

Ritzen

A legion outpost
between Imrum and Fobin
in the Thardic Republic

Second Draft

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Introduction

Ritzen is a legion outpost in the middle of nowhere. A road from the Imrum high road stretches off to this almost forgotten outpost. It lays only a few leagues east of the Rethemi border and must suffer bandits, raiders and gargun.

Ritzen struggles to become self-sufficient, knowing its supply caravans are easy targets along the desolate, forested road that connects it to civilization. The outpost is determined to survive. They consider themselves civilized and live as well as their rugged surroundings will allow. Most believe the untilled lands around Ritzen will be some of the first lands offered to retiring legionnaires in the coming years.

The Date

The year is 720TR. The last update made to this information was in 718TR, but I suspect much has changed in the last two years. Certainly much more will change in the coming two.

The year is broken up into 12 months. They are:

Spring	Summer	Autumn	Winter
1 Nuzyael	4 Nulus	7 Azura	10 Ilvin
2 Peonu	5 Larane	8 Halane	11 Navek
3 Kelen	6 Agrazhar	9 Savor	12 Morgat

Each month has 30 days. Each day has 24 hours.

The HårnMaster System

This supplement is written with the HårnMaster system in mind. It talks of magic, psionics, religion and skills. The HårnMaster system has 13 stats, ranging from 3-18 and uses a d100 skill based system. Each skill is based on the average of 3 stats (sometimes the same stat is used more than once) plus an astrological birth sign (called a sunsign) bonus of 1-3. Each skill has a base, and an Mastery Level (ML). The ML is the base times a multiplier plus experience. To test against the skill 1d100 is rolled against the skill's ML.

To fully use this supplement you need only what you have in your hands. If you wish to expand upon its knowledge, the following publications from Columbia Games are helpful:

- HårnMaster Rules (version 1 or version 2),
- The Thardic Republican Module,
- The Rethem Kingdom Module,
- The Kandian Kingdom Module.
- Jonathan M. Davidson's Alternate Army article.

Contents

This supplement is divided into articles that build upon one another to form a whole. Each article is individually numbered. The articles are:

Ritzen

A general introduction and overview to the legion town and keep, its economics, staffing and other such details.

Ritzen Maps

Created by Patrick Nilsson, these maps detail the region. Used with his permission.

A Raven in Ritzen

A short murder mystery loosely based on Ellis Peter's "A Raven in the Forgate" Cadfael murder mystery. The Peonian priest of the outpost goes missing while the leigon is out on patrol.

Howling At the Darkness

A gargun attack occurs late at night and everyone ends up crowded in the outpost trying to fend off the attackers until morning's light. They must hold out until dawn can provide some respite-but can they?

Ritzen

Location: Imrum District, Gerium Province, Thardic Republic
Status: Legion Outpost
Population: 96 people

Ritzen is a legion outpost at the edge of the Imrum District, on the Neshell Downs. It is less than ½ a league from the Rethem border. Surrounded by forests, this outpost is just over a league (5 kilometers) from the Imrium road. The small town receives its fresh water from a deep well that touches an underground stream.

History

Ritzen's name originated from the rich merchant who founded a villa in the area in 653TR. The merchant, Ritzen Meldrez brought his family from Imrum and founded a villa amongst the newly cleared trees. A few peddlers traveled up the rough-cut road from Imrum to Ritzen once every month to deliver supplies, and take back freshly cut timber.

In 667TR the peddlers arrived to find Ritzen aflame. The bodies of the merchant, his family and servants were buried in a mass grave at the edge of the settlement. The peddlers reported the massacre to the local authorities who, in their wisdom, declared the act to have been of vengeful tribesmen. The murder was never officially investigated.

Ritzen Meldrez had many enemies, and few friends. Even his family was glad of his passing. The inheritor to the Meldrez estate sold the land back to the newly forming Coranan Republic for 2,450d. The paltry sum raised many new questions; but most believed Ritzen's death probably was the result of bandits, or perhaps bad luck. The goddess of opulence, it was said, took umbrage at Ritzen's vanity in naming the villa after himself.

In 678TR the legion was put to work rebuilding the overgrown road that led from Ritzen to the Geishte-Imrum road. Six years later, the senate recommended building a legion outpost on the Tharda-Rethem border. Ritzen, a half a mile east of the official site, was used instead since a road and a clearing already existed. The "oversight" was not officially noticed until the outpost's completion in 684TR.

Bandit and gargun frequently raid the outpost. Few freedmen are willing to live in the area. Its population consists mostly of slaves and a few freedmen too poor to find new land. In the year 720TR, the outer stone wall was completed. The poles from the wooden palisade are being reused as sharpened stakes set in the bottom of the two ditches that surrounds the new wall.

Legion Outpost

The legion now holds what once was the villa of Ritzen.

In the year 720TR, the Senate is examining the land claims of legionary veterans in return for 21 years of service. If no solution is found in the senate, a majority of the unused land north and west of Ritzen will be claimed by the legion and given to retiring legionnaires, with or without the senate's approval. Currently the land is unclaimed. The legionnaires are kept busy trying to protect the locals and deter bandits from encroaching on the Geishte-Imrum road. Patrols often take several days to comb the local woods looking for bandits, gargun or, in the rare case - tribesmen.

There are no tribal settlements near Ritzen, so the few tribesmen seen in the area are either nomadic, or following a herd. Despite public opinion, the tribesmen rarely bother Ritzen or its citizens, preferring to hunt the local wildlife instead of trying to steal one of the settlements tough-skinned goats. There is neither inn, nor tavern in the area. All the alcohol comes from the legion's mash house. Merchants and the occasional visitors are welcomed into the outpost for a free bed and meal. In return the visitors are expected to entertain the troops with gossip and tales from beyond Ritzen.

Merchants are rare in Ritzen, usually only a few brave peddlers walk the distance from Geishte-Imrum to Ritzen. Often they take orders and goods from the locals and return within a few months with the requested goods. Peddlers with blood ties to the settlers are preferred over those without.

Gargun raids occur once every 2 to 3 years. The locals are only rarely attacked, as in the past decade, the gargun have shifted their attack to center on the outpost first. This change of tactics has led to long, bloody skirmishes. The legionnaires of Ritzen are slowly decreasing the wild wooded area by about 2-3 acres a year.

Economics

The senate lists the Legion outpost of Ritzen as the following:

Holding of the Thardic Republican Legion; outpost as now held by Algilir Wytel, Commander of the 4th company of the Gerium legion. Answers for land for 10 ploughs. In lordship 3 slaves and 14 small holders. Included are the guilded services of a millwright, a woodcrafter, a metalsmith and a timberwright. The land owes one yeoman to keep the local peace and a chapel to Peoni is provided for the populace.

As of 720TR the land is divided as follows:

Tenant Acres	680
Demense Land	
Cropland Acres	186
Pasture Acres	25
Meadow Acres	25
Orchard Acres	12
Unused Acres	12

The legion is currently thinking of dividing most of the unclaimed land beyond Ritzen into 4 to 6 villas for retiring legionnaires. A decision will not be made on this subject until after the spring of 722TR. The pasture acres are part of the demesne holding, and is used to help feed the small herd of goats which provide the community with milk, cheese and in rough times - meat. The remaining hay goes to feeding the legionnaire's horses and donkeys. The outpost has neither the land, nor the wealth for cows.

There are two dozen egg-laying chickens in the outpost settlement, and a dozen pigs. Of theses all but 1/4 will be slaughtered in the fall for winter meat. Small local game provides over half the meat requirements for both the legion and the settlers.

A small orchard stands just north of the outpost. It's not faring very well, returning about 1/2 it's possible yield. Local lore claims the tress are plated atop the graves of Merchant Ritzen Meldrez, his servants and his family.

No caravans visit Ritzen, and the outpost tries to remain self-sufficient. The cost of transporting goods to Ritzen is prohibitive.

Taxes:

Property (private/business)	5% /6%
Hawking	12%
Bonding	2%

Strangers In Town

Other than the odd peddler or legionnaire messenger, stranger are very rare in Ritzen. Distrust if often offset by a show of wealth on the stranger's part. The only thing Ritzen can offer the traveler is a set of rough trails leading into the wilds along the Rethem border and the foothills of the Rayesha mountains.

The Surrounding Lands

Ritzen is in a small fertile valley. The ground beneath has only 3 inches of top soil before striking a combination of shale and limestone. The wells in the Ritzen connect to an underground stream that seems to originate somewhere in the Rayesha mountains. The water is cold, and slightly mineral-ly in taste.

The wild forests that surround Ritzen have 50-100 year old trees. The region was destroyed roughly 100 years ago by a great forest fire. Signs of that fire can still be found in fire-scareed trees, and stumps deep within the forest.

The outpost is at the center of Ritzen, with the cottages scattered to the north and south. The outpost's fortification ditches were previously used as an addition to the village commons to the west. According to local rumor this was the primary reason for planting stakes in the ditches.

The Commons provide grazing for the horses and donkeys of the outpost. Whatever rabbits can be trapped nibbling the rich clover of the commons is often salted and saved for times of scarcity. Pelts and furs are prepared and shipped to Imrum twice a year (late spring and late fall.)

The settlement has three common fields to the east of the outpost. Their land is worked for the legion by the farmers of Ritzen. Settlers have the right to gather herbs and dry wood all year round. Scything is a chore reserved for legionnaires who acquire 3 or more demerits. The straw comes mostly from the common lands, and the ditches around the outpost.

The orchard's apples (to the north -east of the outpost) are mostly used by the legion's mash house to create a light cider. At least one barrel of apples is traded yearly to the local farmers and craftsmen for additional supplies (eggs, meat, or grains.)

Guildsmen in Ritzen

Bonded Woodcrafter [1]
 Bonded Salter [2]
 Yeoman [4]
 Bonded Miller [7]
 Bonded Metalsmith [8]
 Bonded Timberwright [11]

Religion in Ritzen

Peonian Shrine [3]

The Legionnaires

The legionnaires work and live in the Outpost. Their interaction with the villagers is limited mostly by the lack of an inn or tavern or merchants in the settlement. The legion is trying to attract an innkeeper into the area, but the guild of innkeepers has yet to be assured of a profit in the area.

Algilir of clan Wytel leads the legionnaire forces in Ritzen. He is assisted by two squires, Mikeal and Joseph ages 16 and 18 respectively. Mikeal and Joseph look after their own horses as well as Algilir's, and can often be found cleaning and caring for Algilir's armor and weapons. The boys act as messengers and perform odd jobs for the legionnaires as well as their master.

Rethior is head clerk in the Outpost. Since the Outpost is mostly manned by reservists, Rethior keeps track of the rolls and pay records. He and Algilir are the only two full time legionnaires at the Outpost. Rethior is disliked by most of the legionnaires stationed here. He is cold and calculating, and has been known to deduct a days pay from a soldier's wages just because he was a few hours late arriving in bad weather.

Maliktha and Johnus are the cooks and chief brewers (respectively) for the legion. They, with the assistance of a few children from the village, fix the meals and the alcohol for the legionnaires. Maliktha's cooking is renowned, and often villagers come into the Outpost to share one of her special dinners (cooked each Peonian holy day.) Johnus has a unique recipe for little ale that he calls Ritzen "road weary". Drunk usually by men on the march, the ale has an odd taste that often makes men smack their lips. The legionnaires claim the ale will give you the energy to walk those last few kilometers in the patrol.

Master ostler Ritthar is an aging and quiet man who relies on local assistance to care for the beasts in the Outpost stables. In his late 60s, everyone in the Outpost calls him grandfather. While not spry, he is wise - and both his wisdom and tales of yore are cherished.

The soldiers come from throughout Imrum district. When not serving their term as a legionnaire, the majority (85%) of the legionnaires are farmers. The rest are poor guilded freedmen who are too poor to pay scutage, or are fulfilling their Lord's legion requirement.

The remaining legionnaires are reservists. They serve 3 months each beginning in the months of Spring, summer, Autumn and Winter.

The Outpost

The outpost is a collection of three buildings surrounded by an 8' tall square stone wall. The outpost sits atop a 6' mound of hard packed earth. Atop the wall is a wooden palisade, with manchions to protect those on duty. Beyond the walls are two ditches (one 8' out from the wall, the next 10' out from the wall.) Each ditch is 8' deep, and covered with well cropped sod.

The road leads directly to the double - iron bound doors of the Outpost. The doors are 10' tall, And are capped by a stone archway that connects to the wall. The road cuts directly through both ditches, going over a loosely connected set of rope bridges. The two bridges can be destroyed by well placed fire-arrows - to cut the main rope which keeps the bridges taught.

Currently David (#1) is planting 8' wooden spikes (2' deep) in the center of the nearest ditch. He should be done sometime in late 721TR. The wood is from a pile kept near David's house of the timbers that once made up the outer wall of the Outpost.

1. The Stables

Size	13	Quality	****
Structure	Wood	Condition	Excellent
Prices	Average	Roof	Shingle
Acres	n/a	Rent	0
Status	Bonded Ostler	Family	1
License	150	Fees	25
Labour	150	Surplus	50

This building holds 4 horses and 8 donkeys as well as a cart. Ritthar, the Master Ostler, has several helpers throughout the 10day. He pays each one with a free meal from the Legion kitchens and a ½ d. He insists that all tack be hung to dry in the tack room, and appear sparkling clean. All the horses are groomed and exercised regularly. Grass Hay is stored in the loft above, and forked down into the stalls as needed. Four bins in the east side of the building hold Oats, Barley and apples. Buckets, pitchforks and shovels are kept in the tack room beside the bins. There are overhead racks for 8 saddles and bridles above the tack room. Ritthar sleeps in a spare stall that has been converted into a small bed-

room. His "door" is an old piece of muslin that hangs shakily from a beam installed at about the 7' level. Inside his room is a bed, a stool and a small writing table. A brazier often sits atop the table along with a lantern, and a few pieces of paper.

2. The Mash House

Size	4	Quality	***
Structure	Wood	Condition	Excellent
Prices	Average	Roof	Shingle
Acres	0	Rent	0
Status	Bonded	Family	2
License	145	Fees	25
Labour	150	Surplus	50

The mash house holds the kitchen, brewing facilitates and a dinning area for 25-30 people. Maliktha and Johnus live in small rooms in the second level above the dining area. Maliktha assures there are three hot meals each day for up to 40 people. Extra food is shared amongst the other workers, and some of the families of Ritzen. Johnus has to give each man 1pt small ale and ½ pint strong ale each day. His barrels and casks are hidden down in the basement. He brings only small barrels up from the cellar as needed. Upstairs, in the half floor - are four pallets. Each one is surrounded by a curtain for privacy. There are two small stools near the larger beds - upon which sit candles. Trunks against the far wall contain all of Maliktha's and Johnus's belongings. The two extra pallets are often used by locals when weather is bad, or they have to stay late cleaning. The Outpost's well is directly in front of the Mash house.

3. Quarters

Size	10	Quality	***
Structure	Wood	Condition	Excellent
Prices	n/a	Roof	Shingle
Acres	0	Rent	0
Status	Bonded	Family	2
License	145	Fees	25
Labour	150	Surplus	50

The Quarters take up most of the room in the Outpost. There are 4 rooms of five beds. These each house the tenaci (4 soldiers 1 officer). Each bed has a chest at its foot. The room also contains an armor closet and a storage area - in which each soldier has two shelves and room for an additional, lockable trunk. There are 2 rooms of eight beds. These each house the Auxilliari (7 soldiers, 1 officer). Each bed has a chest at its foot. There is a storage room off each of these rooms to hold the arms, armor, and equipment of the men sleeping in the room.

One private room is kept empty, and ready for guests. The other is used by Algilir. His squires sleep on pallets on the floor either in his room, or in his office next door. The private room contains a double bed and a bra-

zier on a low table. The floor is covered by a woven carpet. He has a stand for his armor and weapons, and a lockable trunk at the foot of his bed. The office, like his room, is spartan - containing only a desk and a chair. Behind the desk is the legion flag for Gerium. The squires pallets can be moved easily from one room to the other. Their trunks are not lockable, and are stored in the office.

Note: If you are using Jonathan M. Davidson's Alternate army rules - the rankings of each soldier is given in (.). If you are not, please ignore the items in (.). In the Alternate army - a maniples resides at Ritzen comprised of 2 tenaci, and one Comparts of either archers or skirmishers, depending on the season.

There is a 75% chance that all Milities Linari, Fabrica, and Primi are freedmen. There is a 95% chance that all Milities Auxilliari are freedmen. The Compartes (c.) and Manus Legatus are all citizens. Only Algilir and his squires are equestrian. In my legion, 1/4 of all forces are female. YCMD (Your Campaign May Differ.)

The Village

1. Woodcrafter - David & Moria of Corset

Size	4	Quality	****
Structure	Wood	Condition	Average
Prices	Average	Roof	Shingle
Acres	3	Rent	20d/a
Status	Average Cot-tar	Family	2+2.5
License	0	Fees	50
Labour	70	Surplus	200

David is a slave to the legion. He has either helped build, or built himself the majority of the wood constructions and furniture at the Outpost. Neither David, nor his family, may leave the Outpost without Algilir of Wytel's permission. His contract specifies that, in return for a life time of dedicated service, the legion will free his children and bond them for 1000d or 25 years of service each. David is desperately trying to save the money so he can buy his children's bonds before they reach the age of 16. Because of all the extra work he's been doing this season, he's not been able to meet his obligations to the legion. Algilir has forgiven him his labor owed for the year 720, but he still must pay his yearly rent. Moria swore an oath before Algilir early in the spring of 720 that next year David would meet all his obligations. His two girls (Marlie 12, and Suzan 10) and his wife, Moria, currently take in laundry and do sewing for the legionnaires.

2. Salter - Tobias

Size	7	Quality	****
Structure	Wood	Condition	Average
Prices	Average	Roof	Thatch
Acres	20	Rent	55
Status	Wealthy 1/2 Villain	Family	1+6
License	40	Fees	50
Labour	140	Surplus	100

Tobias is a skilled salter who, in return for 25 years of service to the legion was granted a small portion of land in Ritzen where he still controls the legion's portioning of salt. Instead of a living wage - Tobias is paid a portion of salt which he may sell for profit. His wife Elba, died 4 years ago of fever. He has 6 children, all of which serve as bonded slaves to the legion. Their freedom price is 2200d each, or 25 years of service. Tobias is not as concerned as David for his children's freedom. He feels his children will receive good careers through the legion. Horahnam (M: 17) and Kainel (M:15), work in the legion's kitchens. Aeb (F:13) and Madib (M:13) (twins) work in the stalls with the master Ostler, Ritthar. Paserak (F:10) and Soltis (F:8) act as general laborers for the Outpost. All the children spend their free days working their father's 20 acres of land.

3. Peonian Shrine - Orilis

Size	3	Quality	n/a
Structure	Wood	Condition	Excellent
Prices	n/a	Roof	Thatch
Acres	30	Rent	60
Status	Average Villain	Family	1
License	60	Fees	60
Labour	180	Surplus	100

Orilis was born a slave, but his natural affinity and incredible memory brought him to the attention of the Peonian church. His freedom was purchased by an unknown beneficiary. He was welcomed into the Peonian church at the age of 16. He helps the legionnaires and villagers alike, acting as both physician, herbalist and baker to the village. Currently what coins he does collect for his baking goes to David, especially now that Moria is pregnant with their third child. Most of Orilis's land is farmed by the locals as part of their tithe to the Peonian church. Orilis is not a farmer. Try as he might, he can never quite get the trick down of taking care of his lands. This year his crops were blighted, and returned only ½ their possible yield. Services are held at the shrine once each 10day. Peonian holy days and festivals are also observed.

4. Yeoman/Huntsman - Jack & Thelia of Fobin

Size	6	Quality	****
Structure	Wood	Condition	Average
Prices	High	Roof	Shingle
Acres	113	Rent	58
Status	Yeoman	Family	2+4
License	300	Fees	300
Labour	158	Surplus	200

Jack of Fobin is a legionnaire trained huntsman. He hunts and traps over half the meat requirements for the settlements and makes a fine profit adding to the legionnaire's common fare. He serves 3 months with the Ritzen legion (90 of his 158 days of labor) in the summer of every year. He pays heavy fees for the right to trap and hunt for the legion in the surrounding lands. Jack's wife, Thelia, is a quiet woman well versed in the arts of tanning. She and her four young children, Methor (M), Mika (F), Shelu (M) and Mela (F) (ages 2, 3, 5 and 7 respectively) live quietly next door to Orilis. Thelia leaves the children in Orilis's care for a few days each year before the trip to Imrum - so she can finish preparing her husband's hides. Jack & Thelia had a good year in 720, they hired David and Tobias's sons to help manage their lands. Jack is debating the benefit of trading in some acreage for a reduction on his fees in the coming year. Algilir has yet to decide on the matter.

5. Farmer - Cyzor Devern

Size	3	LS	4 goats (3 ewes, 1 ram) 2 pigs, 8 chickens
Structure	Wood	Condition	Average
Prices	Average	Roof	Shingle
Acres	20	Rent	62
Status	Freehold Farmer	Family	1
License	n/a	Fees	0
Labour	15	Surplus	250

Cyzor (called Devern in town to avoid confusion) is a 22 year old farmer who inherited the land from his uncle some four years ago. He was to be married last year, but the right was denied because he could not afford the fees. His rent has been increased by 30d this year, so that he can acquire an additional 5 acres of uncleared land. If he can plant and reap a full crop from his 10 acres, the additional harvest may just be enough for him to earn the 200d he needs to bring his bride into his tenantry. Taris, his betrothed, is from a nearby village. He visits her once a 10day. Cyzor serves in the Ritzen legion as a Militia Linari (reservist militia) in the summer of each year.

6. Farmer - Mindrithar & Andis Devern

Size	8	LS	2 ewes, 2 chickens
Structure	Wood	Condition	Average
Prices	n/a	Roof	Thatch
Acres	8	Rent	18
Status	Freehold Farmer	Family	2
License	n/a	Fees	0
Labour	73	Surplus	200

Mindrithar and Andis Devern are Cyzor's (#5) parents. When Cyzor turned 16, his father gifted him with 5 acres of his own. Often Cyzor eats meals with his parents. As their only child, Cyzor will inherit Mindrithar's lands after his death. All the Deverns are in excellent health. Mindrithar is a Milities Linari, and severs in the fall of each year. Andis had four other children, 3 died to disease and the fourth was killed while serving in the legion.

7. Miller - Willom Cosele

Size	4	Quality	****
Structure	Wood	Condition	Average
Prices	Low	Roof	Shingle
Acres	27	Rent	100
Status	Miller	Family	1
License	160	Fees	107
Labour	107	Surplus	150

It has been a very hard year for Willom. He's been working with Dysen and Obyne (from #8) to try and get the crop of 719 planted, and then later pulled in; but it was struck by pestilence and blight. Then Willom's mill wheel cracked on the 14 of Morgat, 719. This horrible omen was followed quickly by the death of his old donkey. Algilir agreed that the gods had not favored him last year. With the help of the legionnaires in the area they surprised Willom with a new miller's wheel a month later. One of the donkeys in the Outpost gave birth to twins, and so now the mother is running the wheel until her daughters are old enough to manage on their own.

8. Metalsmith - Dysen Smenther & his wife Aebor

Size	8	Quality	****
Structure	Stone & Wood	Condition	Excellent
Prices	Average	Roof	Shingle
Acres	3	Rent	11
Status	Bonded	Family	2+6
License	0	Fees	0
Labour	46	Surplus	0

Dysen and Aebor died this year while returning from Geishte. Their six children Klodel (M:4), Obyne (M:6), Dysen (M: 7), Bashar (F:10), Tharain (M:12) and Cyzor (F:14) are now all wards of the legion. Their license and fees for the shop have been removed. In the fall a journeyman Metalsmith (and a retiring legionnaire) will take over the property. Cyzor and Tharain

have agreed to Algilir's idea that this journeyman Metalsmith be promoted to master. That way he could finish teaching Tharain the craft. Tharain will inherit the property at the age of 16. He will inherit the position of Metalsmith only after his master agrees he is ready. In return for the deal, Cyzor is receiving a dowry of 200d. The children fulfill their labor requirement to the legion by helping during the harvest and working in the fields. Klodel and Bashar are both already proclaiming (to anyone who will stand still long enough) that they are going to be great legionnaires like Algilir. Wanita, a slave from Algilir's household, is staying with the Smenther household until Tharain is 16.

9. Farmer - Mejenes & Keryne Lumary

Size	3	LS	18 chickens
Structure	Wood	Condition	Average
Prices	n/a	Roof	Thatch
Acres	1	Rent	0
Status	Freehold Farmer	Family	1
License	n/a	Fees	0
Labour	0	Surplus	0

The Lumarys died in the winter of 719 from some strange disease that Orilis has yet to decipher. He suspects it was caused by either foul vapors from spoiled food. They had no children, and thus their land, and home, are back in the legion's care. The house will be burned in the early spring of 720 TR and the land awarded to either Dysen Smenther or Narik Soavel (the Lumary's neighbors.) The chickens and cat have moved permanently into the Outpost. While the chickens have settled quietly down into their new home, the cat had been nothing but trouble. The cooks swear if they find the cat in the kitchen again there will be a new meat on the menu!

10. Farmer - Narik & Vorakal Soavel

Size	3	LS	5 chickens, 4 ewes
Structure	Wood	Condition	Average
Prices	n/a	Roof	Thatch
Acres	8	Rent	24
Status	Freehold Farmer	Family	2+6
License	n/a	Fees	50
Labour	19	Surplus	200

Narik and Vorakal have six children. Merwas (F:2), Nolar (M:4), Zuanna (F:5), Horahnam (M:6), Umen (M:10), and Hala (F:12). Narik is working to get Umen betrothed to Tharain (#8) in the year 720. His oldest daughter has a dowry of 150d, 2 chickens and 1 ewe. The cat and Vorakal refuse to be separated. Narik serves in the legion in the spring as a Milities Auxilliari Archer, and Vorakal serves in the Autumn as a Milities Linari. They take turns managing their children and their land. The year 719 was so good they have petitioned Algilir

for an additional 5 acres of land. Algilir has promised them 3 cleared acres, and a dowry of 2 uncleared acres for Umen instead. They have yet to accept the offer, but must return a reply before the first of Ilvin.

11. Timberwright - Madib & Yigal Aethen

Size	5	Quality	***
Structure	Wood	Condition	Excellent
Prices	Average	Roof	Thatch
Acres	1	Rent	30
Status	Freehold Farmer	Family	2+4
License	0	Fees	0
Labour	7	Surplus	250

Madib is a bonded Timberwright. He works with David to find the needed wood. His wife, Yigal, is a Fletcher, who sells her arrows to both Jack (#4) and the legionnaires. They have four children - Crolan (F:8), Alorand (F:10), Hundarl (F:12), and Basran (F:16). Madib is trying to arrange the marriage of Basran to Farmer Dev-ern's oldest - but so far the arrangements have not gone well. His seven days of labor yearly are spent picking out the tress, and the methods, the legion should use to clear the land around the Outpost each summer. Madib is a large, silent man who gets along perfectly with David. Madib would do anything for David. He and his wife are secretly storing their extra coins to present to David at the end of the year. So far they have managed to amass 182d.

12. Farmer - Lounda & Parsevil Arkovel

Size	4	LS	4 chickens, 2 ewes, 2 dogs
Structure	Wood	Condition	Average
Prices	n/a	Roof	Thatch
Acres	6	Rent	20
Status	Freehold Farmer	Family	2+2
License	n/a	Fees	0
Labour	79	Surplus	180

Lounda and Parsevil are new settlers in Ritzen. They moved into their land in 718; and are finally beginning to reap the rewards from their newly cleared land. In the year 720 they should have all 6 of their acres cleared and planted. They came from a village to the south that had been burned to the ground by bandits. With the land-owner not willing to rebuild they were forced to find tenure elsewhere. Their previous Lord paid them well for their losses, but they miss their previous home by the river. Frant (M:8) and Jethris (M:5) are both trying to be betrothed to Crolan (#11) and Zuanna (#10) respectively. This childhood romance has yet to be officiated by either set of parents, but it's beginning to look like a good thing. Parsevil is a hard worker, who's performed wonders with his lands. Good money says that he'll increase his lands quickly over the years and have more

than enough land to give to each of his boys. The dogs are not well liked by the various cats in the neighborhood, but Frant has managed to train them to help herd the goats. Since they earn their keep with Frant and the other children, tending the goats - no parent has yet complained.

13. Farmer - Olver & Shekedis Cadrune

Size	3	LS	2 chickens, 1 rooster
Structure	Wood	Condition	Average
Prices	n/a	Roof	Thatch
Acres	7	Rent	45
Status	Freehold Farmer	Family	2+1/2
License	n/a	Fees	0
Labour	11	Surplus	200

Olver and Shekedis will have their first child in the spring of 720. They were married just last autumn. Olver serves in the Ritzen legion every winter as a Militaries Linari. Shekedis serves each summer, but has been exempted from service in the year 720. Their land is new and still requires clearing before it can be fully planted. Their rooster, a wedding gift from Lounda & Parsevil Arkovel (#12) is the local wake-up call. He sounds each morning about ½ a mark before dawn.

14. Farmer - Sorabain & Revekka Tharagor

Size	2	LS	2 ewes
Structure	Wood	Condition	Average
Prices	n/a	Roof	Thatch
Acres	9	Rent	55
Status	Freehold Farmer	Family	2+8
License	n/a	Fees	0
Labour	14	Surplus	200

Sorabain and Revekka have 8 children: Harth (M:15), Nobis (F:10), Mokryne (M: 9), Uro (F: 5), Jalien (M: 5), Urbain (M: 3), Randai (F:3), and Madib (M:2). Sorabain and Revekka are hard working farmers. Occasionally they sell their labor to Jack of Fobin (#4) to help with his fields. Sorabain serves each winter in the legion as a Militaries Linari. Revekka takes in sewing and laundry from the legionnaires. Currently she gives ½ of her coins to David (#1) to help him buy off his children's bonds.

15. Farmer - Masane & Keliran Rylin

Size	4	LS	2 ewes, 1 ram
Structure	Wood	Condition	Average
Prices	Average	Roof	Thatch
Acres	5	Rent	81
Status	Freehold Farmer	Family	2+2
License	n/a	Fees	0
Labour	20	Surplus	200

Masane and Keliran have two children, Kirion (F:7) and Cyillor (M:2). The Rylins once owned over 50 acres of

land, but tragedy has regularly struck this tennantship. Masane broke his leg last fall and now cannot even serve his time in the legion. His wife Keliran will have to work hard to get their five acres of land ploughed and ready for planting all by herself. They do not have enough money to hire labor, and are ashamed to ask for help. Masane and Keliran are both thankful that their ill luck has never yet struck their children. Only Orilis knows of their plight and he has been sworn to secrecy.

16. Farmer - Crolan & Khael Kosawhyn

Size	2	LS	8 ewes, 10 chickens
Structure	Wood	Condition	Average
Prices	n/a	Roof	Thatch
Acres	20	Rent	83
Status	Freehold Farmer	Family	3
License	n/a	Fees	0
Labour	16	Surplus	200

Crolan and Khael live with Khael's mother Mistir. Their tiny plot grows just enough to feed them. Mistir is in her last years (62), and expects to die in the coming year. Khael is a full time nursemaid to her mother. Crolan spends as much time out of the house as he can - trying to gain enough money to keep his mother-in-law comfortable. Rumor has it that Mistir hates Crolan and is making Khael's life horrible because of it. Crolan serves in the legion each summer as a Militias Auxilliari - Archer.

17. Farmer - Urfin & Oshon Markaz

Size	3	LS	2 ewes, 2 chickens
Structure	Wood	Condition	Average
Prices	n/a	Roof	Thatch
Acres	8	Rent	60
Status	Freehold Farmer	Family	4
License	n/a	Fees	0
Labour	15	Surplus	200

Urfin and Oshon Markaz are twins. They live in the same house with their parents, Melthra and Kevek (45 and 52 respectively.) Oshon works in the legion each spring, and Urfin works in the legion each summer; both are Militias Auxilliari - Archers. Melthra is bed ridden, but Kevek can be seen out in a chair near the front of the house each warm, sunny day. Both boys are large and strong; but very gentle with their parents. The last time someone called Oshon a "Mommy's boy" Algilir nearly had to prosecute Oshon for murder. Urfin is only slightly less emotional. Urfin is currently courting Barasan (#11), while Oshon is courting Cyzor (#8). They have very little money - and have both petitioned Algilir for separate tennantship. Algilir has not yet ruled on their requests. Most likely Urfin will get his land grant just east of his parents place - and get 3 acres as a wedding gift. Oshon may have to wait until Cyzor is 16.

A Raven in Ritzen

Maps:

- The Outpost of Ritzen

Characters:

- Olivius Aquillius Genom (legionnaire #2) and Markus Ruffius (legionnaire #3), Lord Algilir - NPCs to go with the party of 1.
- Yigal Aethen, Shekedis Cadrune, Parsevil, Masane, Lounda Arkovel, Thelia of Fobin, and Dysen Smen-ther, Rethior (head clerk of the Legion) are all suspects.

The Setup

This is the plot line for a murder mystery in the town of Ritzen. It requires at least 1 PC. The legionnaires cannot help and thus any help the PC brings should be other PCs (or the NPCs described above). At their lord's bequest, the townfolk will treat the PC with care and dignity, but will not be immediately forthcoming with information. For even with their Lord's backing, the PC(s) are still strangers.

Getting Them There

There's always the happenstance that the PCs just happen to be in town when the murder occurs. Of course it's more likely that they meet the messenger along the road, or are sent from Imrum (nearest town to the north) or Geminost (nearest keep to the south.)

The Day Of

Lord Algilir sends out 3/4 of his men on a routine patrol through the woods. They shall not return for a fortnight. The remaining legionnaires are confined to Fort Ritzen for the next seven days as they begin practices and combat trials. And then it began to rain. It rained heavily all day long. Those within pitted those without.

Yigal Aethen spoke to Orillis in the morning, when he asked her for broth and vegetables. He said he was coming down with a cold and hoped some of her broth would help cure what ailed him. Shekedis Cadrune had not been home when he called, but her husband promised to pass on the message.

After blessing the lunchtime meal at the fort Orillis worked his fields for several hours with Crolan Kosawhyn. Crolan noted that Orillis was sluggish and tired. He blamed it on an oncoming illness that he hoped Yigal's chicken soup would cure. After sundown they shared dinner in Orillis's tiny hut. Crolan left a few hours later for home.

Masane claims to have seen Orillis, lantern in hand, leave his hut and head east of the settlement. Orillis saw the man tending his livestock and waved cheerily. Masane thought to call out, but decided against it due to the late hour. Orillis, he will tell anyone asking, often walked about at night. He'd seen him at it often enough this past fortnight. No one at the fort saw him after he'd blessed the night meal.

The Morning After

Yigal Aethen, the wife of the local timberwright, went to Orillis's home just after dawn on the 1st of Kelen. She was bringing some chicken stock, and vegetables, to make him a stew. Not finding Orillis at home, she went into his hovel, and left the stock and vegetables on the table. She then headed back to her own house to begin her daily tasks.

By noon, Shekedis Cadrune had been by twice, but had found Orillis's house empty each time. But she did notice a large raven that kept trying to get into Orillis's house. She made sure to bar all the shutters, and keep the door tightly closed against it. During lunch Lord Algilir remarked that it was strange that Orillis had not attended to bless the assembly. Lounda Arkovel did the laundry.

It was later that day, just before the changing of 4th watch, when Orillis's body was found in the northern commons, hidden among the trees. The ravens gave searchers a direction in which to look. They were hopping around him, but had only just begun to feast when the body was found.

The Body

Orillis's body was dumped in among the small thicket that borders the wild forest north of the commons. The trees and foliage scratched and punctured the body in several places, but there is little or no blood in and around those wounds. The thicket doesn't seem to have been much travelled through by anything heavier than rabbits. The body was pulled out after the small wood was cut away from the body.

Half of Orillis's head was caved in from a heavy blow. The item that struck his head was bigger than the damaged area, with odd indentations and ripples upon it.

Orillis has only two sets of cloths, pale brown tunics, hoes and shoes. His shirt is stained with an oil of some kind (lamp oil), and his hoes have holes along the backs of his legs, in which small pieces of dirt are embedded. His shoes are missing. He never wore a hat, and his hair is much dischevled. Tiny flaxen seeds are scattered in among his hair. His skin is pale, but the body is movable. And there seems to be little or no bloating.

To the North

Forest as far as the eyes can see, and the foot can travel.

To the East

About an hour's walk from the Fort, deep into the wild wood - there is signs of an encampment. A fire pit, used often, has not seen fire since before the last rain (the day before Orillis was found.) There are several depressions, and sets of tracks that lead to and from the campsite. There are two beds of sweet hay and leaves near the campfire, but the wind and the rain has done much to disturb them. Although the area was nearly flooded, there are still small rust-like stains near the stones of the fire pit. Beneath the stones is ground drenched with blood and rain. A game bag of wrotting meat and a sleeping tarp are in this area to be found.

About a ½ hour walk from the camp site there are two shallow graves. The trail from the camp site to the body is mostly clear of trees, and a good tracker can tell something heavy was dragged in that area. The trail, and the drag marks continue another 30-40 feet before stopping just in front of a fresh earthen mound. Jasmia is buried in the mound, along with her just newborn child. (the cause of all the blood at the campsite.)

Jason's face is unknown to anyone in Ritzen, but if sent to Imrum - someone there will recognize it as belonging to a slave who'd recently been sold to Sir Isaak DeMontagne, a knight of the Eight Demons, residing somewhere near the Tharda-Rethem border. Jason was known to be travelling with his wife Jasmia.

To the South

Nothing.

To the West

Lies the road to Imrum. It has seen no traffic these last few days.

What Happened

Orillis has been helping two runaway slaves staying at the border of Ritzen and the wild forest. Upon learning that the legion would be performing a patrol through the area, he made plans with them to move them into his house as

his "guests" and there offer them protection. Both Jasmia and Jason had seen others in the woods, but did not want to tell anyone about it - not even Orillis.

On the night he went to collect Jasmia and Jason everything went as planned, but upon heading back home - they stumbled upon Parsevil Arkovel. He was returning home from a night of poaching with his game bag full. Jasmia and Orillis recognized him at the same instant. Parsevil sprang upon them and slew Jasmia with his wide-bladed hatchet. Jason jumped upon him as Orillis dropped the lantern, spilling oil all over his shirt.

When Parsevil had killed Jason, he then turned to find Orillis already dead. In his range and frustration he dumped Jason's and Jasmia's body on his sleeping tarp and dragged both of them through the woods. After burrying Jasmia, and Jason, he returned to Orillis's body. Thinking to burry him too - he picked up the slight man and slung him over his shoulder. He got as far as the upper north common when he heard legionnaires talking, and thus dumped the body and ran for home. Only when he reached home did he realize he had a Peonian Lantern, no game bag and no tarp.

His wife and children were asleep. He burried his wet and bloodied clothes in the mess of laundry his wife was to do the next day, and went to bed.

Justification for Murder

Parsevil was poaching. In Tharda that's an offense punishable by 50 strokes with the lash for a first offense. This was not their first offense. Normally Parsevil kept his poaching down to a few rabbits or a small deer. But that night he'd caught a full grown buck.

He slew Jasmia because she recognized her brother -the runaway slave. Parsevil and Lounda are runaways from the same Agrikan lord. Parsevil and Lounda received help from the Peonian church in escaping, forging their papers and settling in Ritzen. Parsevil was a master dog trainer for his lord, and Parsevil's escape cost his lord much. There is a 100d bounty on Parsevil's head (if brought back alive.)

His girls have been forbidden to say anything about their past, and most locals assume this means they were poorly treated. The girls both remember their lord as a dark and crule man who wanted them for one thing only.

If Lounda suspects her husband, she does not show it. She will remain steadfast by his side regardless of the outcome.

A few locals suspect that Parsevil has been poaching, but Lounda is generous with her beef stews (made once a month) and so no one has said anything about it, yet.

Howling into the Darkness

This adventure was written for a character named Caius who was 18 years old. The adventure occurs in the winter months and is a suitable solo campaign for any full-time legionnaire.

Characters are provided to help flesh out the plot and sample dialog is given as an example. Feel free to expound, or shorten, wherever necessary.

Maps:

- The province of Gerinum, in the Thardic Republic
- Ritzen - A legion outpost in Central Tharda along the Rethem Border.

Characters:

- 1 maniple of reservists from the surrounding lands. Each tenaci is from local villages. The manius comes from Geminost. Refer to the Ritzen article for more information.

The Setup

In the winter season, the legionary forces can only patrol and watch the walls. Without the weather's cooperation, even these operations are greatly curtailed. So, occasionally, full-timers are sent out on various tasks to gain supplies or guard them. In this session, Caius got his fingers smashed when his tenacious was performing emergency road repair near the keep. The local physician told him to take it easy for the next week (i.e. no more working with cold, wet cobbles.) To keep him busy, his Manius sent him off to fort Pinar (last fort before the mountains on the map) to fetch back 50lbs of salt. A friend of a friend of an acquaintance of the Manius had the salt there for a good price. Caius packed up his full kit, gathered the money for the salt and headed off after only receiving the most basic of instructions.

The trails and travels

The trail (up to the edge of the green [forest]) is easy going. But this being winter (and the roads being mud) - Caius went overland in the general direction of his destination. He knew if he hit the river, he need only follow it north to find the outpost. The directions given, while simple, should be enough for any PC with any sense

of direction. If they get lost - they can always ask for directions. Most know where the big cities are located, but only a legionnaire or a traveling merchant would know exact distances in leagues (everyone else talks in cart- or foot-time.)

That Night

Some time after dinner (preferably when the PC goes to bed) something in the forest will begin to move stealthily towards the fort. A few of the more aware Milities Linari (all 2 of them) on guard may see it. If they do not, a spear will fly from the forest in an attempt to destroy one of the guards on duty. Just to be melodramatic - my dying heroes scream. The Manius will call everyone out ("To the walls! We're under attack! To the Walls!")

Inside the living space - on the upper level - there are numerous shuttered windows and arrow blocks. These allow an archer to remain 1/2 covered as they load and fire their arrows at attackers from three sides of Ritzen. Once the alarm is sounded, someone will light the signal fire atop the roof of the living space. It is a large oil-fueled fire that shines brightly over the tree tops. It can clearly be seen by villages just south of Imrem. By dawn a second maniple will be on the move from Imrum looking to help the legionnaires at Ritzen.

A hunting party of 60 gargun are intent on attacking, and removing Ritzen. The gargun want only free passage further south, and it is by bad luck that they've stumbled upon the outpost instead of safely passing within a few miles of it. The gargun will harry and attack the fort until early morning.

After the Fight

There is a bounty on Gargun head of 1d each. Some soldiers keep a gargun spear as a reminder.

Getting there is half the fun

Getting from Ritzen to Imrum is easy now that there are too many men for Ritzen to house comfortably. A manius and the wounded soldiers (and the few who are deemed "extra") will be brought back to Imrum by cart. It should be relatively easy for a PC to hitch a ride, or just walk along with the train. Pinar is a 3 hour walk north of Imrum. Carts for Legion business can be rented in Imrum (with horse) for about 1d/day.

Howling into the Darkness 2

Characters

I came up with 20 names and rolled a few dice. I didn't really think to make any permanent notes for them.

How it Really Went

Caius struck north of Fobin, and kept off the muddy roads. The first night, though cool, was dry - and he slept in the woods. He took his time - actually finding herbs and whatnot to help his standard rations taste better. By the time he saw Ritzen, it was getting dark and starting to smell like it might rain. And the smell of freshly baking oat cakes and goat meat drew him towards the shelter. Once he announced himself - he was made welcome. Luckily they had a good cook (a son of one of the veterans serving there.)

After a meal and a good round of conversations, Caius slept beneath an unshuttered window. He awoke sometime after midnight to notice that, while there was no wind, the trees were moving. Sitting up he watched a spear fly through the air. It narrowly miss a guard on duty (who didn't scream. He fell off the wall, and no one saw him go over.) Caius sounded the alarm, and everyone took their positions. Caius took up bow and arrow and asked for bucket of pitch and a braiser. He quickly began felling Gargun attackers, and setting them ablaze; thus making it easier for the other legionnaires to see their attackers.

The fire arrows had good effects on the Gargun, and after an hour of confrontation, the Gargun seemed to disappear back into the forest. By that time the signal fire was lit - the legionnaires knew that to win they would just have to wait it out.

Sometime around 3am the gargun rallied again. By this time Caius was on the wall. He threw javelins at the attackers, and watched 2 men fall from the walls. When the Gargun again seemed to back off - Caius ran out to collect his fallen comrades. He got back into Ritzen just before the gargun struck the walls again. Back up on the walls he fought them off with javelins. Unfortunately, dodging spears while throwing javelins is an acquired skill - and Caius received a spear straight to his center chest. It knocked him back, but not off the narrow palisade.

Another legionnaire saw him, and (even though he was still trying to throw javelins at the Gargun) he was sent into the living space where the local servant treated his wounds. By then it was nearly dawn. By noon reinforcements had arrived and they chased the remaining Gargun forces into the Hefiosa hills. Caius was seen to by a legion physician who said ... "Hm... ok this isn't so bad. Here drink this...You'll be out for three days."

Caius awoke 3 days later feeling better, but sheepish for being late in his duties. He left Imrum keep and made his way to Pinar. He walked back along the main roadways with 50 lbs of salt on his back. When he returned to Fobin he was teased by his tenacious. Because of his absence - they'd all managed to smash their fingers!