

LETTERS OF ARLIN 1

We're going on a Hunt

The PCs are participating (as beaters, huntsmen or guests) in a deer hunt hosted by the Bailiff of Fethael Hundred, Sir Haradoc Indama. The participants include Sir Shorisir Ewesar (the Constable of Getha Keep), Sir Taryn (the Bailiff of Sezaze), Sir Udet (Lord of Denwald) and maybe even some knights from chapter houses of the Lady of Paladins. The hunt ranges far and wide through the forests north of the abbey.

Hunting near Hundholt

The PCs and one of the guests (randomly select one of the more important ones) pursue a large stag and break away from the main group during the chase. Cresting the top of a wooded mound, the guest's horse stumbles over a low rock, lands hard, and falls on its rider. The noble guest is pinned beneath his dying mount.

As the PCs dispatch the mortally wounded horse, the weather closes in and it begins to rain very hard. The noble guest's leg is badly broken and he will have to be carefully carried from the ruin on a stretcher. Wolves howl in the distance, drawn to the mound by the scent of the horse's blood. Looking around, the group finds that they have stumbled across one of the many ruined manors of the KIRSTA Forest.

How will the group save the noble's life while evading the hungry wolf pack? What is in the ruins?

- ❑ If the group is weak or inexperienced, the ruins might be empty and offer some defendable shelter.
- ❑ If the group is a little more experienced, a gargûn hunting party or bandit raiders may arrive and take shelter from the storm in the same ruin. Now the group must fight the newcomers as well as the wolves.
- ❑ Particularly powerful groups might discover the remains of the manor's last inhabitants – undead warriors from the Kaldoric Civil War.

Asking questions in Lethyl

After defeating the attackers, the PCs will find the Letters of Arlin in a small hollow under the rubble of the manor. The book, described in the sidebar to the right, is hidden amongst several old and tarnished silver coins in what was obviously the lord's treasury. Unless one of the PCs is able to read High Azeryani, they will have to go to Lethyl and visit the Abbey's library for assistance.

Letters of Arlin

Language/Script: High Azeryani/Lakise

Author(s): Sir Arlin Narador

Date of this version: c. 181 TR.

Readability: -40%.

History: As the army marched back to Gardiren, Sir Perkal's squire took it upon himself to record what he saw at the battle and (more importantly for future scholars) the gifts of land and treasure bestowed by the King upon the brave. Sir Arlin returned to his family's manor east of Getha. Although the existence if the Letters are not disputed, this book was lost when the Narador manor was destroyed in the Civil War. This large tome is written in florid language and is in poor condition, having been hidden in a stone niche for the last several centuries.

Other editions: The original was copied four times by scholars visiting the author. Sir Arlin did not trust Save K'norran priests to safeguard his master's memory, so Laranian scholars and heralds from the College of the Holy Oak copied the few extracts that exist in the late second century TR. It is believed that these extracts are true to the original text.

Known locations: The library of Lethyl Abbey contains copies of the memoirs of Medrik I and the only surviving copy of the records of Baron Macerin of Getha, both contain excerpts of the Letters. The library of the College of the Holy Oak is the only other place publicly known to hold an excerpt. The fourth copy (which is not publicly available) is in the possession of Loran the Southron at his home in Ominstru and was copied from a combination of the two sources found in Lethyl.

Lore Bonus: +28 Folklore (Serelind)

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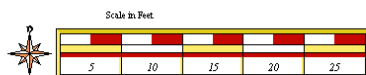
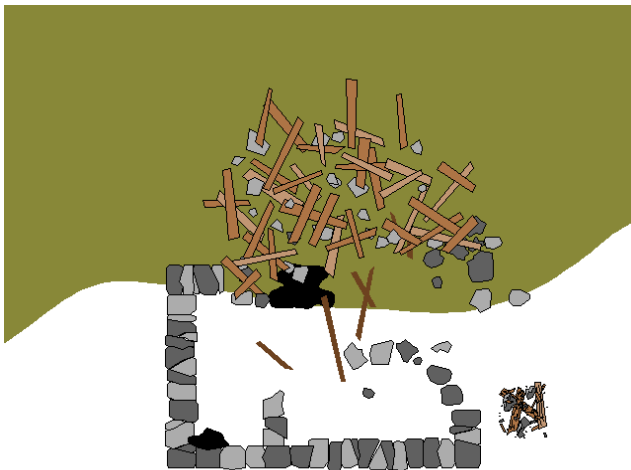


LETTERS OF ARLIN 2

The GM should note that the combination of Aril's writing style, the archaic dialect that the book is written in, and the poor condition of the volume will make deciphering the text impossible for anyone but Mistress Conatar, the Sulorana of Lethyl Abbey. She will need at least a week to read the work.

While waiting for Mistress Conatar to complete her work, the PCs can make the acquaintance of the abbey's inhabitants. They will meet Loran in the library or the inn's taproom. He claims to be a Melderyni nobleman with an acute interest in Serelindian history. They can also tell Jilëa Narador the location of her family's manor once they have determined the name of the ruined manor.

Mistress Conatar will tell them the contents of the book and the Serolan, overjoyed at acquiring another relic without any cost, will have the copyists make them a copy in exchange for leaving the original with the abbey.



Returning to Narador

After the PCs are treated to the Serolan's uncharacteristically effusive congratulations, Mistress Conatar will ask for a moment of their time. She will explain that, as the mistress of the archives, she is very interested in thoroughly searching the manor that is so closely linked with the Immortal Six.

She will ask the PCs to return to Narador as soon as possible. She will offer to have Father Dinan [Lethyl I7] or Master Aetral [K1] accompany the PCs if they are worried about the possibility of combat. If her offer is not immediately accepted, she will have the Serolan ask the Baron to order the foresters to investigate Narador manor.

Regardless of the outcome of their conversation with the Sulorana, the PCs will return to Narador manor. While they are traveling there, Mistress Conatar will make other arrangements. Using an emergency signal that she has never had to use before, she will order the Devil Riders camped at the Royal Hunting Lodge to ambush the forester knights at Narador Manor. The Devil Riders are then to take any prisoners to the Hunting Lodge and interrogate them to make sure that everything found at the ruined manor was surrendered to the abbey.

The force that the Devil Riders send to the manor should be adjusted so that the Agrikans challenge but do not overwhelm the forester knights. The Devil Riders are interested in taking prisoners but will not hesitate to kill any of the priests sent from the abbey. After the skirmish, the PCs should note that the attackers wore similar clothing and carried the same type of equipment as the bandits that recently attacked Lethyl Abbey.