

KNIGHTS OF KALDOR I

Knights of Kaldor: An Epic Campaign for Hårn

The Knights of Kaldor (KoK) is a “career campaign” that spans the lives of a small group of hedge knights and minor nobility. I had in mind the epic scope of Pendragon’s “Boy King” and Warhammer Fantasy Role Playing’s “Power Behind the Throne” when I started stitching the various pieces and plots together but I wanted a smaller area, particularly because I’m writing this in my spare time.

Focusing on the kingdom of Kaldor, I am creating a storyline that will take a small group of characters from the day of their initiation to knighthood through battle and intrigue to the point in their lives when they achieve their dreams: land, glory, and a place of their own.

The plot of this campaign is designed to initiate players to the complex and deep Hårn setting. Rather than confine themselves to the pursuit of the campaign’s plots, the player characters (PCs) will find themselves interacting with the people and places of Fethael Hundred through social and religious events. Throughout the course of events, the GM should note the friends and enemies made by the PCs, as this will be crucial to the culmination of the plot.

The plot is organized in acts, like a play. It is designed to start with an emphasis on combat and tangible obstacles that the characters can confront, defeat, and reap the reward. As the second act progresses and the characters gain experience, the challenges increase and the challenges shift toward more political problems. In these situations, the characters will find their opponents less willing to come to open battle and the rewards less obvious. By the third act, the characters are surrounded by political intrigue. While they may wish for some straight ahead sword swinging, but the halls of power are full of people that don’t like blood dirtying their floors, so the characters will have to play the deadly game of power politics.

The rest of this article is organized as follows. A synopsis provides an overview of the campaign from start to finish. Character creation guidelines are included in their own section. The next three sections provide outlines for the three acts of the campaign and include adventure hooks for the more significant events. Finally, this article concludes with some historical background for the Devil Riders.

Synopsis

The campaign begins with four young noblemen taking the oaths that make them the vassals of the Sheriff of Nephshire, Baron Sir Chimin Indama. The group finds that they are to be employed as foresters and will be quartered in the small town of Hundholt, the Hundred Moot of Fethael Hundred. They mount their horses, adjust their hand-me-down armor and set off toward a life of adventure.

In the first act, the PCs find themselves hunting bandits in the Chyle Forest. This act is set in the manors along the southern border of the hundred. The PCs become involved in several incidents along the hundred’s border, each designed to draw them deeper into the setting, the life of a knight, and the plot of the campaign.

The second act starts with the PCs investigating a bandit raid in Lethyl. Their inquiries will take them to the manors in the northern part of the hundred and deep into the dark Kirsta Forest. The characters will have to mature from raw youths to battle hardened knights.

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The second act brings the PCs face to face with the campaign's main villains, the Children of Ilypren (see page Devil Rider 1). This sect of heretical Agrikans has discovered an ancient cairn and plans to use it to open a gate to Balgashang. The incantation they need to use requires certain relics of power, items that have lain hidden in eastern Kaldor's rugged country for centuries. These "devil riders" have been combing the Sorkin Mountains looking for the relics and it is up to our characters to stop them, even though they don't know what's going on at first. This act features the characters directly combating the Agrikans and leads to a final confrontation at the foot of the unholy cairn.

Assuming the characters have succeeded in the hidden temple, the cairn has been destroyed and the secret sect of Agrikans is enjoying the flames of Balgashang. The characters will receive rewards from the King, the Serekela, and their liege, the Sheriff. As bailiffs of some small manors, they have achieved their dreams of being landholders. It is just when they are enjoying the fruits of their labors when disaster strikes.

Someone, most likely the Agrikan spy in Lethyl Abbey, betrays the PCs to the Ethelanca (the Laranian Inquisition). The priests say that they have received information that the characters are actually in league with the "devil riders" and have invented the stories of the "hidden temple city" to further the worship of Agrik in the east. This charge, they say, is supported by the undeniable fact that the PCs know a bit more about Agrikan religion than the average upstanding Laranian should. The PCs find themselves imprisoned in Getha, charged with being Agrikan spies or sympathizers.

How the characters get out of prison and are cleared of the charges (e.g., the influence of their friends, escape from the keep's dungeons, or a stunning court room performance) is unspecified. Hopefully they will triumph and unmask the true evil doers. At the end of this act, the rewards are greater than ever and the group finds themselves as landholders in settlements that have need of their strength and leadership.

Characters

The PCs are members of the Sheriff of Nephshire's retinue. Their social class is very important to the play of the campaign, as who they are will enable and restrict who they talk to, how they interact, and what they can accomplish. The players should emphasize their family connections and social standing. When a PC becomes a casualty, the GM can reach into the character's family for a ready-made replacement.

Nobles

These are the Knights of Kaldor. As members of the nobility, the characters are minor level nobility – young knights of good but less well to do families – that are in the service of the Forester Royal of Kanir Forest. This is seen as a good way for a third or fourth son to earn a living and is more prestigious than becoming a mercenary. The crown provides a small stipend for some deputies (48d per annum) to help police the area.

The group's members are ostensibly the deputy foresters of the Royal Forest of Kanir, a wild and unsettled place at the southern end of the Sorkin Mountains. The Forester Royal of Kanir is Baron Indama, but it falls on the PCs to do what patrolling and overseeing gets done in the wilderness east of the Naniom Bridge. The deputy foresters are responsible for overseeing the execution of timber and hunting rights within the royal forest. As the area is mostly wilderness, this means that the group will make a show of patrolling the Silver Way (a job done with more resources and effectiveness by the Lady of Paladins Sword Chapter at Chalce) but will focus their time on watching that the timberwrights only log where they're supposed to and pay for the trees that they take. The foresters could also be on the look out for abuses by other guilds, like the furriers, the charcoalers, or the miners, who might be interested in exploiting the resources of the forest without paying their rightful due to the crown.

Because Baron Indama is not the fool many believe him to be, the PCs will be tested closer to home before being sent into the wilderness. The

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Fethael Hundred has been experiencing an annoying number of bandit attacks in recent years and, as Sheriff of Neph, Sir Chimin would like to have his foresters eliminate some of these local threats. As the PCs show that they are able to take on greater challenges, they will be sent deeper into the forests of eastern Kaldor to seek out and destroy those that would disturb the King's peace.

The knights have varied backgrounds. They are from any of the Indama land holding vassal clans. They could also be from the non-landholding clans that have historically served as household knights of the Barons of Getha. The following tables provide noble clans suitable for use in the campaign. In addition to the clan name, the tables also indicate the clan's wealth. This wealth should guide how a PC of that clan can equip himself, his starting social level, and possible social contacts (see CHARACTER 17.)

D6	
1 – 3	NonLandholding
4 – 6	Landholding

2D6	NonLandholding Clans	Wealth
2	Asane	Medium
3	Charlirien	Medium
4	Baralis	Medium
5	Narador	Poor
6	Banadar	Poor
7	Abel	Poor
8	Sarebor	Poor
9	Rynsel	Poor
10	Tebrynë	Poor
11	Oris	Poor
12	Outsider ¹	Poor

Notes:

1. Generate a clan name from outside Fethael Hundred.
2. This is a junior branch of a larger clan. Contacts with the senior branch are left to the GM's discretion.

4D6	Landholding Clans	Wealth
4	Tubath	Medium
5	Ernisch	Medium
6	Waydyle	Poor
7	Lennob	Poor
8	Kressenta ²	Poor
9	Frykal	Poor
10	Kressenta	Medium
11	Torolla	Poor
12	Woolarme	Poor
13	Immen	Poor
14	Ewesar	Poor
15	Bryanth	Medium
16	Lournay	Medium
17	Lournay ²	Poor
18	Haunty	Poor
19	Dracyne	Poor
20	Onaret	Poor
21	Outsider ¹	Medium
22	Pomada	Poor
23	Blaundar	Poor
24	Larchean	Poor

A knight gets an allowance from their family to help make ends meet. The amount of pocket money depends on the knight's relationship with his clan head and the wealth of the clan.

The following skills have been extracted from HarnMaster 3rd edition. All military have: Initiative/5, Foraging/4, Survival/4, Heraldry/2, Physician/2, Weaponcraft/2. The knights are Medium Horse and have the basic skills of a Knight-Bachelor from CHARACTER 27: Riding/6, Initiative/6, Lance/6, Broadsword/5, Handaxe/5, Dagger/5, Knight Shield/6, Dancing/3 plus the 5 option points as indicated on CHARACTER 27.

Optional skills that might benefit the knights are:

Laranian liturgy/2	Mathematics/1
Diplomacy/2	Survival/2
Tracking/3	Lovecraft/2
Horsecraft/3	Heraldry/1

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Freeborn commoners

In addition to the noble members of the group, there is also the opportunity to play rangers (a man at arms role) and servants. The rangers and servants are from clans native to Fethael Hundred. This restriction is intended to give the characters access to local knowledge as well as establish a link to the Hundred for reinforcements and replacements when necessary.

Freemen should be junior sons and daughters of one of the hundred's free clans. As the tables show, there is a decided preference toward the yeomanry. Members of craft families are possible, however, but pre-game character development should ensure that the character's background fits plausibly into the campaign.

The interaction between the commoners and the knights needs to be addressed before play begins. The plot is intended to stress the social structure of Kaldor, with special emphasis on the Laranian view of the duties of nobility. The GM should determine how the commoner characters will interact with their social superiors before a player invests time and emotion into their character.

2D6	Free Clans	Wealth
2	Urdel	Medium
3	Haral	Medium
4	Astal	Medium
5	Cybela	Poor
6	Ailt	Poor
7	Berma	Poor
8	Darion	Poor
9	Krabel	Poor
10	Sermel	Poor
11	Urdel	Poor
12	Outsider ¹	Poor

Characters have the skills of a Yeoman in a feudal setting, from CHARACTER 27: Longbow/5, Falchion/5, Dagger/5, Buckler/5. If possible, they should consider adding Heraldry and Riding as optional skills.

Unfree Characters

Just as there are knights and freeborn characters, there is a place for serfs or unfree characters. Some of these might be hiding their past but others might be openly serving the knights as servants. As mentioned above, choosing to play an unfree character should not be taken lightly. These characters will never be treated as equals. As an example, the unfree character was called "Patsy" in development. For those players that persist, the following tables provide the clan names and locations of their clan head for characters suitable for this campaign.

D6	Serf Clans	Wealth
1	Nelt	Poor
2	Asaka	Poor
3	Enten	Poor
4	Loyril	Poor
5	Awensel	Poor
6	Orsalis	Poor

These characters fulfill the domestic servant roles in the knights' household (see CHARACTER 15 for appropriate skills.) Fetching, carrying, cooking, and cleaning will be their normal lot, although adventures will bring out the extraordinary qualities in people.

Playing the Campaign

As part of the Sheriff of Neph's retinue, the characters will be part of the social scene in Nephshire and, in particular, Fethael Hundred. Their social standing and reputations are important factors. These will govern the PCs' ability to interact and influence people of all social classes. Appearance is also important. The PCs need to be made aware of how their appearance and manner can shape an encounter. The GM should note the people and reactions that the PCs come across during the campaign.

While it is best to roleplay every encounter, this might prove too cumbersome and time consuming. Appendix A (see page 11) contains a "tarot card" system for determining the outcome of social events.

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Social Level I

When the first take service with the Sheriff, the characters are newcomers to the social scene. Their social circle, although gentle in birth, sits at the lowest end of the table, as it were. While superior to the villagers, the PCs will have to earn the respect of freemen and the village officers. Their peers include the other, non-landholding nobility. All other, more experienced nobles are their social superiors, a group that includes the squires of titled nobility (e.g., Barons and Earls.)

At this level, each character has three social encounters each day (morning, mid-day, and evening). Their day is filled with menial duties and overseeing groups of servants in the execution of their duties.

Social Level II

After the successful completion of the campaign's first act, the group is expected to have attained a measure of local celebrity. At this level, the exposure to the politics and social situations build upon the introductions that were made in the first act. In the second act, however, the characters have gained some social stature and are now longer the "new guys."

Other nobles acknowledge them but most of the social reshuffling happens between other nobles that are subordinates and peers. The unfree village officers (e.g., the reeve, the beadle) have drifted below the line, as have the squires of most knights. Squires of the titled guests must still be handled carefully, but even they are now drifting to the bottom of the "peer" category.

The main benefit to this level is that the characters get invited to one more social event. This is represented by an additional encounter per day during the evening period.

Social Level III

The group attains a level of regional celebrity after the first half of the second act. The characters get an extra social event during the day, reflecting their increased access to the "right sort of people." Appearance and conformity become very important at this stage. The PCs are gaining

popularity but they aren't renowned enough to flout social convention – yet.

Social Level IV

Once the PCs have completed the second act, they are landholders (albeit bailiffs) in their own right. The titled nobility remain senior to them but all the other landholders treat them as peers. Non-landholding nobility have slid below the peer/subordinate line but it is important for the characters to remember who their real friends are.

In addition to their elevated status, their place nearer the head of the table requires them to draw an extra card. This event is not the determination of a personal social activity but is reflective of the actions of the character's personal retinue.

A Year in a Knight's Life

It's not all bashing and butchery when you're a knight of the realm. There are social responsibilities and duties that must be kept up. Learning the courtly graces and making friends in influential places are just as important as the secret of a good sword thrust.

To play the part of a noble, there are certain events that the PCs must attend. During the course of a year, Laranian festivals and special events hosted by their liege are part of a knight's duty to their liege. Failure to make an appearance is inexcusable. Attendance at other events is highly encouraged, as it gives the knightly character the chance to see and be seen, but duty to their liege lord comes first. The following list of religious and social events is a guideline.

Date	Event	Note
2 Peonu	St. Valamin's Day	Lethyl
14 - 17 Kelen	Getha Tournament	Getha (Mandatory)
12 Larane	Royal Tournament	Olokand (Mandatory)
17 Larane	Feast of St. Ambrathas	Olokand (Mandatory)
2 Agrazhar	Feast of St. Orthas	Jenkald
12-22 Savor	Annual Boar Hunt	Emerule (Mandatory)

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St. Valamin's Day

This feast takes place at the abbey of Lethyl, with the Serolan hosting the event after celebrating a special Soratir. Guests that must travel a distance usually arrive the night before but, given the size of the Hundred, most attendees travel to the abbey in the morning. The Soratir is heard at mid-morning and lasts until mid-afternoon. After the service has ended, there is an hour or so for socializing and refreshing while the monks set the tables for the feast. The meal lasts several hours, with each of the nine courses being served separately. Few guests stay the night and the woods twinkle with the torchlight as the nobility of the hundred ride home through the spring night.

Getha Tournament

A local tournament, held in conjunction with the arrival of the spring caravan from Azadmere, this is a small event with jousting and individual fighting events. There is no melee event, as at Olokand later in the year, but the Baron's great grandfather started the tradition of a sword tournament, fought to first blow, for knights. Squires are allowed to participate in a spear tournament and the men at arms join an archery shoot.

The Royal Tournament

The PCs are required to attend their liege at the Royal Tournament as part of his retinue. They will provide a guard of honor to the Sheriff's family and guests as they enjoy the festivities in Olokand.

(N.B., See Olokand and HarnMaster 3.0 for rules and events.)

Feast of St. Orthas

St. Orthas is one of the patrons of the Sword Chapter of Jenkald and the Reblena hosts a Soratir and a feast in his honor. The service is full of military solemnity, as the Melena pause to remember the knights of the chapter that have fallen or died in the last year.

While the mass may be solemn, the feast that follows is full of gaiety. The table sags under the weight of the food and wine that seem to pour from the kitchens like a spring flood from the mountains. While the utmost respect is paid the ladies throughout the year, only knights are invited to this event and these evenings have been known to take a decidedly "testosterone charged" air.

The Annual Boar Hunt

Held in Savor every year, this hunt is hosted personally by the Baron and Baroness of Getha. In addition to allowing the family a chance for sport, this has become a major political event and the guests are influential and powerful people. With so many people in the little manor of Emerule, there are plenty of opportunities to mingle for the characters.

When the characters are at Social Level I, they are part of the hunting party. The Master of the Hunt (who is usually Sir Taryn Indama, Bailiff of Sezaze) assigns them duties in the morning. The characters might join the boar hunters or they could be sent to assist the ladies at their falconry. In the evening the characters occupy the far ends of the feast tent, a location that lends itself more to the bawdier sense of humor than to pretensions of noble wit.

At Social Levels II and III, the characters will be paired with guests as hunting partners. They will always accompany the boar hunt, unless they're injured and then they can stay at the manor or ride out with the ladies. In the evenings, the characters will be placed closer to the head table and have the opportunity for more enlightened conversation. They will also be expected to dance and participate in poetry competitions instead of the wrestling bouts and knife throwing contests that they enjoyed in the days before their fame.

At social level IV, the characters may well sit at the head table. The art of conversation is paramount and their social skills will be on display.

(N.B., See Hunting article for rules and events.)

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Act the First

Concept

In this act, the PCs join the service of the Sheriff of Neph, Baron Sir Chimin Indama. They are poor but proud members of the country's nobility; men and women who are ready to defend their honor and aren't afraid to crack a few skulls when they hear a courtier whisper "hedge knight" behind a soft, finely manicured hand. The characters' equipment is probably second, if not third, hand and is in good but patched or repaired condition. Their purses are thin and they are keenly aware of the cost of items in the market.

As deputy foresters, these young gentry will patrol the wooded hills and dales of Nephshire from the villages of the Fethael Hundred as far east as the Naniom Bridge. As vassals of the Indama clan, they are also expected to combat the bandits that have been plaguing the small hundred. Their first adventures include tracking bandits, keeping the peace, and hunting wolves that are preying on the locals' livestock.

Timing

The first act begins in the early spring of 720 and should take at least the rest of the year before the group is ready for the second act. The act culminates when the characters discover the sword and banner of St. Freden in the marshes east of Ominstru. These discoveries are the triggers that initiate the second act.

During this act, several important scenes must occur:

1. The group gets settled in their quarters in Hundholt. Meet the Bailiff of the Hundred.
2. Meet Sir Eadwin Lournay (Drilen) and Loran the Southron (Ominstru).
3. Escort Lady Lysella Indama from Emerule to Getha to meet a suitor.
4. Compete in the Getha Tournament.
5. Attend the Royal Tournament in Olokand as part of the Baron's retinue.
6. Attend the Indama's annual boar hunt as Baron Chimin's vassals.

Meeting Sir Eadwin Lournay, Lord of Drilen Manor, and Loran the Southron are critical. Sir Eadwin, as a senior and well respected knight in the Hundred, is well placed to make the characters' lives a living hell should they fail to uphold the chivalric ideal or commit a social gaffe. Loran is a vital element to the story because he acts as a mentor character, feeding the group with information about the more arcane and obscure things that are to be found in the forest.

Upon completion of this act, the characters will have gained experience and knowledge in the Kaldoric culture and setting. They have met some major NPCs and visited the campaign's recurring locations (e.g., the boar hunt and the tournament). They should also have developed ties to the people in the hundred, whether in the form of an amour or an alliance with one of the noble families. Their rewards will be in the form of better equipment, some money, and perhaps the friendship of some of the influential people in the Kingdom.

Adventure Seeds

Wolf Hunt

Part of a forester's job is to hunt the predators that come out of the forest. Something has been preying on livestock and the group is sent to deal with it. They hunt wolves and get familiar with the lands to the north and east of the Hundred. They also find an Ivashu (or maybe a lycanthropic villager) that has used his strength and power to become "King of the Beasts."

Escort Service

The group must escort a member of the Indama clan to her wedding. The bride isn't blushing and the characters have their hands full defending virtues – theirs not hers. Things get even more complicated when her jilted lover tries to kidnap her to prevent the wedding.

At the conclusion of this adventure, the young Lady develops a crush (or perhaps full blown amour) for one of the knights that have defended her honor.

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Act the Second

Concept

This act brings the PCs in contact with the main villains of the campaign. The Devil Riders that have been harassing the manors of Fethael Hundred have a deeper, darker secret. Dealing with the Devil Riders will take the group deep into the forests north and east of Getha, far from civilization and any hope of assistance.

At this point in the campaign, the PCs have enjoyed success and started building a reputation for themselves. They should have improved their equipment and their skills as a result. The wiser players will have expended some resources toward improving social skills (like falconry, singing, or playing an instrument) as well as their combat abilities. This act is crucial because the friends they make while fighting the devil riders will be the ones that will help them during the trials of the Holy Office in the third act.

Timing

The second act begins in the early spring of 721 and should take at least the rest of the year, if not two, before the group reaches the climax. The act culminates when the characters discover the Devil Riders' secret temple in the Sorkin Mountains and return to Getha with sacred relics that have been lost for centuries.

In addition to the usual social and religious events, the following scenes must occur:

1. The group investigates a bandit raid at Lethyl.
2. The characters follow clues to the old hunting lodge near Kirsta Lake.
3. The characters meet Sir Tommas Kobarney (Hyzevel) and Sir Talnin Dolastar (Elmeze).
4. The characters investigate the deaths of three merchants from Getha.
5. The bandits raid Sezaze.
6. The characters follow a trail of clues into the foothills of the Sorkin Mountains.
 - a. They must defeat a gargun nest.
 - b. They must overcome the devil riders in their home.
 - c. Oh yeah, and there's a dragon.

Clues to the true nature of the Devil Riders are spread throughout the act. After the Lethyl raid, the PCs have the opportunity to inspect a dead raider and should take note of the bandits' equipment and tactics. Tracking the marauders to their lair at the ruined Hunting Lodge should also highlight the fact that the raiders are more than they seem. In the wreckage of the Hunting Lodge, the characters find clues that lead them on a trail to the Sorkin Mountains.

The PCs will also meet the Kobarneys, an influential clan that are not vassals of the Indamas. The PCs must investigate an unsavory chapter in the Kobarney history to find the clues that they need to find the Devil Riders' secret. The situation is rife for social disaster, as the proud Lord of Hyzevel will not allow anyone to take liberties with his family's reputation.

The vague clues will lead the group to the ancient battlefield of Noneth. They meet gargun while they follow a sketchy course deeper into the mountains. What are important, however, are the clues to the defenses of the temple village that are found in the gargun nest.

Just at the point the PCs are about to enter the hidden temple village, they are confronted with a dragon. This beast was lured to this spot by the Agrikans to guard the backdoor to their secret temple village. Whether the characters kill the dragon or find a way past the beast is up to the GM, but this is the most likely route for the characters to take into the hidden temple. This act culminates with the destruction of the evil temple and its route to Balshang. The group recovers whatever treasure and relics the devil riders had acquired. Having destroyed the conspiracy and saved the Kingdom from certain doom, the characters return to Getha and a hero's welcome.

These forays are interrupted by required attendance at social events, including the wedding of Lady Lysella, the Baron's daughter. As befits their social standing, the PCs are given more responsibilities during the annual Hunt and the Royal Tournament; the characters are likely to find themselves escorting important guests or in charge of various activities during the event.

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Adventure Seeds

The Raid at Lethyl

A bandit raid attempts to breach the walls of the abbey. Why would bandits dare raid a small Laranian abbey? (*Described in the Lethyl article.*)

The Wedding of Lady Lysella

The Baron has brokered a fine match for his daughter. As loyal vassals, the characters are required to attend the wedding in Nulus. They may, depending on where they are, be required to fetch her from Emerule as the bride's guard of honor.

The wedding should be timed so that it is held after the raid on Lethyl but before the PCs battle the devil riders at the hunting lodge. The gifts that the PCs receive during the wedding may be of use during the attack.

Surprise at the Hunting Lodge

This adventure starts in Lethyl. The group is answering the Serolan's call for assistance in the aftermath of a bandit raid. They track the raiders path through Elmeze into the forest. An ambush lets them know that they're on the track of something bigger than a bunch of scruffy outlaws.

When they get to Medrik's Hunting Lodge, they find a force bigger than they can handle. If they charge in, they might be able to slay a few before they are overwhelmed. This begs the question, if a knight falls in a forest and there is no one there to hear, does he get any glory?

Three Strangers in Getha

Three strangers come to Getha. They ask a lot of odd questions and are trying to hire guides and guards. The puzzling thing is that they are very evasive about what they're looking for and where they're going. Before their expedition can leave Getha, two of the strangers are found dead along the road west of Getha. What the PCs find will lead them to Hyzevel. The PCs must be very diplomatic as they investigate the link between one of the Kobarney ancestors and the dangers of the Sorkin Mountains. (see page 13)

The Raid at Sezaze

The raiders come looking for salt and leave a fresh trail for the PCs to follow. (*Described in the Sezaze article.*)

The Barrows of Noneth

During the great swarms of 718, gargun streamed out of Fana. Some charged across Vermionshire and were tracked and killed by the Earl Caldeth. Others fled north along the fringes of the Sorkin Mountains, establishing hives in the many caves that they found. One such group of gargun-arak stumbled across the forgotten battlefield of Noneth. Noneth was the site of the battle where the King of Serelind defeated the eastern Taelda and stemmed the Migration Wars in the region.

These araki discovered the barrows of the fallen Kaldoric nobility. Thinking they'd found ready made warrens, the araki swarm made themselves at home and a nuisance of themselves in the neighborhood. The new settlement suffered a setback when a swarm of gargun-viasal found the barrow settlement and took over. The viasals' depredations drove game and lesser predators out of the mountains and into the hills east of Getha. As the group patrols closer to the battlefield, they will meet increasing gargun resistance. Finally, they will start to discover ancient, maybe magical, weaponry in the possession of gargun warriors.

Dragon's Cave

The dragon is a middle-aged Ahnerin. Whether she lived there before the Children established themselves in the canyon (where the narrow defile keeps the dragon from swooping in) or the Children lured the dragon to serve them is an open topic. In either case, the imprisoned khuzan masons are liable to get fed to the wyrm.

The PCs must get past the dragon to enter the hidden temple. The dragon's lair is a cave complex at the top of a narrow mountain pass. Entering the cave is extremely dangerous, as the dragon knows all of the tunnels' twists and turns. She will ambush and trap PCs, using her charm ability when possible.

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The Hidden Temple

To complete their mission, the PCs must penetrate the defenses of the hidden temple of the Children of Ilpylen. Unless the group commands overwhelming combat power, they will need to infiltrate (as opposed to assault) the temple to perform their mission. They should take care to ensure that they have secured their exit as well as their entrance to the scenario.

The most difficult part of the adventure comes as the PCs stand in front of the sacred cairn of Agrik. They should have armed themselves with knowledge from Lothran before embarking on the expedition. This research will have given them a strict protocol of ritualistic steps needed to destroy the cairn.

The PCs can win a marginal victory if they manage to steal the relics that have been collected, thus disrupting the Agrikans' rituals. A complete victory would involve destroying the cairn, but the time required and the cost to the characters in aura and endurance may prevent this from happening. Remember that the ritual is probably in Surikol, the secret Agrikan temple language.

Whether the adventure turns into a "snatch and grab" job or the PCs go for the brass ring and try to destroy the cairn, they will have to escape the mountains and return to Getha. Unless some incredible event destroys or disables the Children, there will be a pursuit. If the PCs aren't caught before they reach the crossroads of the Royal road and the Getha road, the Children will pull back and plan a more careful revenge. The Children's spies will be alerted. The PCs will find themselves hunted in their own manors and halls.

Act the Third

Concept

This act begins with the characters comfortably ensconced in their new roles. Their lives as people of means is shattered early one morning when the Laranian Inquisition drags them from their breakfast to answer questions concerning blasphemy and the theft of the relics of St. Freden.

The characters are put on trial, where they are charged with being the actual "devil riders." The raids, the stories of "hidden temples" and dragon slaying are all lies to gain themselves wealth and position. While they sit in their damp little cells, they should realize that they missed one of the conspirators, a highly placed agent that has engineered a final plot to get rid of the characters and regain the relics for the forbidden ceremony.

Timing

This act is intended to be short and almost completely political. Restless groups might need a "jail break" scenario but they should be warned that the life of a fugitive, especially from a charge of blasphemy, would be very uncomfortable indeed. The group should seek the support of the allies and friends that they've made through their previous adventures; people that will testify on their behalf. In the end the group should triumph and be rewarded with even greater honors.

During this act, several important scenes must occur:

1. Will be arrested and taken to the cells in Getha Keep.
2. The remaining devil riders will assault Lethyl to reclaim the relics. Mistress Conatar will help them carry off the relics and will join them in escape.

KNIGHTS OF KALDOR II

Appendix A

A Tarot Card Resolution System for Encounters

Take a deck of playing cards with the Jokers removed. Roll appropriate encounters and draw a card from the deck for each encounter

Card	Encounter
A♥	One's home or environment. Could represent a visit or a change of address
2♥	Success, often beyond the PC's expectations. If bad cards surround, there may be delays in reaching the goal.
3♥	An unwise decision, made in haste and without proper background information.
4♥	The bachelor or old maid card. This card represents someone who is too fussy in his or her selection of a partner and is destined to remain alone
5♥	Indecisiveness: The PC's inability to make up his/her mind on a subject. A tendency to make and break plans with others.
6♥	Warning card. Someone may try to take advantage of the PC. The PC is being too generous to somebody and not getting anything in return. They are being used.
7♥	A card of disappointment. Usually indicates a partner or other person failing to keep their promises. If this card comes up when dealing with some sort of plan, expect that the other person will back out.
8♥	An event, a celebration, a party/bash, etc. Some sort of ceremony that is already occurring or is being planned.
9♥	Harmony. Often called the Wish Card. If surrounded by bad cards, these can represent obstacles that need to be dealt with in order to fulfill the wish.
10♥	A good card: means good luck, can counteract bad cards around it
J♥	A good friend to the PC, someone close, a cousin or confidant, someone they have known since childhood or for a long time.
Q♥	A trusted woman. Someone knowledgeable and faithful. One who always plays fair
K♥	Represents an influential man, someone who has the power or ability to do something good for the PC

Card	Encounter
A♦	An important message. A letter or package/gift arriving, the contents of which are very important
2♦	A serious love affair, resulting in a marriage or interfering with one depending on surrounding cards.
3♦	Card of disputes and quarrels. Lawsuits, legal actions. A sign of separation or divorce.
4♦	Quarrels: Forgotten or neglected friends and family. Situations that have been brewing and now come to a head
5♦	Prosperity, long enduring friendship. Pride in family. Success with children
6♦	An early marriage, but an unhappy one and one not destined to last. A second marriage would also be unhappy
7♦	Bad luck on an enterprise or idea. A man who is unreliable, a gambler or drinker
8♦	Country life, travel and marriage late in life. The PC's life is too hectic at the moment. A need to settle down and get away but being unable to do so at the present time.
9♦	Adventure: A move in the hopes of advancement
10♦	Money. Money being the driving force of a journey or partnership. Greed
J♦	A bringer of bad news. A selfish person. Not dangerous to male PCs, but problems for a female one.
Q♦	A flirtatious woman, one who will interfere in plans. Gossipy, very attractive to males. Able to get away with things and interfere in situations.
K♦	A bitter rival, a dangerous competitor, for women it can mean an abusive man or a deceitful lover

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Card	Encounter
A♣	Indicates wealth, fame...having many friends or acquaintances. Feeling well known and being able to receive certain perks due to good looks or social status
2♣	Bad luck. Being let down by those around. Opposition from friends and family. Do not count on others.
3♣	A sign of a second marriage or even a third. Or an engagement with someone, then a marriage with another, after a friendly separation.
4♣	A danger card, showing misfortune or failure. Supposed friends getting in the way, or turning against the PC
5♣	A marriage card, or the beginning of a long standing alliance.
6♣	A partnership card. Success based on mutual goals and friendship.
7♣	A card of good luck, if other favorable cards are around. Success if there is not interference from the opposite sex
8♣	A sense of desperation. An urgent need for money.
9♣	Trouble: Represents arguments with good friends. A loss of a relationship, a dispute that will remain unresolved
10♣	A card of happiness and good fortune. Can also represent a long and fun-filled journey.
J♣	Represents a good friend, one who uses a lot of flattery, but only to make the other person feel better. Someone who is good at cheering the PC up
Q♣	Represents a wife or girlfriend in long term relationship for a man. For a woman, represents a sister or good friend, someone who shares a lot of knowledge about the PC.
K♣	Represents a very good friend. A lifelong companion, someone who can be trusted and counted on during times of need and sorrow

Card	Encounter
A♠	Bad news, loss of someone close, possible death to someone near, or an illness, miscarriage, etc.
2♠	A complete and forced change. Sudden change of location, relationship or a death. Bound to make a big difference in the coming months.
3♠	Unhappiness: Misfortune in love or marriage. A loss of pride and hope. Do not dwell, move on in life.
4♠	Minor misfortune: A short illness, a temporary setback
5♠	Success in business or love, after much time and hard work
6♠	Much planning but little result. Hard work, without much profit. Discouragements
7♠	Sorrow and quarrels. Avoid arguments with friends. Let them "win" for now
8♠	False friends, traitors, someone who will betray. Most of the trouble can be avoided if caught early on. Examine all relationships closely
9♠	The worst card of all: Illness, loss of money, or misery. Defeat, lack of success
10♠	A very unlucky card. If near a good card, it can cancel it out. If found with bad cards, makes them twice as bad
J♠	A person who hangs around and gets in the way. Not a bad person, but a lazy person. One who will impede progress. Takes and takes, but does not give back anything.
Q♠	A cruel woman, one who interferes. For women, a betrayal by a good friend. For men, a woman who will use them for their own gain.
K♠	A man who will cause problems in marriage or relationships. One who will get in the middle, divide, conquer, and then destroy.

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Appendix B

Added Detail for the Second Act

The following is intended to provide more detail for adventures that will occur in the second act. These scenarios are set in the first half of the act but have no set location.

Three Strangers in Getha

Three strangers come to call in the sleepy town of Getha. Traveling the Silver Way from Uldien, they arrive at the end of the summer. Too late for the Spring Fair and too early for the Grain Fair, they settle themselves in the Gatehouse Inn and start asking questions about the Sorkin Mountains and hiring mercenaries.

The strangers approach the foresters (the PCs) with a request for help. One of the strangers refers to a small, tattered, book bound in red leather as they interview the foresters. Things proceed in an environment of secrecy. People that speak to the strangers leave with the feeling that there was much left unsaid. The strangers leave town without a word one day, headed west along the Lethyl Road.

Three days later, the bodies of two of the strangers are found. Both have been horribly mutilated and are almost unrecognizable as human beings. The third stranger is found a short distance away, dead from a stiletto in the back. His body had been washed down the Fethryn River and found on the lands belonging to the manor of Denwald. On his body the group finds a key and a small waterlogged notebook (not the red book the PCs may have noted previously.) The book is full of translation notes on another, unnamed, work. Unfortunately, most of the notes are in some kind of code or foreign language.

At this point the PCs should go looking for Loran, the scholar that lives in Ominstru. When they get to Ominstru, they find that the scholar has left. Subsequent investigation of his small cottage will show that he left in a hurry. If the group tries to track the scholar, they find that the trail runs cold at Emerule (Tracking CS) or Drilen (Tracking MS). Unless they wish to waste more

time, the group should return to Getha and investigate the strangers' belongings without delay.

They will find that the room has been subtly but unmistakably searched. The group searches the Gatehouse Inn and finds that Imben, the priest that escaped, had hidden a black book where Jinele Dyren [Getha #40] found it. She offers to sell it to the PCs. No matter how they obtain the book, they find that they can't read it.

The PCs go in search of the missing scholar. Loran is hiding in the Laranian Abbey at Lethyl. He is a regular visitor there and hopes that he can stay in the guest house while the person who murdered his three colleagues goes away. He is sick with worry but had little idea of what the three priests had in their possession or their mission. The PCs find him through a visit to Lethyl for Soratir or some holiday (depending on how much the GM wants to make them sweat. Once they get Loran to a safe place, he translates the black book and what he finds shocks them all. The presence of Agrikans in eastern Kaldor is unimaginable, almost like a children's tale.

GM Information:

The three strangers (two men and a woman) are actually priests of Save K'nor. They have journeyed from as far away as Lythia to pursue a line of investigation into evidence of a heretical Agrikan sect. The red leather book is the journal of Ebryl Kobarney's squire and chronicles the Kobarney ancestor's decent into the darkness under the power of his dark sword.

The strangers leave Getha to meet Loran, a member of their order that they did not know was in the area. Unfortunately for the strangers' mission, Loran's message also alerted Garal Kramel [Getha #10] to the strangers' identity. She followed their departure at a discrete distance and ambushed them west of Lethyl. She quickly incapacitated two of the Save K'nor priests but only managed to wound the third. Betting that the third priest was mortally wounded, Garal focused her attention on the two wounded survivors. She questioned them about their mission, especially

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about any references they might have brought with them. The priest Zorbis and the priestess Nereldy broke under torture, telling all they knew about the books and the heretics that they'd come to investigate. Their confession has pointed Garal at Loran but he has gone into hiding.

Meanwhile, Garal is working to get the red book back to the hidden temple so that its worth can be evaluated. This effort buys the group the time they need to find Loran. Once they find him, a week of research reveals that the black bound book, bound in the skin of a strange, fire resistant beast, is a description of the history of the Children of Ilpyren. This book contains details of the places and events mentioned in the red book. There aren't any direct directions but an astute scholar can trace the wanderings of the Agrikan heretics from Rethem to the Sorkin highlands. After that there are hints of what the sect hopes to find but nothing concrete.

By the time they've found Loran and he's deciphered the black book, Garal has returned to Getha and is aware that she missed the big prize. At the same time, the other Agrikan spy, the Suloran Conatar, is aware that Loran has met with the foresters and made some sort of discovery. The end result is that the road east will be full of people looking for the foresters.

What does the group do?

- ❑ Sir Haradoc, the Bailiff of the Hundred, wants them to hunt down the murderers. This is matter of local security. Sir Haradoc discounts any conspiracy theories about evil heretics and insists that the murderer is a run of the mill lunatic.
- ❑ Investigating the red book will draw the ire of the Kobarney family. If Sir Tommas finds out that the group is poking around Hyzevel or asking too many questions, he will place obstacles in their path.
- ❑ The group is also aware that the black book holds the key to a secret that could destroy the entire Shire, if not the entire kingdom. The trouble is that letting others

know that they have the book could be fatal.

No matter what they choose initially, they should go to the mountains eventually.

NOTES:

The red book is an annotated journal. It is handwritten in Lakise using an old dialect of Harnic. The notes, written in a different hand but also using Lakise script, are in a more modern Harnic dialect. This book belonged to Zorbis and the notes are his. The book contains clues to locations around Fethael Hundred that will:

- ❑ Lead the PCs to Noneth.
- ❑ Give a specific example of the relics that the Agrikans hope to use in the ritual.
- ❑ Describes a hidden temple east of the battlefield as "a place of darkness."

The black book is a research journal. It contains clues about the Children gathered from written sources and oral legends found throughout Orbaal and Kaldor. Imben wrote these notes in Shorka using Lakise script but his handwriting was often hurried, making the book difficult to read. Buried amongst stories and scraps of songs are clues to the locations and entrances to the hidden temple.

DEVIL RIDERS

Despite Fethael Hundred's location near a major trade route, it lies in the shadow of a gathering evil. While occasional bandit raids are viewed as an inconvenience and an excuse for younger knights to practice their melee skills, the truth behind these attacks is far more sinister. If proof of the true nature of these veiled raiders could be found and brought to the Serolan of Lethyl Abbey or the Baron, the reaction would be a complete mobilization of the war hosts of the Church and secular lords of the Shire.

History

Far back in history, during the Time of Sacred Wanderings, a disciple of Ilpylen named Thomor came to Hârn. Legend says that he traveled the length and breadth of the land and built the 2 of the 888 sacred cairns that are on Hârn. While the story of Thomor is known, the locations of these cairns have been lost for centuries.

A priest of the Order of the Fuming Gate, Nordel of Saur, had a vision from Agrik, commanding him to become a Holy Wanderer. In the late 500s, he led a group of Agrikan priests from Rethem to take up the Wandering Path. They became known as the Children of Ilpylen and, guided by a stolen copy of the Balefire Chronicles, they left to find the cairns that Thomor built. Their goal was nothing less than to reopen the gates of Balgashang and cleanse Hârn with their Master's flame.

The Children of Ilpylen wandered north and east from Rethem, fighting the Equeth and Kablog as they zigzagged between the sea and Lake Benath. Reaching Orbaal, they found their numbers diminished. One day their leader, one Xantus of Arleth, led the Children into a smoldering village. Ivinian raiders had destroyed the settlement, killed the men, and taken the women as slaves.

It is written that Xantus stood in the midst of the wreckage and saw a baby crawling out of a still burning pile of rubble that had once been a house. Xantus picked the child up and brushed

the soot off the child's face. Turning to his followers, Xantus held the little boy aloft and proclaimed, "Our master has shown us the way. He has blessed us with this gift from his flame to replenish our strength."

And so Children of Ilpylen took to raising orphans to sustain their numbers. The Ivinian raids in Orbaal left many orphans. The priests raised many Jarin and Taela youngsters to replace the original Rethemi followers that had died. These orphans became fierce warriors and faithful followers of Agrik.

After having searched Orbaal for almost two generations, the group left the north and journeyed into Kaldor to search the Sorkin Mountains. In these rugged mountains, their hunt took them far and wide through the steep passes and dark forests. The Children fought Taela and gargûn in those years, becoming skilled with the short bow.

In 657, Letian the White found one of the sacred cairns in the hidden in a small canyon perched above the Kanir Forest. There, amidst natural hot springs and smoking vents in the ground, the cairn was surrounded by a warm paradise in the midst of the cruel, cold, mountains. The group constructed a temple to honor and protect the cairn. Their sanctuary was built of thick timbers in the traditional octagonal shape. A small village was constructed to house the priests and their followers. Soon small fields and gardens sprouted and the canyon looked lush and secure.

In 660, a group of hunters entered a cave in the mountain above the temple and disturbed a malign force. A firedrake, one of a clutch of Ahnerin that lived in the warmth of the sulfuric springs, attacked the village. Despite the fervor of the Agrikans' defense, the fire-breathing lizard destroyed the temple before it could be killed.

A group of lesser determination might have despaired but Letian preached that they were being tested. He led seven of the sturdiest warriors into the firedrake's lair where he crushed the lizard's eggs and freed the temple from the

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threat of destruction. The lair also yielded a small treasure, which Letian used to hire khuzan craftsmen to build a proper temple to Agrik. While the workers have completed their work, they have not been allowed to leave the canyon for fear that they might reveal its location.

For the last 30 years, the Agrikans have sought to answer riddles they found in the Balefire Chronicles. Under the direction of Chyke Redhand, the successor to the venerable Letian, the Children pursue the knowledge required to use the cairn to open a door to Balgashang and command the V'hir to lay waste to the White Lady's followers.

Currently, the Children are conducting raids through Neph and Vemionshire to gather horses, food, and materials to sustain their small village. Their attacks keep the local government "off balance" and occupied with their own lands, rather than investigating rumors of bandits in the mountains. They have established a forward operating base in the ruins of the Hunting Lodge of Medrik I, located near a seldom visited lake in the KIRSTA Forest (see the article on Elmeze for more details).

The Children have also placed a spy in the in the abbey of Lethyl. Conatar Loyrikor holds the office of Suloran at Lethyl, a position that allows her to spy on the abbey's many visitors and quietly read the Serolan's correspondence.

While the Children of Ilpylen are of many races (now mostly of Jarin stock), as a result of adopting orphans, their dress and speech are reminiscent of old fashioned western Hârníc styles and show the strong Azeri influence that was prevalent in Agrikan temple dress and speech hundreds of years ago. When the Children travel through the forests, they wear gray and green clothes and are always veiled. Foot soldiers wear ring mail and carry small round shields. They are armed with short double bladed bill hooks and heavy drop nosed falchions. The Children's numbers are too few to restrict women from bearing arms in Agrik's name. Some women are strong enough to run with the infantrymen

but most are archers, armed with short bows, or cavalry, who carry javelins and lances.

The Raid

The recent raid on Lethyl by the Children of Ilpylen was an elaborately planned diversion. In their quest to find part of the regalia they need to perform the ritual at the cairn that will open the gate to Balgashang, the Children have scoured eastern Kaldor.

One of the items that they've searched for was the Horn of Rethrik. The Horn is important because the runes that decorate it describe the establishment of the cairn by Thomor. Once in the Agrikan's possession the Horn will be used during the ceremony to summon the V'Hir from their lair.

Conatar found the Horn by sheer chance at Lethyl Abbey one day when she overheard one of the ashesa asking Sister Harquey about the legend of the Horn. She immediately realized that the Horn was the one her people had been looking for. She informed her superiors but, by the time the answer came back, the Horn had been moved from its spot in the Chapel of Calsten.

Conatar made some discreet inquiries about the location of the Horn but could only discover that someone had asked to study the Horn and that it was secured in the Serolan's strong room in the Old Cloister. This news made the situation imperative, as she worried that this "someone" might decipher the runes and learn something about the location of the cairn.

The Agrikan priests decided that they would stage a raid, calculating that the Laranians would immediately safeguard their prized possessions. Conatar was tasked to watch the other priests and learn where the Horn, and perhaps other valuable relics, might be hidden.

The raid succeeded in its objective and Conatar found the room where the Horn is being kept. She plans to steal it, hide it in the graveyard, and then notify her superiors. Her orders are to stay undercover at the abbey, as the priests feel that the intelligence she brings is too important to lose.

Conatar Loryikor

Conatar Loyrikor is a plain looking 30 year old woman. She is something of a loner and has made few close friends in the fifteen years she has been at the abbey. She does her job well, she is a good organizer and has an eye for details that others miss, but she is unlikely to rise higher in the Church hierarchy because of her lack of interest in politics. The Serolan has little contact with her. He is satisfied that she is doing her duty and has other things to occupy his mind. If he even had a suspicion of Conatar's true identity, the abbey's quaint, regimented little world would erupt into a firestorm.

The Public Story

Conatar Loyrikor came to Lethyl fifteen years ago. Her uncle, Jaryn Loyrikor, was a minor noble who was reclaiming the graves of Laranian warriors in Thicesund, a journey performed in penance for some long forgotten sin. While in the wilds, Jaryn's group was ambushed by bandits. The entire party was wiped out except for Jaryn and Conatar. Jaryn was wounded and left witless by a sword stroke to the head and young Conatar led her uncle from the wilderness to Getha. During one of the few moments of lucidity, Jaryn pledged his niece's life to the Laranian Church so that she could pray for his soul.

In this way, Conatar became an ashesa at Lethyl. Her natural aptitude for discipline and organization led to her advancement and, in less than twelve years, she became one of the Temple's Masters. As Suloran of Lethyl, she is in charge of the temple's archives, its library, and scriptorium.

Her real story is somewhat different.

The Real Story

Conatar is actually a spy for the heretical Agrikan sect that calls themselves the Children of Ilyplen. She grew up in the hidden temple village in the Sorkin Mountains and was trained as a Agnichari (Agrikan acolyte) before becoming a Terahni (temple warrior.) She accompanied an expedition to the northern part of Thicesund in 705. These missions were not unusual, as the

Aperani (Agrikan temple masters) frequently dispatched parties to investigate ruins that might contain clues to the regalia needed to activate the sacred cairn of Ilyplen.

On this occasion, the Agrikans were discovered by a group of Laranian penitents. The Laranians accused the expedition of being grave robbers and attacked. The penitents, weakened by fasting and long vigils, were easy prey and quickly found the road to Tirith under the falchions of the Children. After the fighting was over, the Agrikans found a wounded nobleman hidden under the corpse of a young girl. The Laranian was babbling like a small child; his wits scrambled by a sword blow to the head.

The expedition's leader sensed an opportunity. Instead of killing the wounded man, he ordered Conatar, one of the group's junior members, to take the place of the dead girl and lead the man back to Getha. The Agrikan leader's plan was to have Conatar infiltrate Getha, gather intelligence on trade caravans, and then return to the group. This plan was disrupted by Jaryn's deathbed promise and Conatar has found herself ordered to maintain her false identity, now as a Laranian acolyte. The Children have found her position at the abbey very helpful in researching historical records and in gathering information about the local nobility.

Conatar, however, is tired of her double life. She has always kept to herself, more from fear of revealing her true identity through a minor mistake, and now feels the stress of being a spy more than ever. She has asked to return to the Children's temple so that she can become a priestess or perform a quest to "cleanse her of the filth she has been forced to live in for so many years." Her masters have denied her requests, insisting that they need the information that only she can access.

Six years ago, another spy was installed in the Hundred. Garal Kramel established herself in Getha as a perfumer. She does not know of Conatar's existence. If Conatar slips up in anyway, however, Garal is well positioned to become the priestess' executioner

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The Hidden Temple

The Children's canyon runs roughly east-west in the western Sorkins. A shallow stream runs along the middle of the canyon floor. Although the water has the distinct taste of sulphur, the stream flows even in the driest seasons. The main entrance is at the western end of the defile, guarded by a squat gatehouse and a mani of warriors. The stream runs through a narrow culvert beside the gatehouse. This culvert was one of the khuzan masonry projects, Chyke's attempt to shore up the only visible weakness in the temple's defenses. The village is located about halfway up the canyon, approximately 500 paces east northeast of the gatehouse on a small but steep rise. Home to only 11 families, a small barracks for the 25 warriors, and a communal blockhouse for slaves, it is a tight cluster of buildings.

The blockhouse is where the cult keeps the 8 slaves that they have captured for breeding. People often go missing in the KIRSTA Forest. Some are victims of wild animals, accidents, and normal bandits. Others are taken from their cabins and camps to help sustain the Children's population. Six of the slaves are women from the villages that border the KIRSTA Forest. These women are assigned to warriors as rewards until they have borne eight children. They are then given duties as domestic slaves in the village kitchen or nursery. The two male slaves are a kidnapped charcoaler and a woodsmen from Elmeze. They have been repeatedly raped, forced to sire new recruits for the cult over the last four months. Since neither man has any special skill, they are likely to be sacrificed at festivals in the coming year.

Another 500 paces east, the last hundred or so up a broad staircase cut into the canyon's wall, is the Temple of Ilpylen. The temple's octagonal walls surround the sacred cairn and provide places for the 9 clerics that tend the Children's relics and treasury.

People are not the only things that the Children pick up in their raids. Salt, wheat, and cloth are also brought back from the lowlands. These

materials are collected in the Children's base at the old royal hunting lodge until they are smuggled into the mountains.

There are three ways in and out of the hidden temple village. The main entrance is the one used by the Children. The road to the newly fortified gate runs through a shallow stream (to hide tracks.) Attempts to use this gate will alert the Children and turn the knights into the prey. The idea of subterfuge will surely occur to the PCs but they will need a lot of luck (all the Children know each other), not to mention the password.

The second road leads past the dragon's lair and is described on page Knights of Kaldor 9. The third entrance is known only the high priest, although hints to its location can be puzzled out of Ebryn Kobarney's journal. This route has fewer overt threats but is, in its own way, the most dangerous. Its entrance is trapped. Its exit is in the antechamber of the cairn's temple.

Once they have entered the temple, the group's scholarship will be very important. Destroying the sacred cairn isn't as simple as kicking some stones around. Anyone foolish enough to physically touch the cairn is immediately and irrevocably destroyed, his or her soul damned to the fires of Balgashang.

Chyke Redhand is the Viriahn (high priest). Chyke, like the high priests before him, is a cunning, ruthless leader. This should not be interpreted to mean that he would sacrifice his scarcest resource, his warriors.

There are 55 people living in the canyon. The permanent residents include nine priests and acolytes, 17 family members and craftsmen, and 8 slaves. Four spies (two in Getha, one in Nenda, and another in Gardiren) have not seen the temple for many a long year.

The 25 Terhani are led by Telmen (knight commander) Akyl, a warrior of great experience and bravery. They are organized into 3 warbands, each led by a Haragki (knight.) All are equipped as described on page Devil Rider 2.