Clerics

33-42 / 39-40 Peasant

See Sub-table 6: Peasant/Rural Folk

43-44 / 41 Noble

See Sub-table 7: Nobles/Personages

45-52 / 42-56 Military

See Sub-table 8: Military Encounters

53-54 / 57 Local Officials

See Sub-table 9: Officials

55 / 58-59 Adventurers

See Sub-table 10: Adventurers

56-57 / 60 Town Crier

Trealle of Hilyle is the town crier. He is short, round with a loud booming voice. He can read and write. For 1f a day, he will read a pronouncement in the market every hour. He works for the guild, town and Earl on a regular basis and is the primary source of news in the town.

58 / 61-62 Beggar

Arnys grew up the son of a relatively successful villein. During one particularly long and harsh winter, he was caught poaching a deer. He lost his two bow fingers on his right hand and was banished. Now forty-three, dirty, dressed in rags, he begs for alms in the market.

59 / 63 Artist

A talented painter and artist, Laen of Oryne lived a comfortable life as court painter to the Baron of Henwe until he was caught once to many times with the serving girls and was shown the door. Broke, he is desperate to find a new patron even just for room and board.

60 / 64 Relic Peddler

Aetheri is a peddler, an unguilded seller of goods. He sells religious artefacts (like the toe of Saint Ambrathas...just two left). He carries his wares on a rack supported by a staff. Occasionally the guilds send a few journeymen to rough him up when he gets too obvious.

61 / 65 Servant

Now in his fifties, Egaen of Chasen is a decrepit old serving man. Aside from tending house, fetching, washing and cooking, he has few other marketable skills. His former employer, a wealthy old widow, died recently and the son and heir dismissed him without even a penny.

62-63 / 66 Firewood Seller

Eadwin and his two sons, Eansulf and Albin, make their living collecting and selling firewood. For a small bribe to the Stewart, they are able to collect drop wood in the Earl's demesne lands. They sell firewood and dried cow dung from a barrow they wheel through the streets.

64-65 / 67 Scribe

Defrocked after being accused of raping a noble girl, Elbar avoided death because of powerful family connections. Disowned, he travelled to Selvos on foot to seek assistance from his uncle the Serolan of the local Laranian Temple. He now earns his living writing documents for the illiterate on the street corner.

66 / 68-71 Scavenger

One of the urban poor, Jamebar the cripple, haunts the alleys and lanes, poking through other people's cast-offs looking for scraps of food and bits of clothing. Occasionally he finds something worth selling and gets a few nights in a flophouse; otherwise he lives on the street.

67-68 / 72 Trapper

Ragner of Groot is a trapper, but earns most of his money killing wolves for their bounty. He cures and treats the skins himself, selling most to the local hide-worker, though he is sometimes sells direct to customers.

69-72 / 73-74 Messenger

Communications on Harn are primitive. To fill the need to deliver messages, Masvyn Rikada serves as a wandering messenger. He travels from manor to manor across Dureve Hundred delivering letters for a small fee. He cannot read, so he depends on his excellent memory to identify where letters go. He is very trustworthy.

73-76 / 75 **Porter**

Brothers Elward and Gellev of Dellen work as porters. They wait near the market with their large wicker panners, calling out to nobles and guildsmen offering to carry their goods for them. Years have hardened their legs to iron and a five-league walk with 60 lbs is nothing to them.

77 / 76 **Toymaker**

Horrulf is a former seaman. After loosing his right leg in an accident, he turned to making toys. Dolls, animals, wagons and ships are carefully carved from hardwood. He does a good business from his stall near the Mercantyle's Hall.

♦ / 77-78 **Ruffians**

Cris and Danule are teenage runaways and ruffians. They harass passers-by and guildsmen, demanding a coin or two. They have been known to beat-up and rob lone individuals or the unwary. They are not part of the Lia-Kivair and run when they see them.

78-81 / 79 **Herder**

Even townsfolk have pigs. Oddere makes his living taking peoples pigs out to root in the woods. He is a good friend of Eadwin (the Firewood Seller) and they often travel together. Oddere has about fifteen regular customers and so depends on his mastiff Reg to keep their pigs from wandering off.

♦ / 80-85 **Street Cleaner**

A freelance street cleaner, Habain makes his living cleaning up the square and streets of Selvos. Paid by the Mangai and individual merchants, he gets a couple of pennies a week to haul away the most noxious trash and keep the lanes clear for business. His job is never ending and the streets are only marginally clearer despite his continuous efforts.

82 / 86-87 **Runaway Slave**

Gotier was a slave on a *Copper Hook* manor in Rethem. He tended the horses and drove the wagon to market, so he knows more about the Hyen region than the average serf would. When his master beat him, he fled in the night. Reaching Kanday he discovered that freedom meant the freedom to starve. He survives by begging and doing odd jobs as a labourer.

83-84 / 88-89 **Urchins**

Uril, Tornt and Mailn are the local juvenile delinquents and children of poor cottars and fishermen whose parents can barely feed them. They are unsupervised and terrorize the streets playing kick ball and tormenting people in the street. They do however, know everything that is going on in the town and can be a great source of information, for a price.



85-88 / 90 **Gong Farmer**

Nasty, smelly and necessary, that is the way Tevenot views his job. He is the man who cleans out cesspits and collects the contents of the town's chamber pots. He wheels his stinking barrow of waste out to the farms where he sells it as fertilizer. A poor sense of smell is vital in this job.

89-90 / 91-92 **Foreign Seaman**

As a seaport, Selvos has more than its fair share of foreigners, even visitors from Lythia. Most are seaman like Pjorri Gyersen, an Ivinian sailor who woke up in the Safe Harbour Inn three days ago after an all night drunk to discover the Rethemi ship he was working on had left with the tide. He speaks very little Harnic and is searching for another billet before he runs out of money.

91-94 / 93 **Water Carrier**

Due to the proximity to the sea, the town's wells are located near the mill and temple. Bero makes his living carrying water with a yoke and two buckets from the well to the houses of the wealthy. He has nineteen regular customers.

95-96 / 94-95 **Tarot Card Reader**

Blessed or cursed, Berwina seems to have the ability to see the future, or so her customers believe. From a table near the potter's house she reads fortunes for a small fee. Some of the country folk think she is a witch and avoid her.

97-98 / 96 **Musician**

Dwylin of Murysyn is a street musician. He earns his living entertaining the public for thrown coin. He plays the drums, pipes, flute and cymbals. He is good enough to feed himself, but little more. Occasionally, he is hired to entertain at a party, but since he is not a member of the Harper's guild this sometimes gets him into trouble.

99-00 / 97-00 **Ratter**

Selvos like every town is overrun with rats. Cembert, his wife and three children are the local ratcatchers. Using long poles with nooses, sticks and every trick in the trade they can kill a dozen rats an hour. Fortunately for their business, new rats replace them in a couple of days.