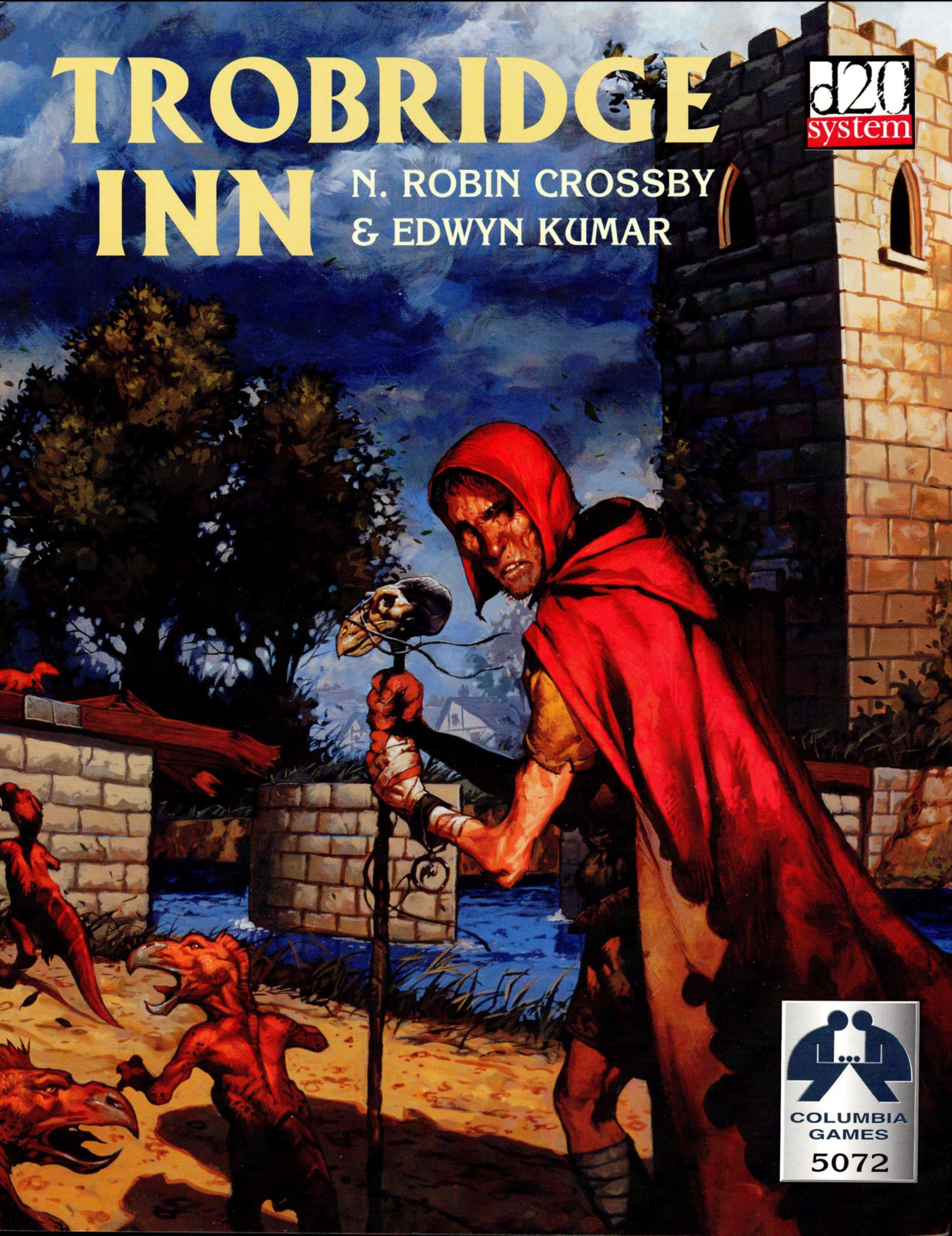


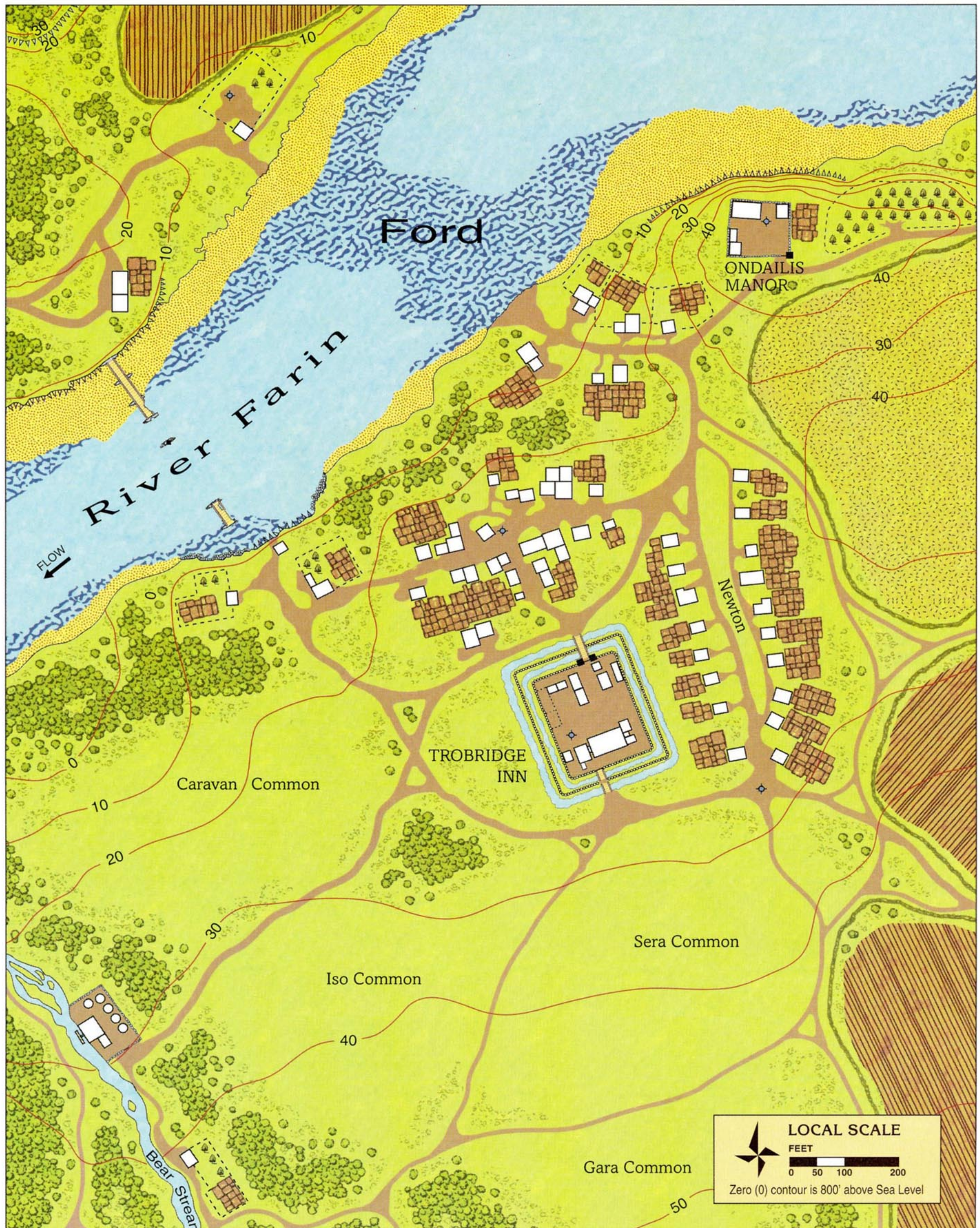
TROBRIDGE INN

N. ROBIN CROSSBY
& EDWYN KUMAR



TROBRIDGE

PLAYER MAP

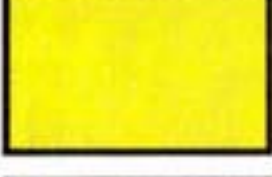
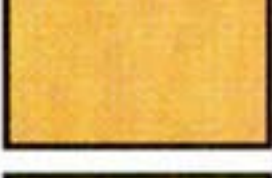
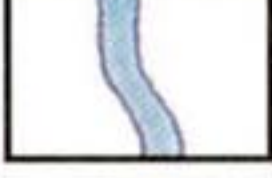
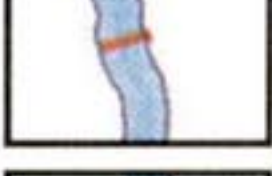
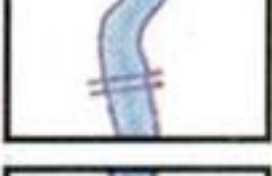
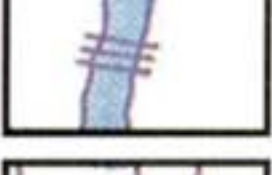
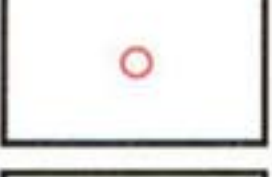
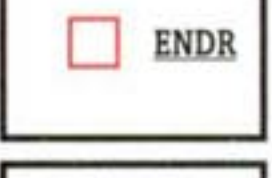
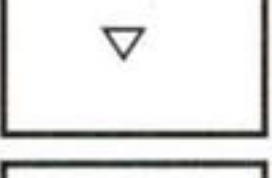
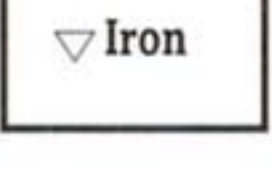
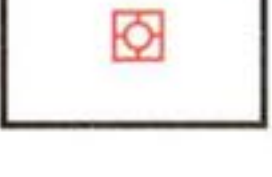


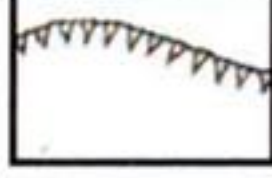
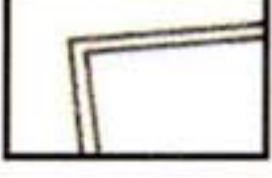
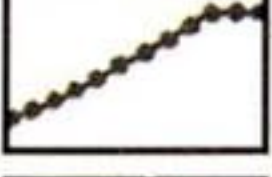
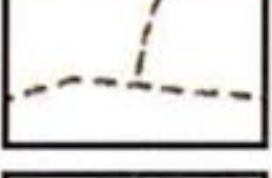
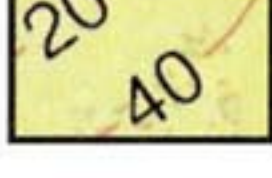
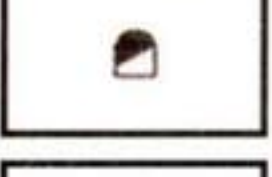
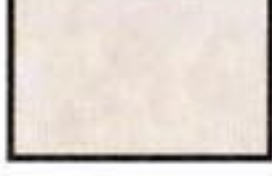
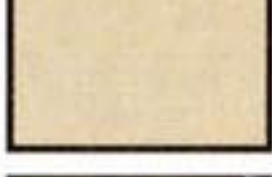
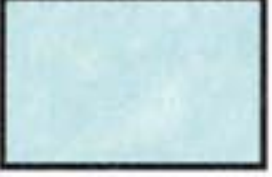
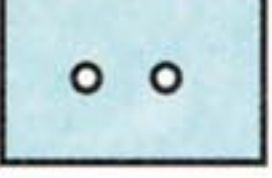
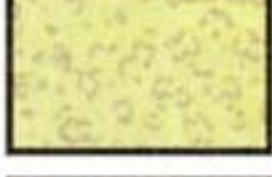
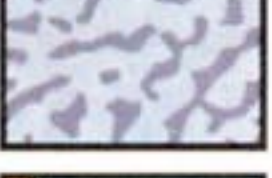
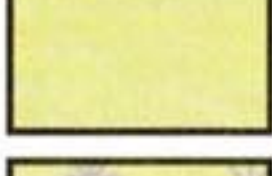
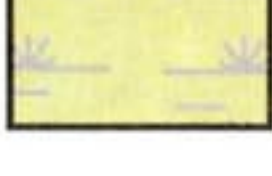
HarnWorld

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Map by Patrick Nilsson, Ron Gibson, and Garry Steinhilber

ATLAS HÂRNICA

LOCAL MAPS

	ICE, SNOW, or ROCKFIELD		PEAK
	ALPINE VEGETATION		MOUNTAINS
	NEEDLELEAF FOREST		HILLS
	MIXED FOREST		MARSHLAND
	WOODLAND		WATER
	HEATH		REEF
	CROPLAND & PASTURE		
	RIVER		CANAL
	FORD		PAVED ROAD
	FERRY		UNPAVED ROAD
	BRIDGE		TRAIL or RURAL TRACK
	CATARACT		NATIONAL BOUNDARY
	RAPIDS		SHIRE BOUNDARY
	STREAM		HUNDRED BOUNDARY
	WALLED TOWN		MANOR/VILLAGE (Stone Fortification)
	CASTLE		MANOR/VILLAGE (Wood Fortification)
	KEEP		MANOR/VILLAGE (Unfortified)
	SHIRE MOOT or PROVINCIAL CAPITAL		TOLLHOUSE (Royal or State)
	HUNDRED MOOT or DISTRICT CAPITAL		POINT OF INTEREST
	CHURCH, ABBEY, or MONASTERY		MINE or QUARRY
	FIGHTING ORDER (Chapter House)		

	SCARP/STEEP HILL (Arrows Point Down)		FORTIFIED WALL
	CLIFF (Arrows Point Down)		STONE WALL
	DITCH		LOW WALL
	ROUGH BROKEN TERRAIN		PALISADE
	RUBBLE & LOOSE ROCK		FENCE
	CONTOURS		IMPORTANT GATE
			CAVE/TUNNEL ENTRANCE
	STONE		PILLORY (stocks)
	WOOD SURFACE		GALLOWS or SCAFFOLD
	EARTH/MUD		OUTDOOR WELL or FOUNTAIN
	SANDY		
			OPEN WATER
	TREES		PILINGS
	ORCHARD		PILINGS (Submerged)
	BUSHES		ROCKS (Submerged)
	HEDGE		FORD/SANDBAR (Submerged)
	ARABLE FIELD (Cropland)		FLOATING JETTY
	VEGETABLE PLOTS		WOOD JETTY
	GRASS		STONE JETTY
	BOG/SWAMP		LOG BOOM

INTERIOR MAP KEY

	PAVED SURFACE (STONE SURFACE)
	WOODEN SURFACE
	EARTH/MUD SURFACE
	SAND/GRAVEL SURFACE
	GRASS/LAWN/MEADOW
	WATER
	PACKED/RAMMED EARTH

	TREE
	HEDGES/BUSHES
	HAY/FODDER/CRUDE BEDDING/ETC.
	RUBBLE/RUBBLE FILL

WALLS	
	RUBBLE WALL
	STONE WALL
	STONE PILLAR/CEILING SUPPORT
	LOW STONE WALL UNDER FIVE FEET
	DAUB AND WATTLE WALL
	LOW DAUB AND WATTLE WALL UNDER FIVE FEET
	RAMMED EARTH WALL
	WOODEN WALL
	WOODEN POST/CEILING SUPPORT
	LOW WOODEN WALL UNDER FIVE FEET

STORAGE	
	BARRELS
	WOODEN CRATES
	CHEST/TRUNK (SEE LOCKING DEVICES)
	HANGING ITEMS (MEAT, FISH, ETC)
	STORAGE AREA

LOCKING DEVICES USED ON DOORS, TRUNKS, ETC. ALL SHOWN ON THE SIDE THEY ARE ON, OR CAN BE OPERATED FROM.	
	LATCH
	WOODEN BAR
	IRON BAR
	IRON BOLT
	LOCK RATED FROM 1 (WORST) TO 9 (BEST)
	MECHANICAL USED TO INDICATE SECRET DOORS THAT ARE MECHANICALLY HIDDEN; SYMBOL APPEARS ON SIDE FROM WHICH DOOR IS INVISIBLE.
	MAGICAL USED TO INDICATE MAGICALLY LOCKED ITEMS SUCH AS CHESTS, DOORS, ETC. USED TO INDICATE SECRET DOORS THAT ARE MAGICALLY HIDDEN; SYMBOL APPEARS ON SIDE FROM WHICH DOOR IS INVISIBLE.

DOORS	
	DOORLESS PORTAL
	WOODEN SWINGING DOOR
	IRON SWINGING DOOR
	IRON GATE
	FALSE DOOR
	POCKET DOOR
	SLIDING DOOR
	SECRET DOOR (A SYMBOL INDICATING WHETHER THE DOOR IS MECHANICALLY OR MAGICALLY HIDDEN WILL APPEAR ON THE INVISIBLE SIDE OF THE DOOR)
	PORTCULLIS
	TRAPDOOR IN FLOOR
	TRAPDOOR IN CEILING

RAILINGS ETC.	
	IRON BARS
	RAILING/BALUSTRADE
	POST & RAIL FENCE
	LATTICE PARTITION

WINDOWS	
	OPEN
	OPEN (SMALL)
	GLAZED
	BARRED
	SHUTTERED
	PEEP HOLE
	ARROW SLIT

	STAIRS ARROW ALWAYS POINTS DOWN
	SPIRAL STAIRCASE UP ONLY
	SPIRAL STAIRCASE DOWN ONLY
	SPIRAL STAIRCASE UP & DOWN
	LADDER UP ONLY
	LADDER DOWN ONLY
	LADDER UP & DOWN
	ROCKS/ORE
	SLOPING SURFACE ARROW ALWAYS POINTS DOWN
	WATER DEPTH DEPTH, IN FEET, IN RELATION TO NEAREST SPOT ELEVATION
	SPOT ELEVATION HEIGHT ABOVE "0" LEVEL
	CEILING HEIGHT SHAPE OF CEILING MAY BE INDICATED
	OPENING IN CEILING
	OPEN TO LOWER LEVEL (HOLE IN FLOOR)
	OPEN FLOOR & CEILING
	BUILDING OUTLINE MAIN FLOOR/LEVEL, FOR REFERENCE
	MECHANICAL CONNECTION
	RAILWAY FOR ORE CARTS
	TILED ROOF
	TAPESTRY/CURTAIN
	MACHICOLATION IF PRESENT, ONE OF THESE TWO SYMBOLS WILL BE USED.
	IRREGULAR HOLE IN WALL
	UNSTABLE FLOOR
	UNSTABLE CEILING

	FIREPLACE
	OVEN OR KILN
	BRAZIER
	WELL
	WATER TANK/RESERVOIR
	GUARD POST FIRST NUMBER INDICATES THE NUMBER OF GUARDS; SECOND NUMBER INDICATES PERCENT CHANGE OF THE GUARDS BEING PRESENT.
	TORCH/LAMP BRACKET
	CUPBOARD/ALCOVE
	WALL VENTS/DRAINS
	WATER FLOW DIRECTION INDICATES DIRECTION OF WATER FLOW OF STREAMS/RIVERS.
	TABLES WITH BENCHES/STOOLS ETC.
	SPECIAL FEATURE THESE ARE KEYED IN THE INTERIOR MAP NOTES.
	PALLET/CRUDE BED
	BUNK BED
	GOOD BED
	GOOD FOUR POSTER BED

ODDS & ENDS	
	CHAIRS
	REFUSE PILE
	WINCH
	LEVER
	LAVATORY RELIEF ROOM
	ANVIL
	TOOLS
	WATER/OIL BARREL
	CARPET/TAPESTRY
	BROKEN ITEM
	PODIUM
	DRAIN IN FLOOR
	VENT IN CEILING

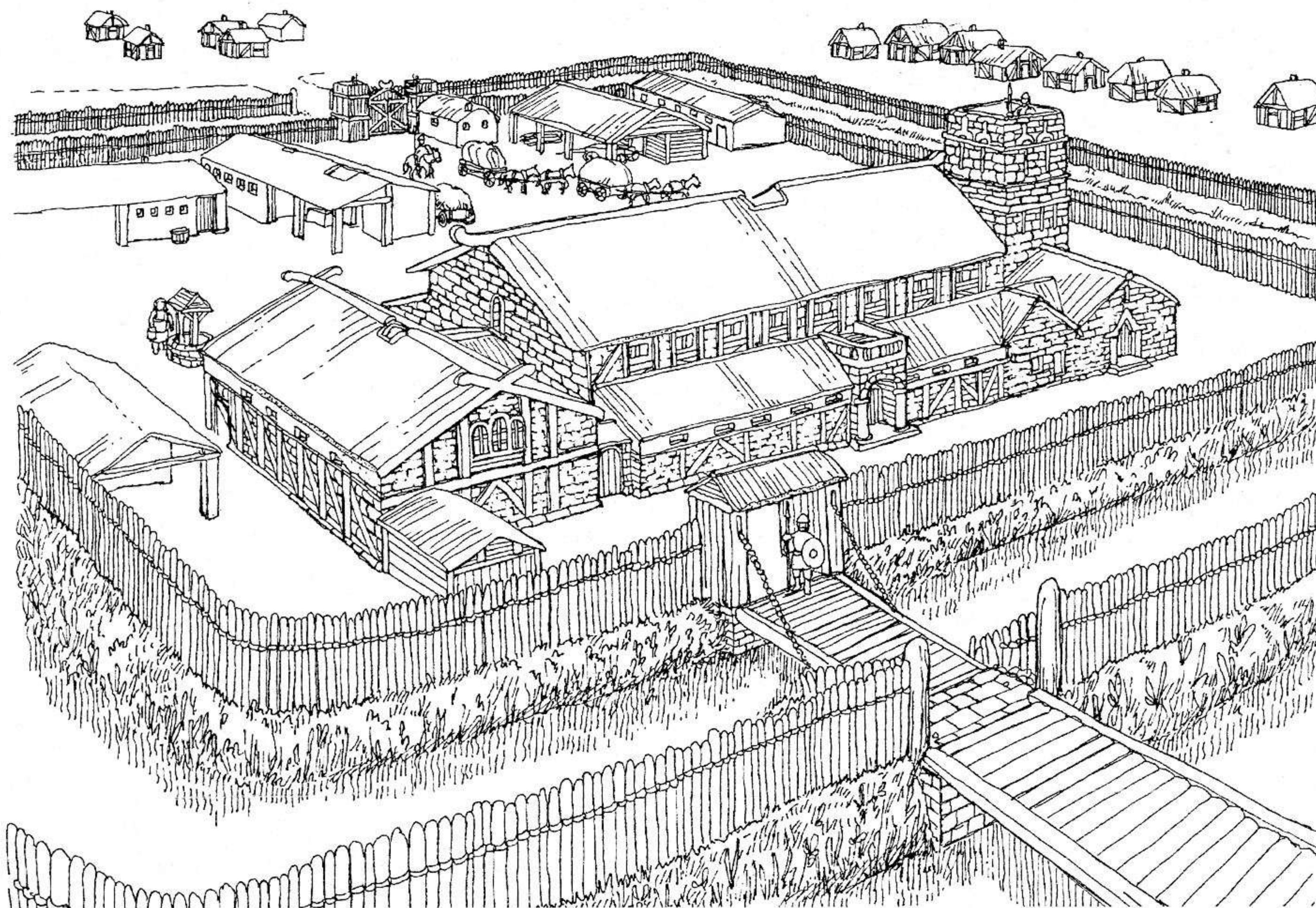


Trobridge is a fortified inn and trading post owned by the Mercantylers' Guild. It is located at a strategic ford on the Salt Route, the main trail between eastern and western Hârn. The adjacent village of fifty households is the only permanent settlement for leagues about. The inn lies on the western edge of *Chelmarch*, a vast territory claimed by Kaldor, but homeland of the Chelni barbarians. They allow the inn to survive as a convenient trading post to obtain civilized goods.

The inn was built in 646 by the Mercantylers' Guild as a secure waystation for caravans. It is currently operated by Terlin of Wesindan, a freemaster innkeeper, who pays a 20% share of profits to the Mercantylers' Guild in Tashal in addition to his normal dues to the Innkeepers' Guild.

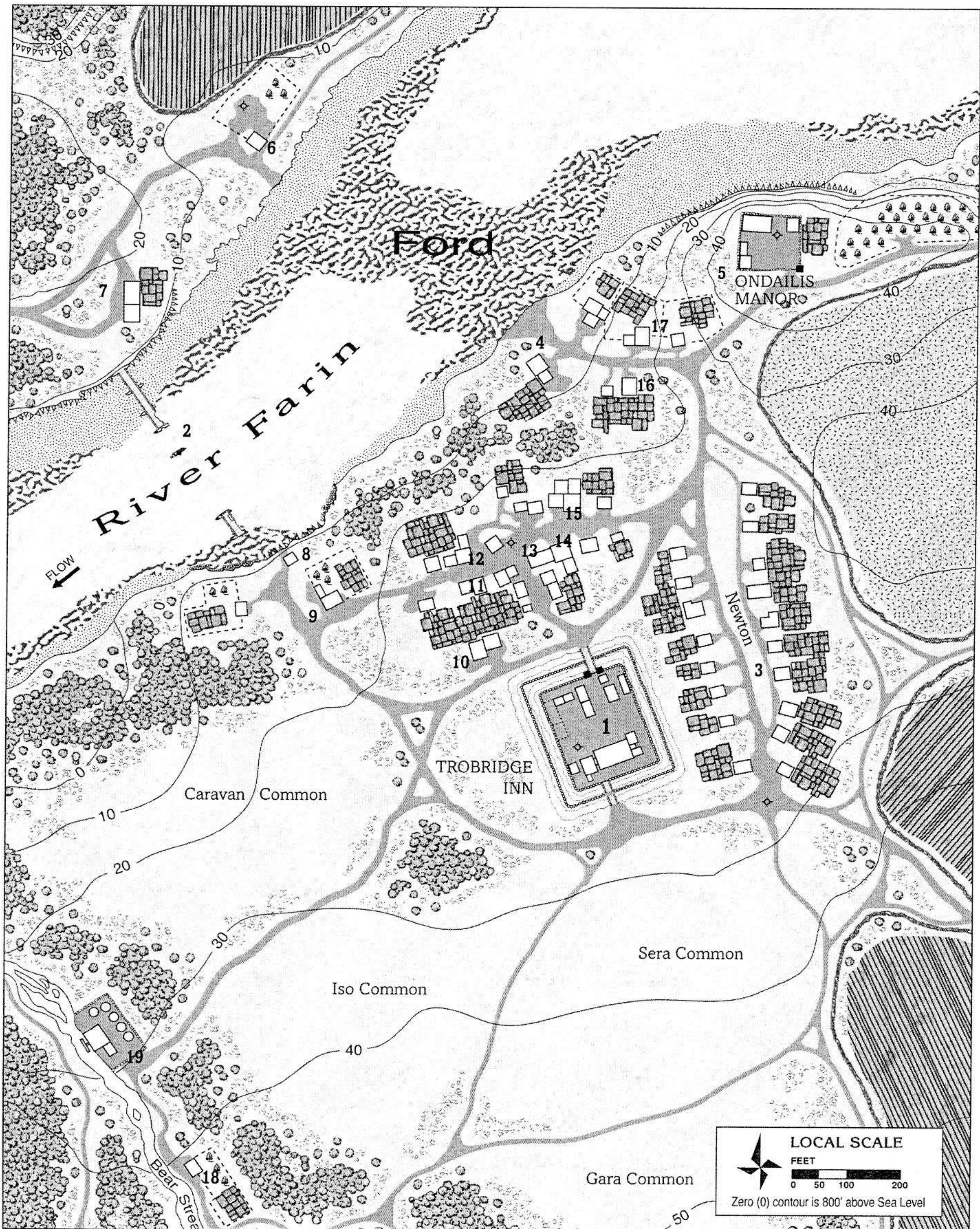
Wesindan maintains a force of 20-40 mercenaries depending on the season and his financial situation. There are accommodations for 32 soldiers in the barracks and north gatehouse. The guard captain and lieutenants have separate quarters near the chapel. The mercenaries are mainly there to defend the inn from Kurson Ondailis, the local warlord who exacts tribute from most of the surrounding villagers. Kurson seeks to turn the settlement into a proper knight's fief.

The Thardic Senate and King Miginath of Kaldor both covet Trobridge as a useful outpost. The inn is the principal layover for caravans and travelers between these two states. Elven merchants from nearby Evael sometimes come to Trobridge to trade. In the spring, the fields surrounding Trobridge host the Chelni nation and their great annual gather.



TROBRIDGE 2

GM MAP



HarnWorld

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Map by Patrick Nilsson, Ron Gibson, and Garry Steinhilber

1 TROBRIDGE INN (Terlin of Wesindan)

Size: 12 Quality: 3 Prices: *High*

A fortified trading post, owned by the Mercantylers' Guild, and operated by Terlin of Wesindan. See plans of the inn (Trobridge 4).

2 TROBRIDGE

The first bridge on this site was built by Lothrim the Foulspawner just over six centuries ago. Several of the stone supports date back to Lothrim's bridge. The most recent reconstruction, completed in 651, collapsed in 717 after years of neglect and high floodwaters. The name Trobridge, originally Troll's Bridge (*Noliant* in Hârníc), dates to Lothrim's time; there have been no reports of trolls in recent history.

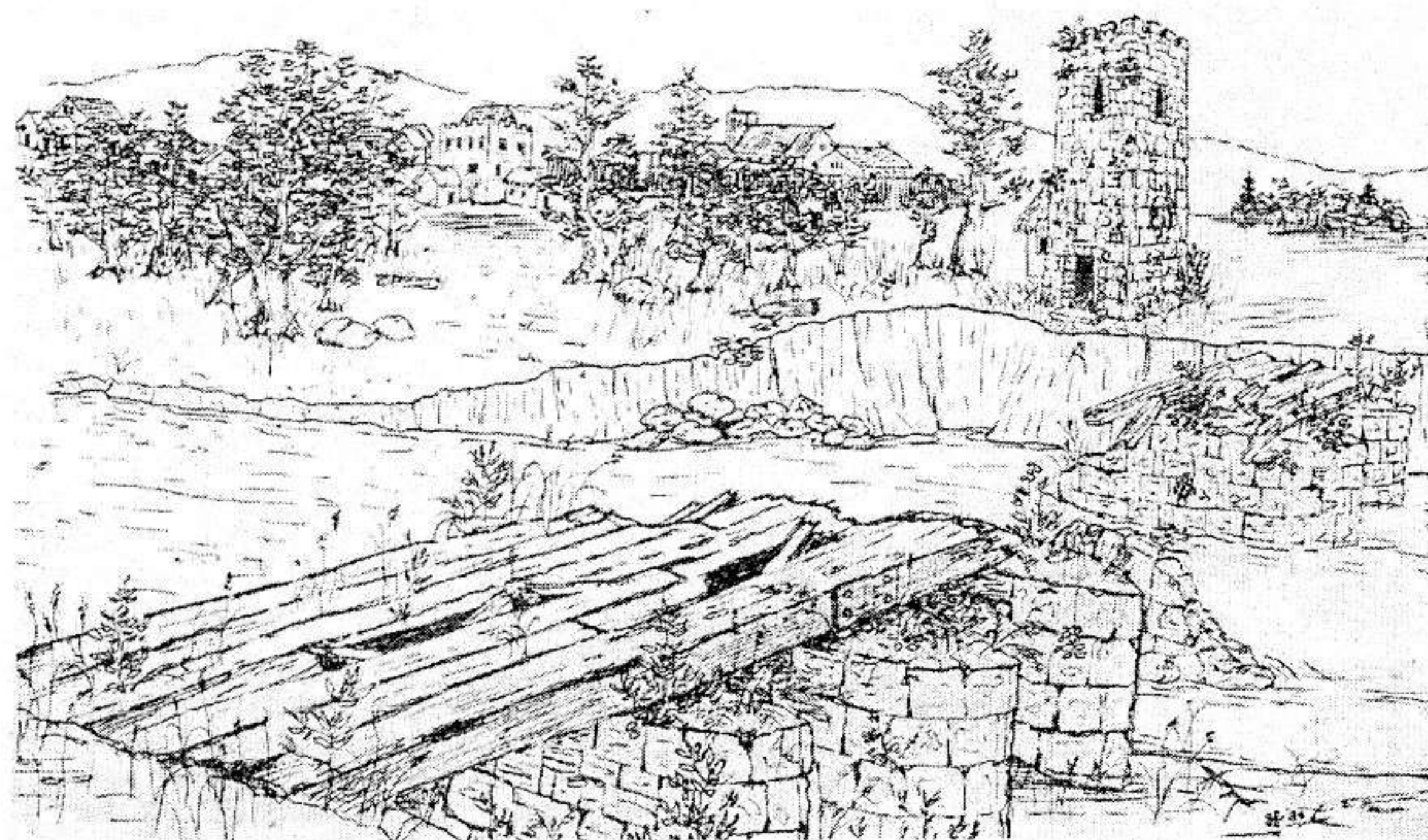
The upstream ford is currently the only caravan crossing of the Farin River. This ford is typically 3-4 feet deep in the spring, but less than 2 feet in the autumn. Kurson of Ondailis levies tolls to cross here, officially to build a new bridge. Those who refuse to pay (a toll on a ford is rare) are typically beaten and robbed; a few have perished resisting.

3 NEWTON

A newer area of Trobridge with large and pleasant cottages. Most residents cultivate strips in the open fields to the east and south, keep livestock on the commons, and tend private vegetable plots. These households pay tribute to Kurson of Ondailis and live in a state of informal serfdom.

4 CHAPEL OF PEONI Reslava Darwyn Aphas

The Chapel is supported by donations from villagers and travellers. The priest lives in the attached house. He tries desperately to keep neutral in the undeclared war between Kurson and Terlin although unpunished rapes and robberies by several of Kurson's thugs have been particularly difficult to accept. Several villagers have urged the reslava to preach openly against injustice, but the priest cannot swim and the river is deep.



GUILD DATA

Clans: most Hârníc folk have a first name and a clan name. Lysa of Amael means Lysa of *clan* Amael. Some folk drop the "of" such as Hadael Kardy.

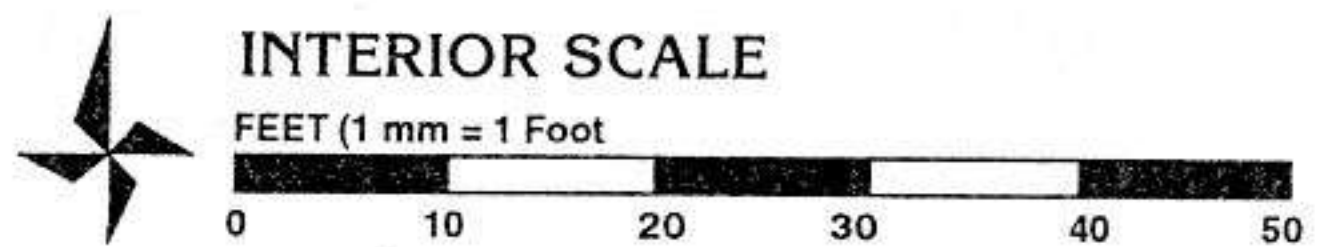
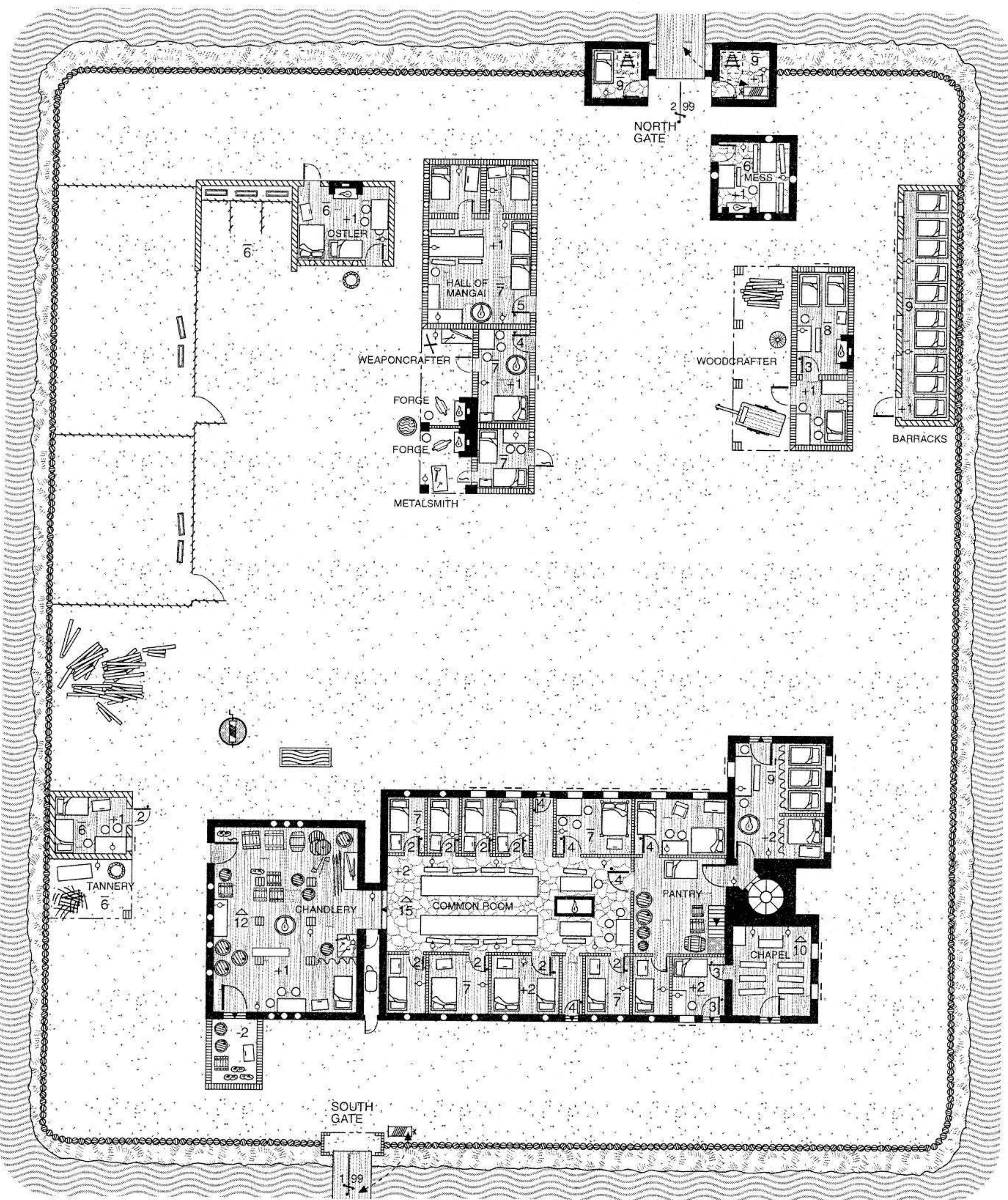
Size: the number of folk employed at this business. This includes the master, bonded masters, journeymen, apprentices, and laborers.

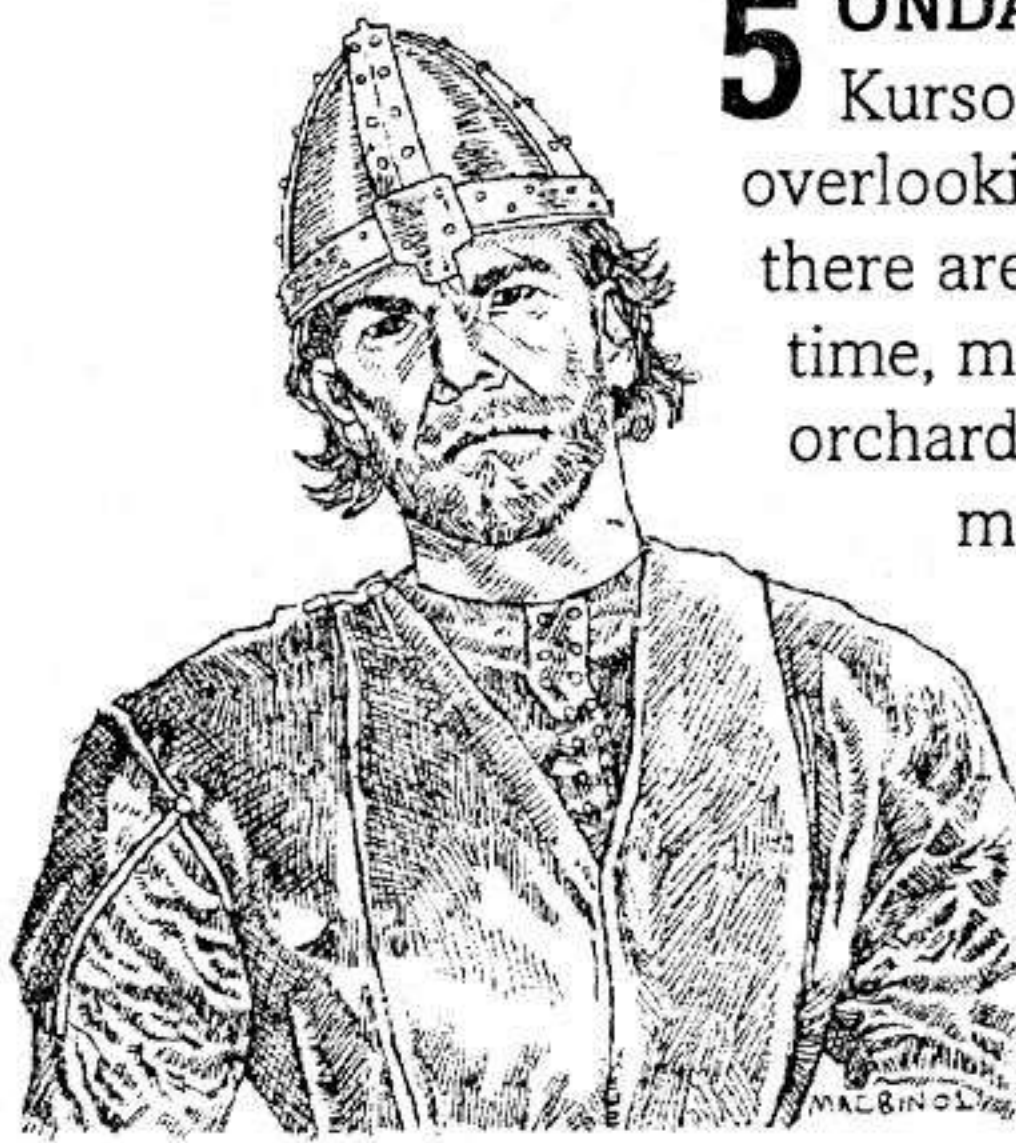
Quality: goods and services rated for quality on a scale of 1-5. If the GM needs a skill rating for the guildmaster, interpret as follows:

Poor	1	ML 51-60
Fair	2	ML 61-70
Average	3	ML 71-80
Good	4	ML 81-90
Excellent	5	ML 91+

Price: a guide to the prices charged, which may not reflect the quality of wares being offered. There are three ratings: *Low*, *Average*, *High*.

TROBRIDGE 4



**Kurson Retainer****5 ONDAILIS MANOR**

Kurson's "manorhouse" is situated atop a small hill overlooking the river. In addition to his family of 8, there are 10-20 retainers in residence at any given time, mostly hired criminals and outlaws. There is an orchard to the east, planted in 716. See the manor map (Trobridge 8) for details.

6 OSTLER & TOLLHOUSE

The building functions as a stable and guardhouse for Kurson's toll-collectors, who are well trained and armed. At least two guards man the tollhouse, night and day. The ostler's yard, administered by Kurson's bondsman Irikis, often contains pack and draft animals that have been seized until travellers pay the

demanded toll. Seized animals are subject to confiscation after 24 hours. For some reason, horses tend to be jittery when kept at the stables.

7 HIDEWORKER (Jarinal of Uthlaften)

Size: 6 Quality: 2 Prices: *Average*

The tannery is located across the Farin, well away from other businesses. Uthlaften does most of his business with the Chelni who trade raw hides and furs for tanned leather. The tannery is used as a stable for his several score livestock. Uthlaften lives in the attached house with a wife and four children.

8 OLD TOLLHOUSE

One of the village's few stone buildings, the old tollhouse was built by Lothrim at the same time as the first bridge. At three stories, it is the settlement's tallest structure and is used as a watchtower by Kurson's retainers. The tower is noted for its unusual reliefs that depict many different kinds of humanoid forms. The tower's original purpose remains obscure, although some villagers claim it was the womb of the foulspawn. There are creatures depicted on the interior walls of the second floor that vaguely resemble gargun.

On the main floor, a trap door leads to dank passages below. Other than Kurson's men, most locals will not approach the tower, especially at night. In past years, sages have occasionally visited the site to study the carvings. Kurson's guards 'discourage' unwanted attention.

9 CLOTHIER (Hirepa of Aphas)

Size: 6 Quality: 4 Prices: *Average*

Hirepa has a large business for such a small community. Most of his activity involves tailoring splendid fur coats and hats, and fur-trimmed cloaks for export to Tashal and western Hârn. He gets first choice of the best furs from the hideworker (#7). Hirepa is the father of the Reslava Darwyn (#4).

10 PHYSICIAN (Hadael Kardy)

Size: 2 Quality: 4 Prices: *Average*

Hadael hails from Melderyn. His skills are unsurpassed in the region and some whisper that he dabbles in 'the esoteric arts'. His abode is humble and his prices low for a physician with his abilities.

11 TENTMAKER (Rybal of Querind)

Size: 5 Quality: 3 Prices: *Average*

Rybal makes and sells tents, awnings, and tarpaulins to locals and caravans. His colorful pavilion tents, a status symbol among the Chelni, are often in frantic demand by tribesmen during the Chelni gather.

HârnMaster**KURSON RETAINER**

Employed by Kurson Ondailis to defend the manor, village, and ford.

12 STR	11 EYE	09 INT
13 STA	10 HRC	10 AUR
12 DEX	11 SML	10 WIL
12 AGL	10 VOI	07 MOR

Combat Attributes:

Endurance 12, Move 12.

Combat Skills:

Initiative 78, Dodge 60, Unarmed 60, Shield 65, Sword 75, Dagger 72, Poleaxe 62.

Other Skills:

Heraldry 19, Survival 54, Physician 30.

Armour:

Plate Halfhelm, Ring Byrnie, Cloth Tunic, Roundshield.

d20**KURSON RETAINER**

Employed by Kurson Ondailis to defend the manor, village, and ford.

Human: Fighter 1/Rogue 1

CR 1, Alignment (any non-Good), Size M, HP 22, Speed 30.

Abilities: Str 12 (+1), Dex 12 (+1), Con 13 (+1), Int 9 (-1), Wis 10 (+0), Cha 9 (-1).

Armor: AC 14 (dex, studded leather).

Attack: Melee +2, Ranged +2.

Save: Fort +2, Ref +3, Will +0.

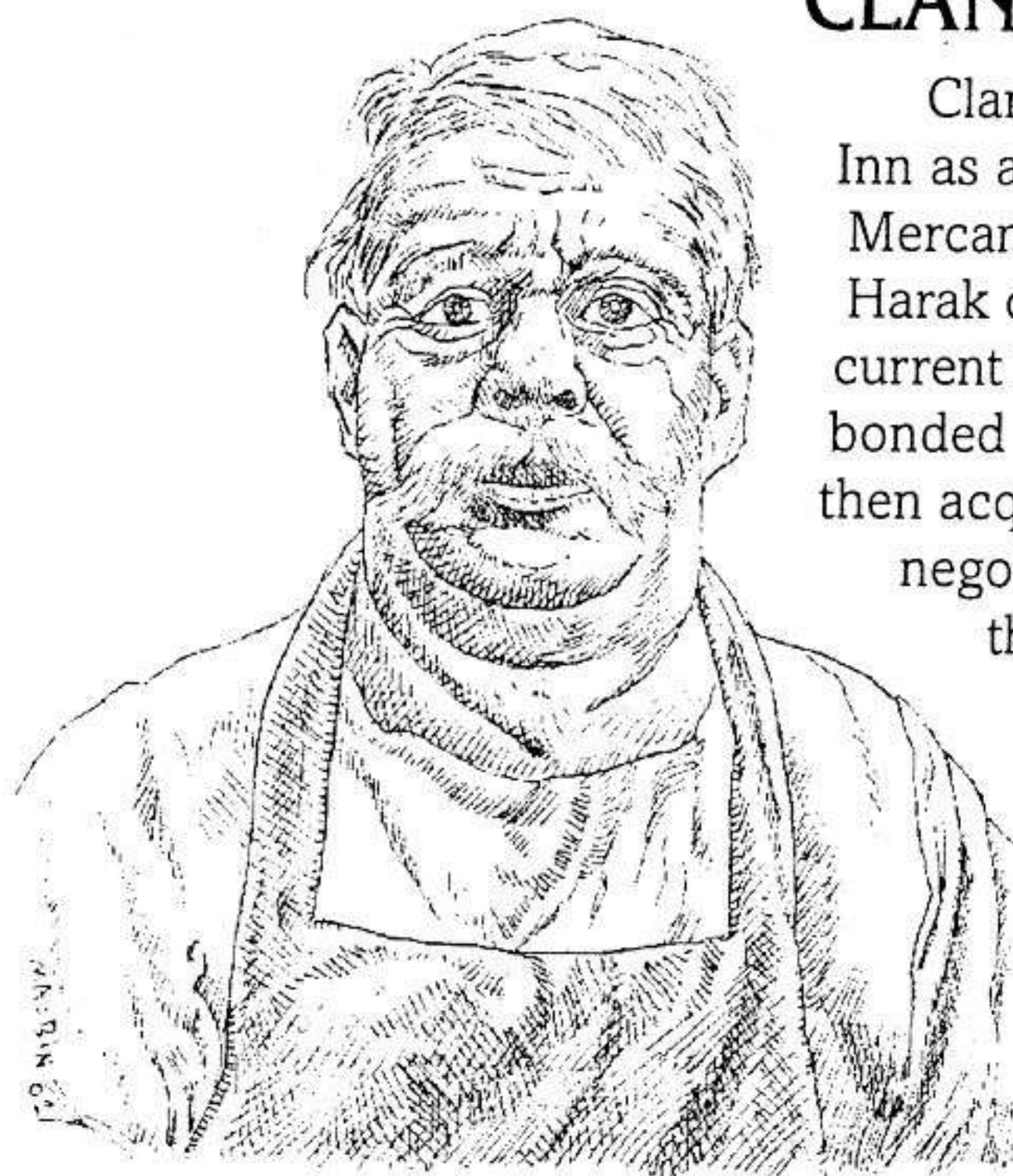
Skills: Climb +4, Handle Animal +1, Jump +4, Ride +4.

Feats: Toughness x2, Power Attack.

Special: Proficient with all weapons and armor, Sneak Attack +1d6.

Equipment: Studded Leather Armor, Poleaxe, Shortsword, Dagger.

CLAN WESINDAN



Terlin of Wesindan

Clan Wesindan have held Trobridge Inn as a special franchise from the Mercantylers' Guild for over fifty years. Harak of Wesindan, grandfather of the current holder, was first hired as a bonded innkeeper at Trobridge. Harka then acquired the franchise in 668 after negotiating a special deal that gave the Mercantylers' Guild 20% of the profits, while he still paid normal guild dues to the Innkeepers' Guild.

The franchise was inherited by Jongla of Wesindan in 685. He ran the inn as a profitable business, but allowed Marakai Ondailis to gain a foothold in the outer settlement in 688. Jongla

believed the strongman would allow him to reduce expenses for defense, then after the bandit's ambition became clear, Jongla feared the certain violence of eviction.

Originally all villagers paid a token rent to the inn for their land, a policy designed to encourage settlement and a steady supply of produce and artifacts to supply the inn and caravans. Marakai obtained the right to a holding of 800 acres in exchange for providing military service. He then encouraged the settlement of outlaws on his land in exchange for tribute, and slowly began to demand protection money from the other villagers. Clan Wesindan was powerless to stop this process until Terlin of Wesindan took over the franchise when Jongla died in 710.

Terlin was fortunate to survive the first year because Marakai Ondailis saw the change as the golden opportunity to seize total control of the inn. The early arrival of a caravan postponed a plot to abduct and kill him. Terlin learned of the plot and quickly hired a dozen mercenaries from Tashal to bolster the inn's defenses and a tension has mounted every year since.

Although most villagers continue to support Clan Wesindan, they also pay some tribute to Clan Ondailis just to keep the peace. A few of the older families refuse to pay anything to Kurson, but things break and their number declines as the years pass.

Adding to the innkeeper's troubles is the open interest gradually being displayed by Kaldor and Tharda in the future of Trobridge. Terlin wants the inn to maintain its independence because he has strong ties to noble households in both states. His forced allegiance to one state over the other would pose restrictions on his freedom, and likely would involve new taxes and license fees. The last thing Terlin wants is for his beloved inn to become subject to the capricious whim of Kurson Ondailis, whom he considers to be a dull boy with a sharp blade. Terlin's strategy has been to enlist the help of influential guildsmen in Kaldor and Tharda to remind governments that an independent Trobridge is best for all. This ploy never failed to get the support of powerful lords in the past, but the growing power and wealth of Kurson Ondailis now upsets the balance.

HårnMaster

TERLIN OF WESINDAN

12 STR	14 EYE	15 INT
13 STA	14 HRG	14 AUR
11 DEX	14 SML	14 WIL
11 AGL	13 VOI	14 MOR

Combat Attributes:

Endurance 13, Move 11.

Combat Skills:

Initiative 60, Dodge 55, Unarmed 48, Club 60, Dagger 55, Riding 44.

Other Skills:

Rhetoric 94, Intrigue 89, Brewing 86, Cookery 78, Law 55.

Languages: *Hårnic* 82, *Chelni* 45.

Scripts: *Lakise* 85.

Ritual (Halea) 23, Piety 58.

Armor:

Leather Apron, Cloth Tunic, etc.

d20

TERLIN OF WESINDAN

Human: Innkeeper 8

CR 4, Alignment NG, Size M, HP 30, Speed 30.

Abilities: Str 12 (+1), Dex 11 (+0), Con 13 (+1), Int 15 (+2), Wis 14 (+2), Cha 13 (+1).

Armor: AC 10.

Attack: Melee +5.

Save: Fort +3, Ref +2, Will +8.

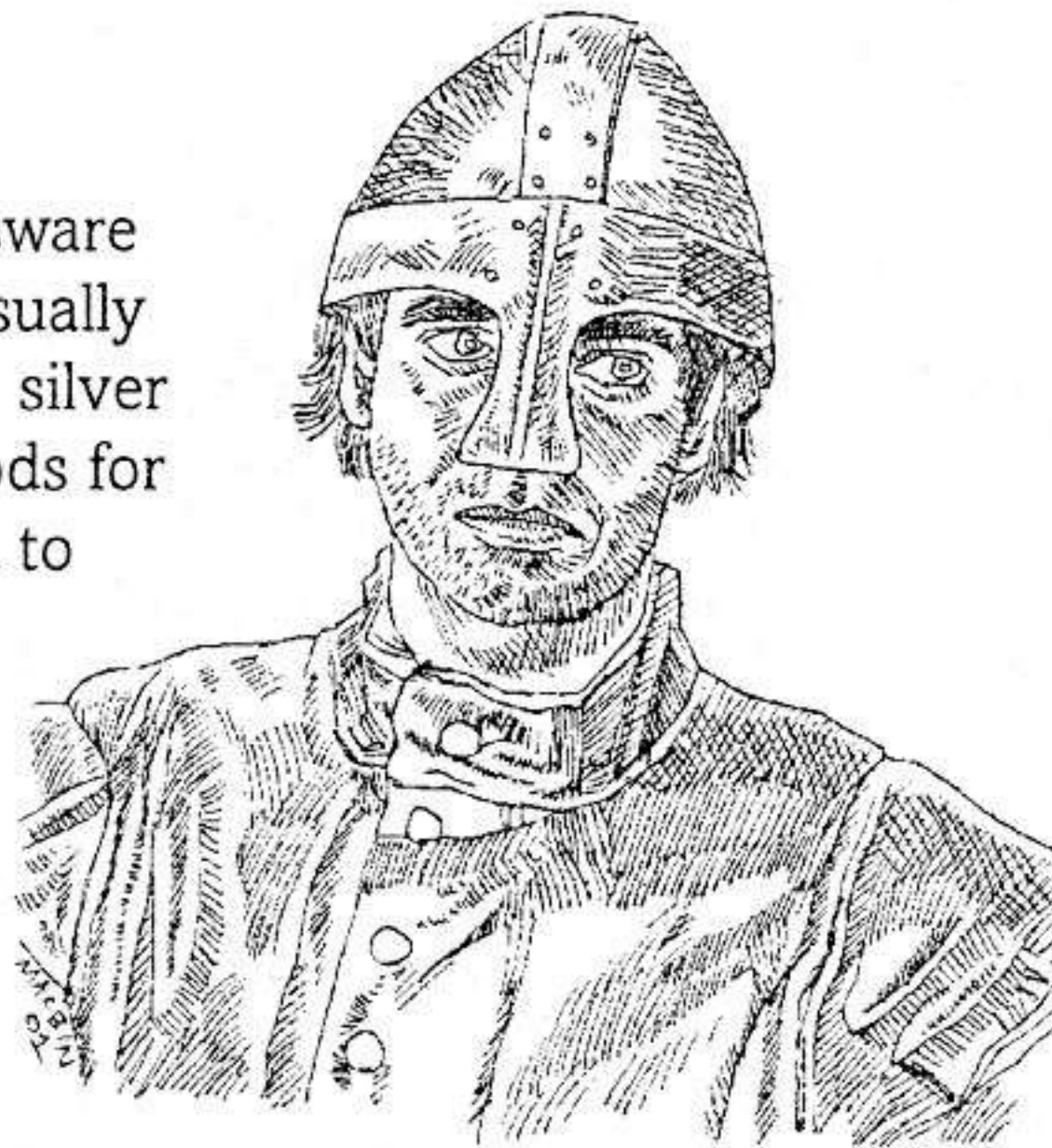
Skills: Appraise +8, Bluff +8, Craft (Brewer) +13, Diplomacy +8, Gather Information +7, Handle Animal +7, Innuendo +4, Knowledge (trade) +7, Profession (Innkeeper) +10, Sense Motive +6.

Feats: Skill Focus (Craft: Brewer), Iron Will.

Equipment: Club, Dagger, Deed of franchise for Trobridge Inn with goods & supplies, particularly furs and hides from winter trade with the Chelni.

12 GLASSWORKER
(Lysa of Amael)Size: 3 Quality: 3 Prices: *High*

Lysa acts as a purveyor of delicate glassware and other fine goods; visiting Sindarin usually deal only with her. She trades raw gems, silver and gold bullion, and other precious goods for Sindarin products, which are then resold to passing mercantylers. Her business is lucrative and her house is easily the most luxurious in Trobridge. It is also built like a small fortress: the *granite* walls are three feet thick and have no windows on the ground floor. A Sindarin metalsmith made her a gate that is both light and strong. In addition to two apprentices, she employs two swordsmen noted for their expertise. Lysa is a member of both the Glassworkers' and Mercantylers' guilds.

**Terlin Mercenary****13 WOODCRAFTER** (Nilosh of Habas)Size: 4 Quality: 3 Prices: *Average*
A hard working, honest man, Nilosh supports his wife and two children.**14 TEMPLE OF SARAJIN** (Clan Maael)

Clan Maael from Orbaal have enjoyed success converting about 20% of the Chelni to the warrior faith of Sarajin. Converts bring food and supplies to support the temple. The Maaels are often out preaching among the Chelni, but at least one clansman can usually be found at the temple.

15 THE SEVERED HAND (Chasar of Iabis)Size: 6 Quality: 3 Prices: *Average*
By agreement with Terlin of Wesindan, Chasar will accept no overnight guests unless Trobridge Inn is at full occupancy. The tavern does little business during the winter and Chasar often closes the tavern at this time except during festivals. The Severed Hand has no stables or ostler.**16 EMBALMER** (Inain of Balis)Size: 2 Quality: 1 Prices: *Average*
Inain's guild credentials are forged. Although incompetent, the guild has taken no action against him, because he pays his dues regularly and supports Terlin of Wesindan against Kurson.**17 BROTHEL** (Brelene of Rikisil)Size: 8 Quality: 2 Prices: *Average*
Brelene owns 12 female slaves, several being renowned Kath beauties. She does very well during the Chelni gather and the merchant caravan layovers. Brelene pays 200-300d for a pretty slave, and up to 500d for a Kath maiden.**18 APOTHECARY** (Bral of Sharain)Size: 2 Quality: 3 Prices: *High*
Like many of his profession, Bral does most of his business supplying common folk with placebos and love potions.**19 MILLER** (Herl of Pherisa)Size: 4 Quality: 3 Prices: *Average*
The mill is under the protection of Terlin of Wesindan and the miller refuses to pay tribute to Kurson. See Trobridge 10 for details and plans of the mill.**HârnMaster****TERLIN MERCENARIES**

Employed by Terlin of Wesindan to defend the inn.

13 STR	11 EYE	10 INT
13 STA	12 HRG	10 AUR
12 DEX	12 SML	12 WIL
12 AGL	13 VOI	10 MOR

Combat Attributes:

Endurance 13, Move 12.

Combat Skills:

Initiative 70, Dodge 60, Unarmed 65, Shield 75, Sword 75, Spear 70, Dagger 65.

Other Skills:

Survival 55, Foraging 50, Physician 30, Heraldry 20.

Armour:

Plate Halfhelm, Ring Byrnie, Cloth Tunic, Roundshield.

d20**TERLIN MERCENARIES**

Employed by Terlin of Wesindan to police and defend the inn.

Human: Warrior 3

CR 1, Alignment LN, Size M, HP 18, Speed 30.

Abilities: Str 13 (+1), Dex 12 (+1), Con 13 (+1), Int 10 (+0), Wis 12 (+1), Cha 10 (+0).**Armor:** AC 15 (dex, studded leather, small wooden shield).**Attack:** Melee +2.**Save:** Fort +3, Ref +2, Will +1.**Skills:** Handle Animal +2, Intimidate +4, Ride +4.**Feats:** Combat Reflexes, Improved Initiative.**Equipment:** Studded Leather, Small Wooden Shield, Sword, Shortspear, Dagger.

TROBRIDGE 8

ONDAILIS MANOR (#5)

The manor is guarded at all times and unwelcome visitors are treated with little respect.

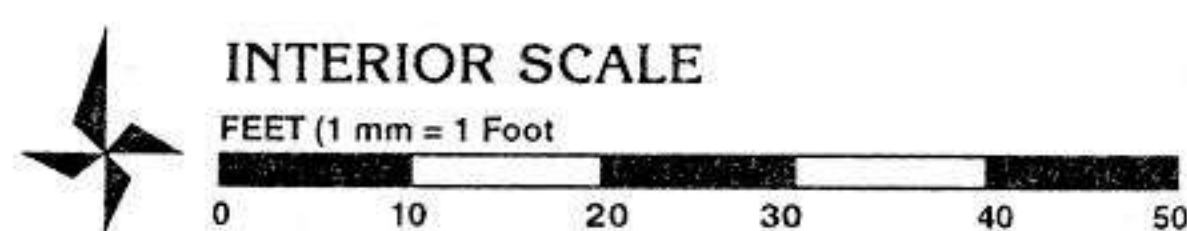
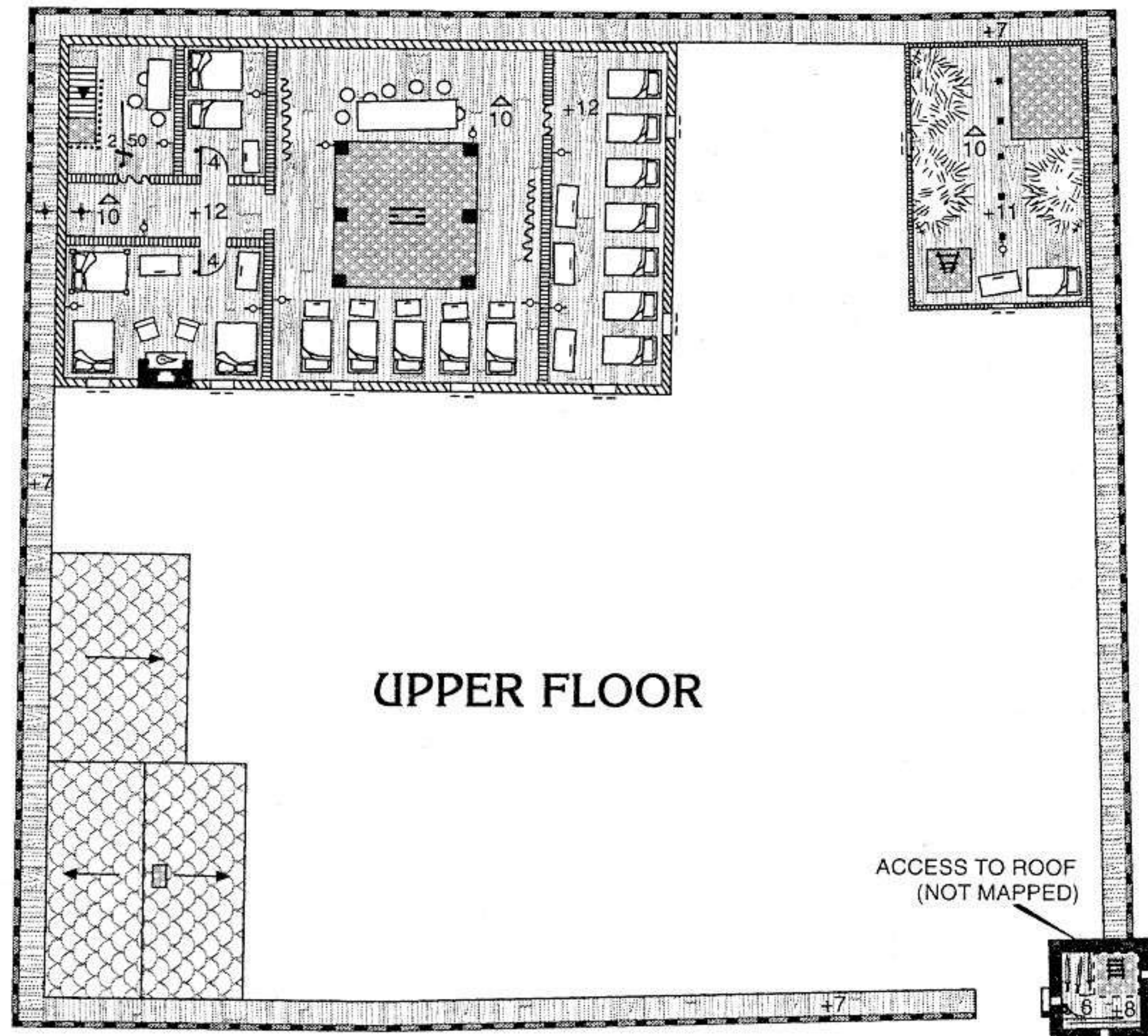
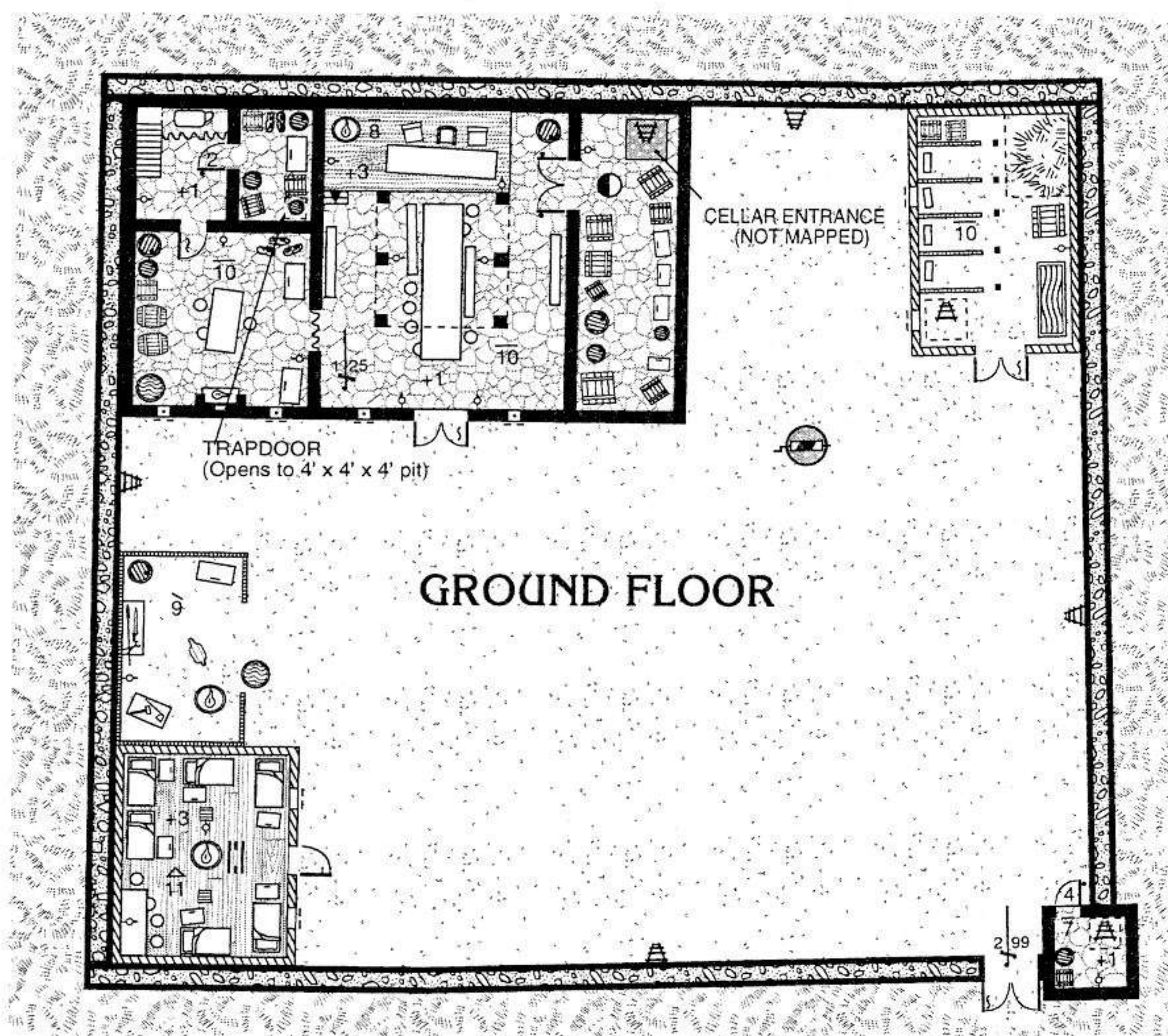
The manorhouse, located in the northwest corner of the courtyard, has stone walls and two floors. The house is now almost totally occupied by retainers, and Kurson has moved his mother and family to the smaller building in the southwest corner. Kurson himself remains in the manorhouse in the room with the fireplace on the second floor.

The northeast corner has a stable operated by bonded master Irikis of Ethael.

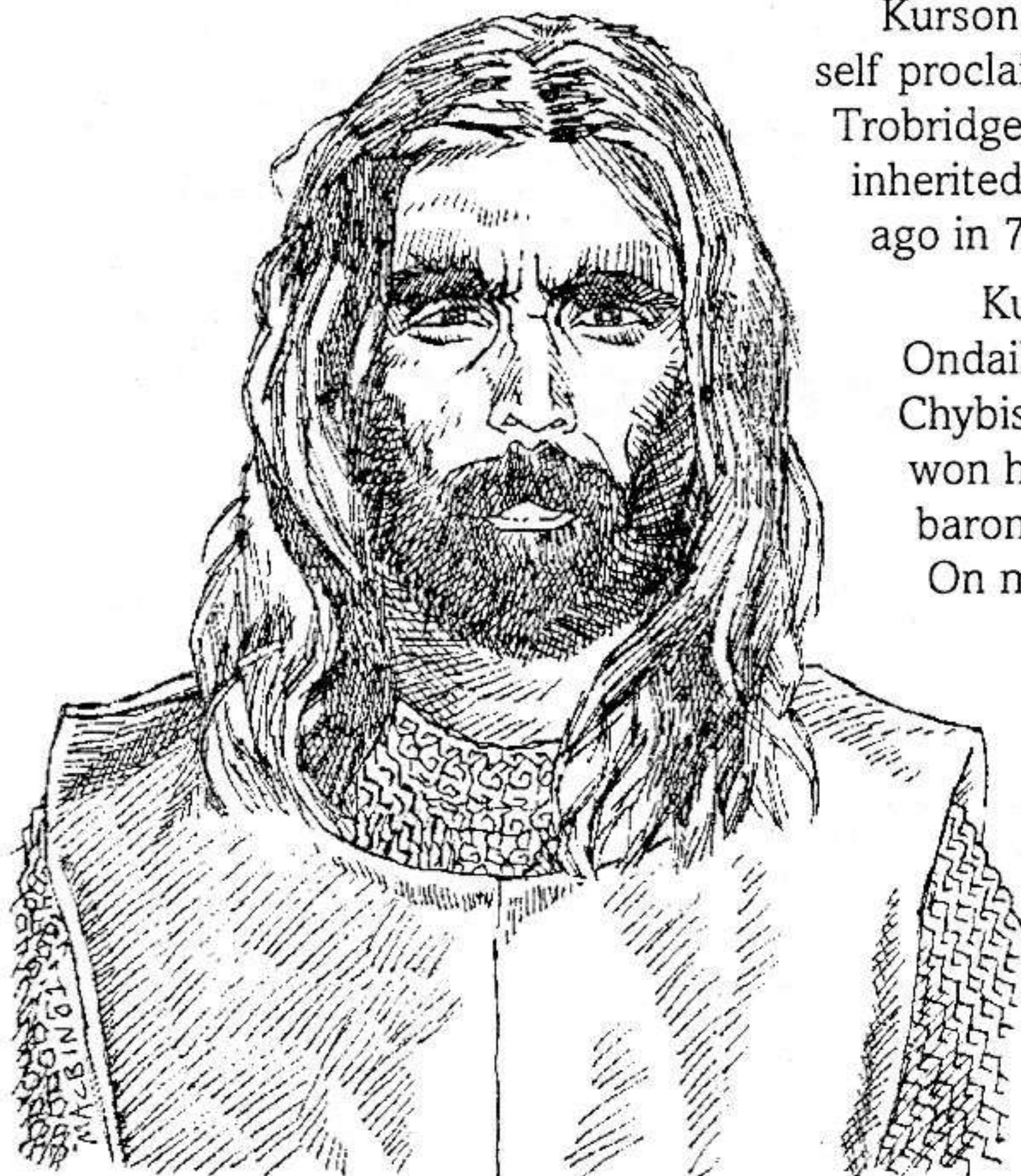
The courtyard is used as a training ground for Kurson's retainers and is fairly busy at most times of the day.

The outer walls are seven feet high, topped with a four foot high palisade. They are patrolled constantly. Guard watches are rotated every two hours.

The SE corner tower is effectively a tiny keep. There is a door on the ground floor which is normally locked and a ladder to the upper level. There is no entrance to the tower from the east wall. Spanning the top of the gate, a removable plank allows access to the tower from the south wall.



CLAN ONDAILIS

**Kurson Ondailis**

Kurson Ondailis, age 24, is the self proclaimed "Lord of Trobridge", an unofficial title he inherited from his father two years ago in 718.

Kurson's father, Marakai Ondailis, hailed from Lerenil in Chybisa where his activities won him the disfavor of the baron and the local Lia-Kavair.

On moving to Kaldor he ran afoul of the King's law and was forced to swim the Kald to escape. In the Kathela Hills, Marakai gathered a band of outlaws to prey on the local tribes and caravans on the Salt Route. He earned the hostility of the Kath by taking an important chief's daughter to wife

against her will. Eventually, pressure from bounty hunters, the Kath, and Kaldoric patrols forced him to flee to Trobridge in 688, where he immediately began to intimidate the villagers into supporting him and his men. The innkeeper of the day took little interest in the matter as long as the villagers continued to sell him food. Within a few years, Marakai Ondailis had won control of the whole settlement, except for those parts already under the protection of the inn (notably the mill). In 718, the aging Marakai let his normal caution lapse and his wife slipped a knife between his ribs. Their only surviving son, Kurson, born in 696, assumed power.

Kurson has ambitious plans for the future of Trobridge. He admires those of noble rank and aspires to join them. He knows that most noble families acquired their lofty status atop the corpses of opponents. Kurson has periodically sent embassies to the Thardic senate and to King Miginath offering his fealty in exchange for knighthood. Both states covet the settlement, but none have accepted his overtures. Officials are wary of alienating the guilds because an interdict might drain their treasuries of taxes. Many also regard Kurson as a barbarian peasant and are dubious of his ability to keep the peace in the region.

To strengthen his position, Kurson plots to seize the inn or, at the very least, force the guildmaster to accept his lordship and pay homage and tribute. In the meantime Kurson and his retainers operate like many other fief holders; they patrol the settlement exacting labor and wealth from the peasants in exchange for protection.

Kurson spends most of his wealth maintaining his household and armed retinue, but he has saved a sizable treasury. He keeps this hoard of coins hidden from everyone except his mother.

HârnMaster**KURSON ONDAILIS**

14 STR	13 EYE	14 INT
15 STA	12 HRG	12 AUR
12 DEX	12 SML	12 WIL
14 AGL	14 VOI	07 MOR

Combat Attributes:

Endurance 14, Move 14.

Combat Skills:

Initiative 91, Dodge 70, Unarmed 67, Sword 81, Shield 81, Dagger 80, Polearm 79, Riding 88.

Other Skills:

Heraldry 49, Intrigue 66, Survival 77.

Languages: *Hârn* 78, *Chelni* 35.

Scripts: *Lakise* 85.

Ritual (Larani) 16, Piety 0.

Armour:

Plate Halfhelm, Mail Byrnie and Gorget, Quilt Cap & Gambeson, Cloth Tunic and Surcoat, Knight Shield.

d20**KURSON ONDAILIS**

Human: Fighter 4/Rogue 5

CR 9, Alignment LE, Size M, HP 66, Speed 30.

Abilities: Str 14 (+2), Dex 13 (+1), Con 15 (+2), Int 14 (+2), Wis 12 (+1), Cha 11 (+0).

Armor: AC 16 (dex, chainmail).

Attack: Melee +9/+4, Ranged +8/+3.

Save: Fort +7, Ref +6, Will +3.

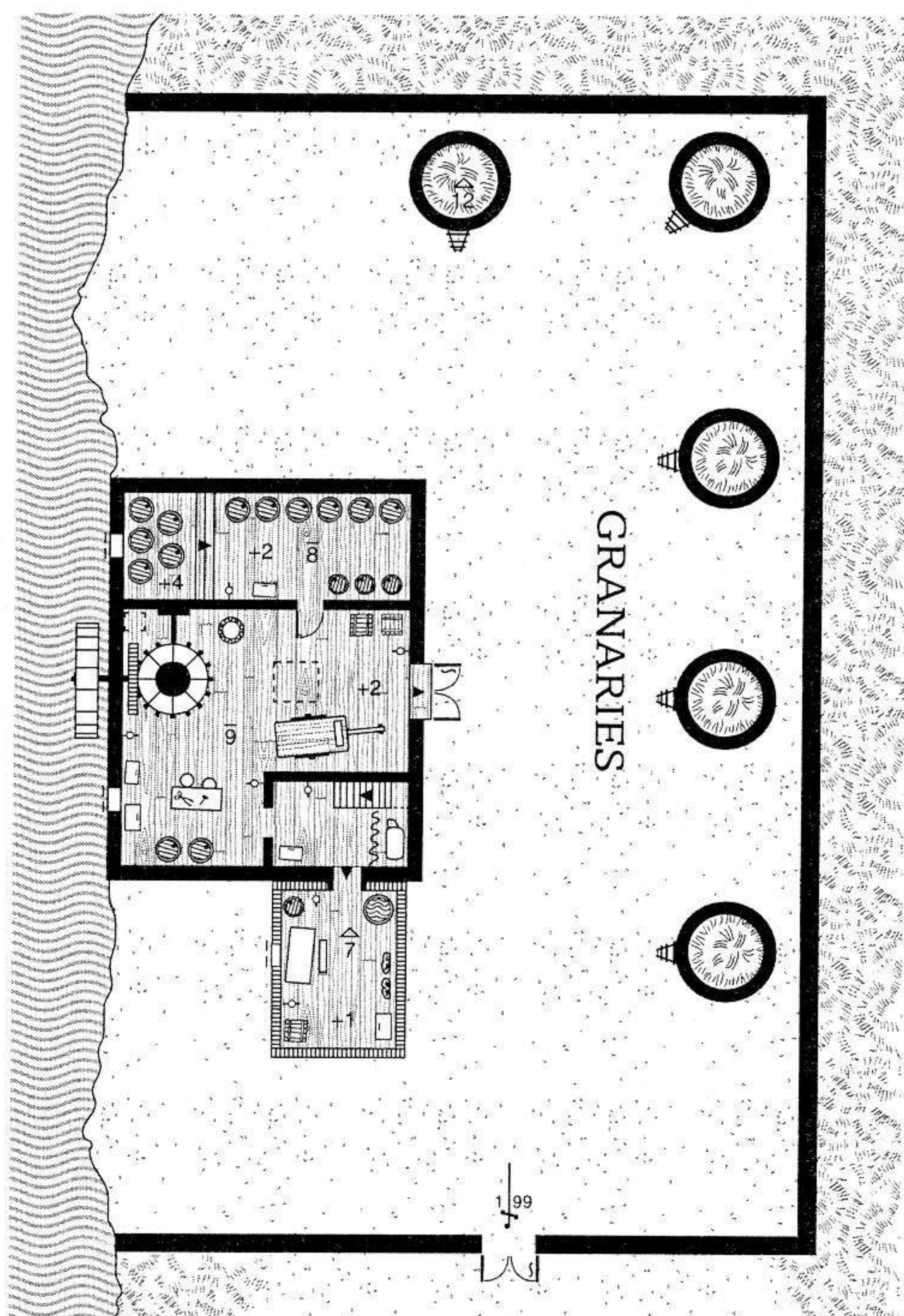
Skills: Bluff +10, Climb +7, Diplomacy +4, Forgery +6, Gather Information +10, Handle Animal +4, Innuendo +5, Intimidate +12, Jump +5, Ride +8, Sense Motive +5.

Feats: Alertness, Combat Reflexes, Dodge, Endurance, Expertise, Mobility, Spring Attack.

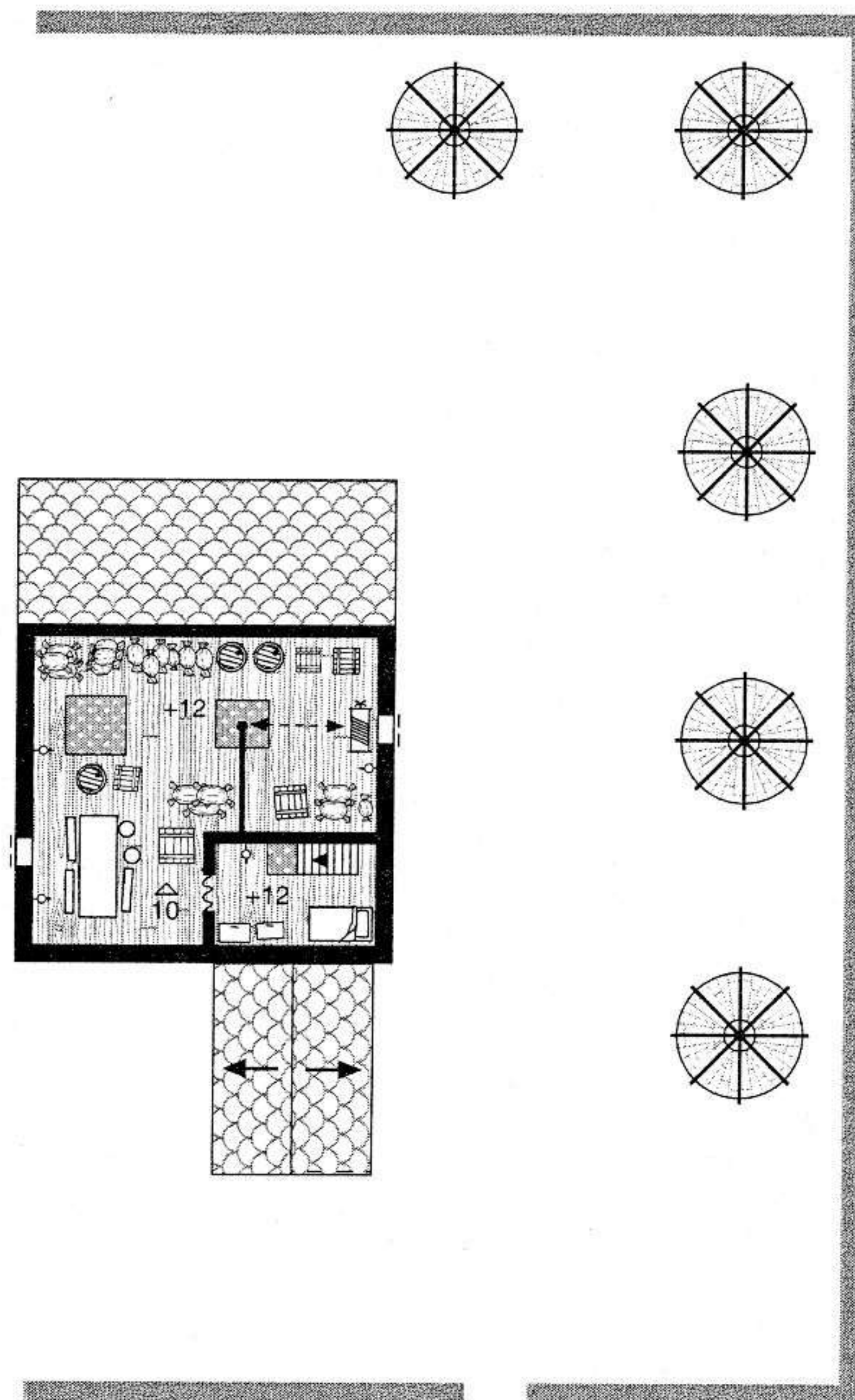
Special: Sneak Attack +3d6, Evasion, Traps, Proficient with all weapons and armor, Weapon Specialization (Poleaxe).

Equipment: Chainmail, Poleaxe, Shortsword, Manor House, Stable of Horses, Livestock, Various Goods and Treasure (GM discretion).

TROBRIDGE 10



GROUND FLOOR



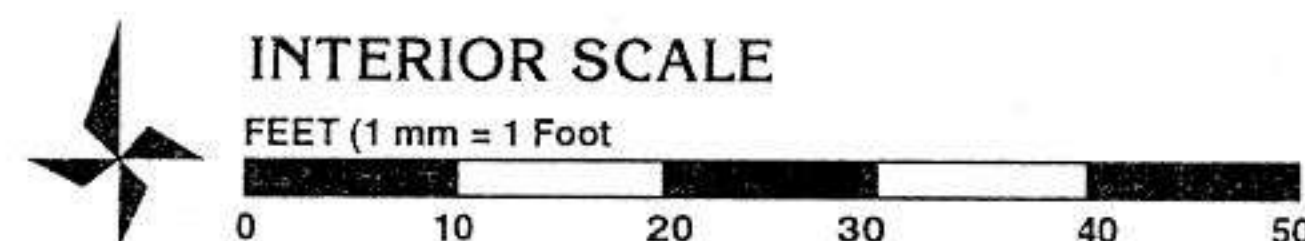
UPPER FLOOR

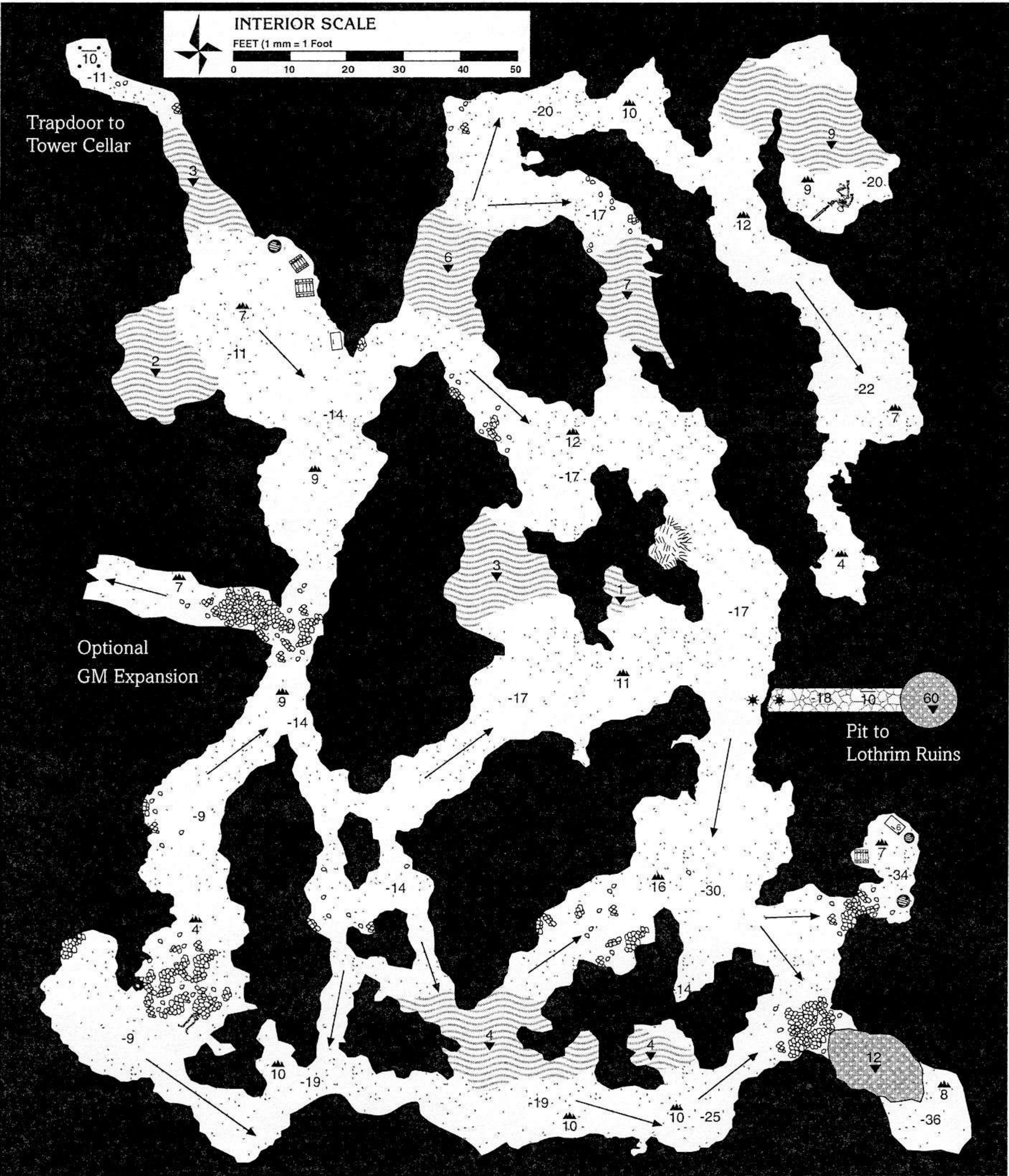
THE MILL (#19)

This mill is owned by the Mercantylers' Guild and licensed to Herl of Pherisa for an annual rent of 180d, payable to Terlin of Wesindan. Herl also pays dues to the Millers' Guild, but refuses to pay tribute to Kurson. This is a constant source of irritation to the "Lord Bandit" (as the miller refers to him in private). Terlin ensures that one of his mercenaries patrols the mill day and night. The mill is protected by a five-foot high stone wall.

The water-powered millstone and its operating spindles occupy the majority of the two floors of the main building. The miller grinds most of the flour for the villagers, and Herl's wife, under contract to Terlin, also bakes bread and meat pies daily at the inn.

Herl and his wife sleep on the second floor in modest quarters. His two apprentices sleep on grain bags stuffed with straw in the shed attached to the south side of the main building.

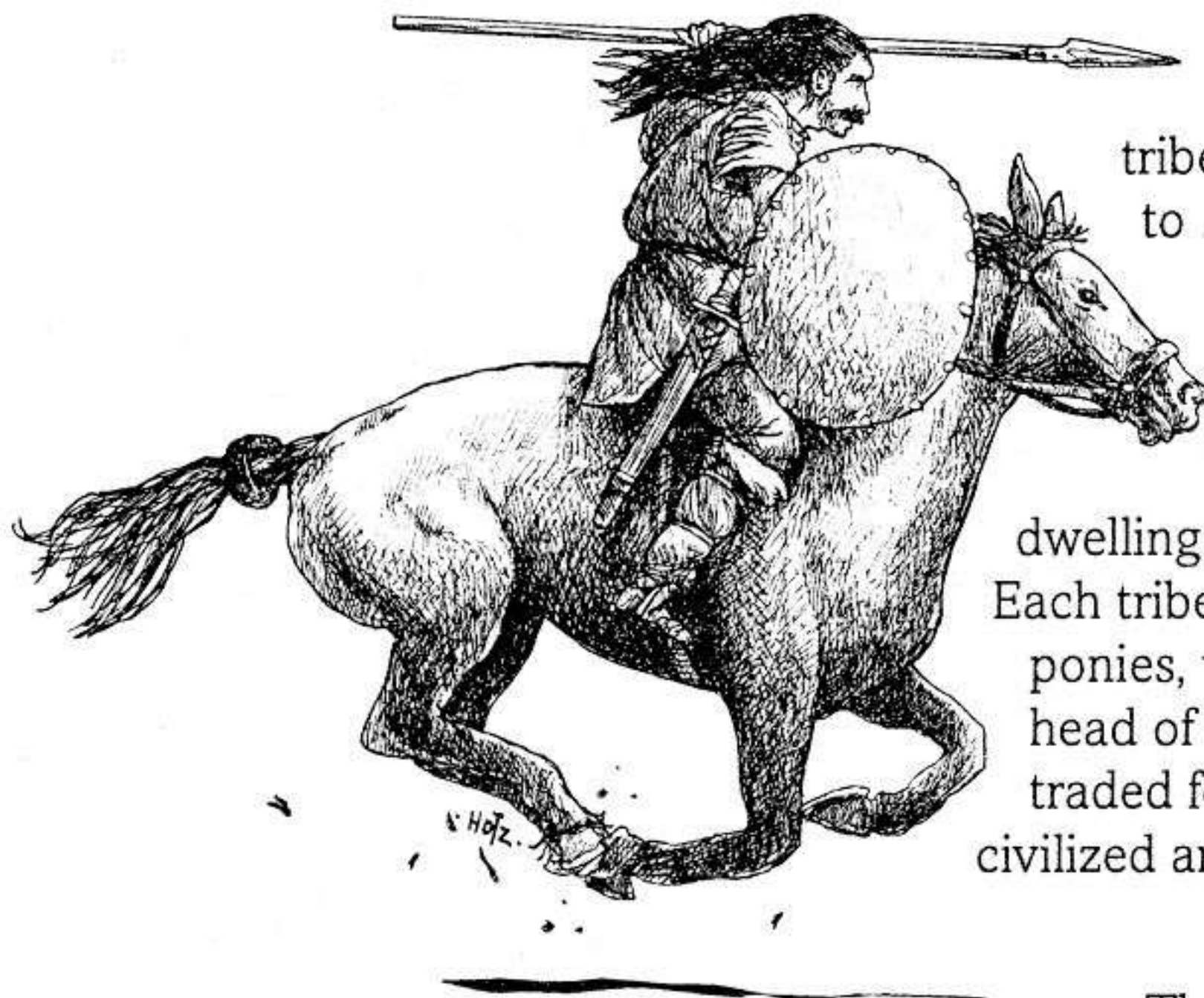




CATACOMBS: an extensive network of limestone caverns can be accessed beneath the Old Tollhouse. Exploration is treacherous as some skeletons reveal. Some lower areas flood and there are several collapsed ceilings. The air is moist and dank throughout. A magically hidden door hides a pit leading to Lothrim era ruins.

TROBRIDGE 12

THE CHELNI



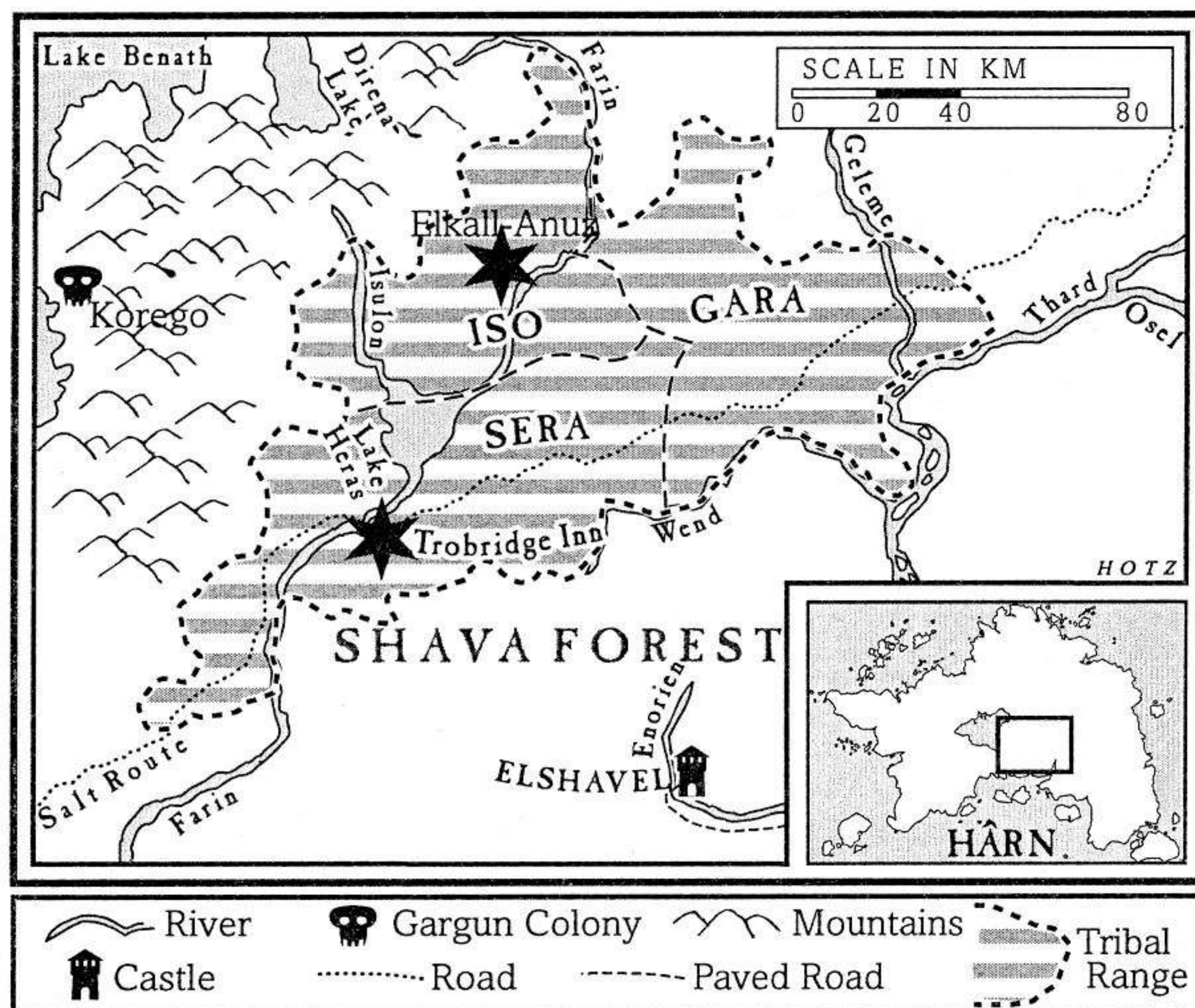
The Chelni are a loose federation of 30 tribes, ranging in size from 60 to 200, who occupy the Chelna Gap and surrounding hills. They are nomadic herders, constantly on the move, dwelling in large communal tents. Each tribe keeps herds of cattle and ponies, usually between 100-300 head of each, which are actively traded for ironwares and other civilized artifacts they cherish.

There are three major subdivisions of the nation: *Iso-Chelni*, *Gara-Chelni*, and *Sera-Chelni*. The map below shows the ranges of each group.

The various tribes hold a major gather near Trobridge Inn during the early spring, where they trade with caravan merchants and each other, a truce being declared for the occasion. The gather is also a time when boys engage in rigorous competitions for adult status.

For the rest of the year, the Chelni tend to be hostile to each other and to travellers. Their warriors, mounted on their famous, sturdy Chelni ponies, are well armed with bow and arrow, spears, and leather round shields.

For more information, see *HårnMaster Barbarians*.



HårnMaster

CHELNI HUNTER

12 STR	13 EYE	11 INT
14 STA	13 HRG	11 AUR
14 DEX	14 SML	13 WIL
13 AGL	10 VOI	11 MOR

Combat Attributes:

Endurance 13, Move 13 (afoot).

Combat Skills:

Initiative 77, Dodge 65, Unarmed 80, Spear 80, Bow 80, Shield 75, Shortsword 75, Dagger 70, Riding 90.

Other Skills:

Stealth 80, Tracking 75, Survival 70, Horsecraft 70, Foraging 60, Hidework 55, Weaponcraft 50.

Language: *Chelni* 75, 20% chance of *Hårnic* 25 or *Orbaalese* 25.

Scripts: *None*

Armour:

Hide Tunic & Leggings, Leather Shield.

d20

CHELNI HUNTER

Human: Barbarian 2/Ranger 2
CR 3, Alignment CG, Size M, HP 38, Speed 40.

Abilities: Str 12 (+1), Dex 14 (+2), Con 14 (+2), Int 11 (+0), Wis 13 (+1), Cha 10 (+0).

Armor: AC 16 (dex, leather, leather shield).

Attack: Melee +5, Ranged +6.

Save: Fort +8, Ref +2, Will +0.

Skills: Climb +6, Handle Animal +8, Intuit Direction +4, Jump +3, Listen +8, Ride +11, Swim +2, Wilderness Lore +5.

Feats: Alertness, Improved Initiative, Skill Focus (Ride), Track.

Special: Proficient with all light and medium weapons/armor, Uncanny Dodge, Fast Movement, Favored Enemy (gargun).

Equipment: Leather Armor/Clothing, Leather Shield, 3 x Shortsword, Chelni Horse, Totem.

PEPPER & SPICE

Pepper and Spice is an adventure set in Trobridge. There are many forces at work shaping the future of the settlement and the PCs take an integral part in deciding its future. Trobridge is a place of strong personalities who spur on the events that unfold. The GM is given all the tools necessary to bring the NPCs to life and make Trobridge an active and dynamic adventure. Statistics are provided for *HårnMaster* and *d20*.

Background

Both the Kingdom of Kaldor to the east and the Thardic Republic to the west covet Trobridge as a frontier outpost. Neither has made any overt gestures to take over the village for a number of years (since the battle of Ramala Gap), although, arguably, Kaldor has the stronger claim. Trobridge lies just east of the Farin River, the unofficial border between the two states.

Kurson of Ondailis has been collecting tolls for the crossing of the ford since he took over the village from his father and has accumulated a hefty sum to bribe officials to grant him official rank and title.

Last summer, Kurson sent messages to both Kaldor and Tharda offering £100 in annual revenue from taxes and tolls in exchange for the title "Knight of Trobridge", gaining him noble status. In the past, his requests have been summarily denied, but now both realms are interested in the possibility of acquiring the trade outpost with sanctioned representation.

Kaldor has sent a herald to assess the situation in Trobridge and ascertain whether Kurson has attained enough influence and wealth to honor his bargain. Tharda has sent their own emissary, a seductive Haelean priestess, with a company of twenty legionnaires.

Not to be ignored are the Chelni and Tulwyn tribes in the surrounding wilderness. Neither tribal nation takes well to the idea of civilized expansion into their territory. The tribes add an unknown and unpredictable twist in the plans of both emissaries.

Timing

The adventure assumes that the player characters are already in Trobridge and have made arrangements to stay at the inn or to camp within the undefined borders of the village.

The ideal season is early spring in the month of Nuzyael. Traffic is slowly building on the Salt Route after a long winter. Major caravans from Tashal and Coranan are still one to two months away, but a few hardy merchants are already risking life and limb to bring their wares through while the prices are high.

The annual Chelni gather should occur sometime in the coming tendays at GM discretion. The locals anticipate the arrival of the Chelni and the caravans with a mixture of anxiety and pleasure. The GM can schedule the Chelni gather and caravan arrivals to take place soon after the detailed events, either to continue the campaign at Trobridge, or take the players away to new adventures.

HårnWorld

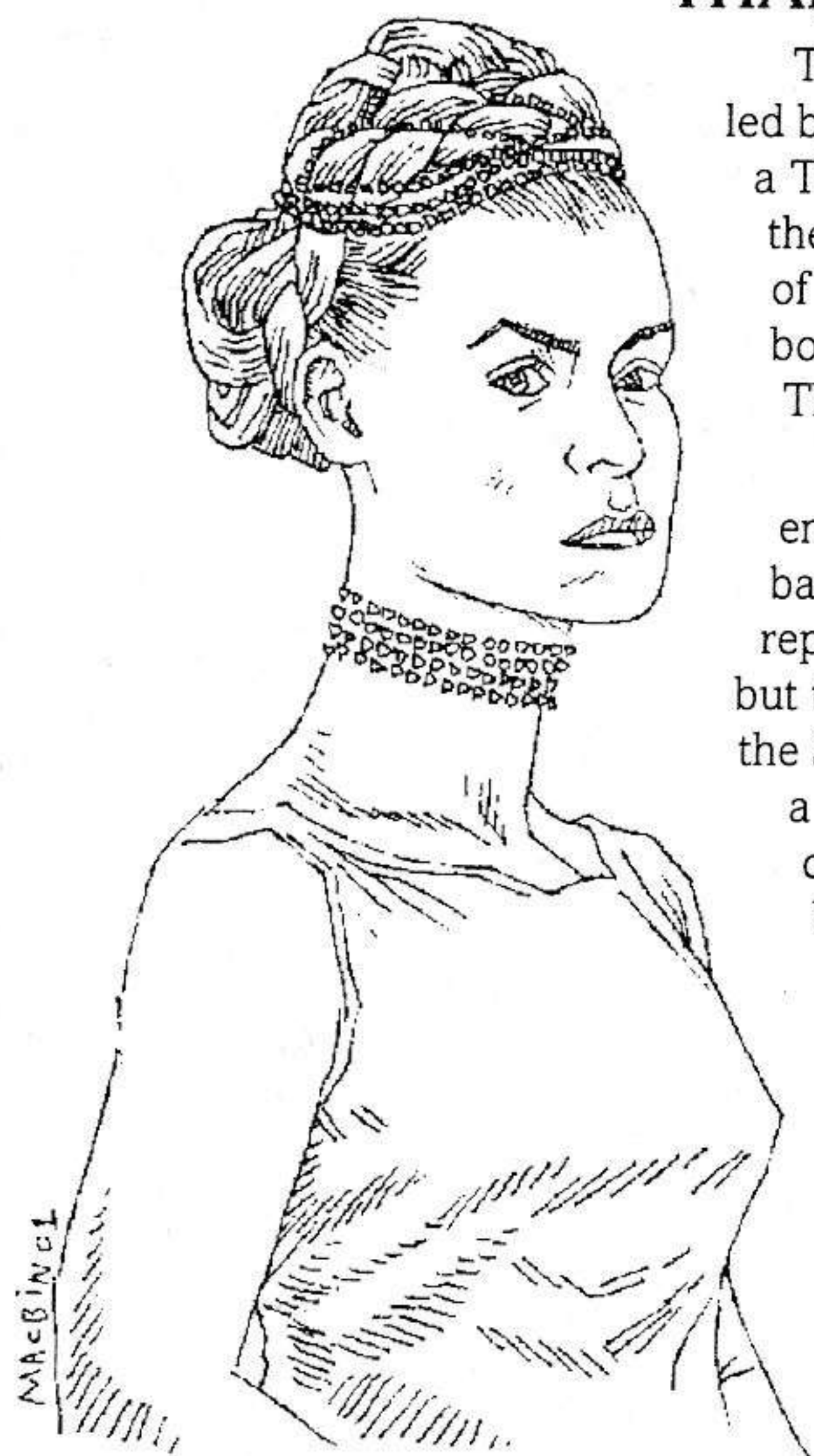
Hårn is a medieval world designed specifically for fantasy gaming. The setting is a large island similar to 12th Century Britain, the Age of Chivalry, Robin Hood, and Richard the Lionheart. Despite small pockets of civilization, the heavily wooded and mountainous hinterland of *Hårn* conceals strange ruins, wild barbarian tribes, and terrifying beasts.

Trobridge is one of a series of modules which depict the island of *Hårn*. The module details and maps the site of Trobridge, and includes the adventure *Pepper & Spice*. This adventure provides enough structure to begin play with a minimum of preparatory work, but not so much detail that you are locked into a rigid path. The philosophy of *HårnWorld* has always been to provide an intelligent and realistic background that does not stifle GM creativity.

Time Frame

The current date in *all HårnWorld* publications is 720. We never contradict any post-720 events in your campaign. You can easily move time forward (or backward) to fit an existing campaign. All dates given may be regarded as relative, rather than absolute. For example, a date given as 709 can be taken to mean the event took place 11 years before *your* present campaign timeline.

THARDA'S EMBASSY



Casana Sosaldas

The Thardic embassy in Trobridge is led by Casana Sosaldas, the daughter of a Thardic senator and a priestess of the Hlean Church. This dual position of state and church is beneficial to both her personal status and the Thardic Republic.

Angered by Tharda's encroaching borders, the Tulwyn barbarians ceaselessly terrorize the republic's outposts and lay waste to all but the strongest of caravans that travel the Salt Route. Casana's party required a strong guard. Her caravan consisted of two wagons, escorted by a twenty legionnaires mostly disguised as teamsters and merchants. The plan was to enter Trobridge with only five legionnaires, and encamp the others a few leagues northwest of Trobridge at an abandoned legion fort.

Despite these well-laid plans, the Tulwyn attacked the Thardic caravan five leagues southwest of Trobridge. A furious battle

ensued, lasting only a few minutes of intense savagery. The Tulwyn found themselves fighting a company of trained legionnaires rather than a few guards and cowering merchants. The Tulwyn isolated one wagon and withdrew with their prize, leaving behind nine of their own dead. Four legionnaires had been killed, and four others wounded, one of them seriously.

Casana pressed on with the original plan. Three leagues from the ford, twelve legionnaires (including three wounded) left the main trail and moved northward to the abandoned legion fort. Casana's party proceeded on to Trobridge with one wagon and four legionnaires (one seriously wounded) and the company commander, Captain Morenlas. The news of their arrival at Trobridge three days ago, with the tale of their near massacre by the Tulwyn, spread around the settlement like a wildfire. The party has a camp of two pavilion tents on Caravan Common, about seventy paces south of building #9.

While the Tulwyn refuse to cross the River Farin due to an age-old superstition concerning the Sindarin, they seek vengeance for the loss of warriors during the raid on the Thardic caravan. Tulwyn scouts trailing the Thardic caravan reported the division of force and encampment of a dozen legionnaires, three of them wounded. The Tulwyn are currently gathering a larger force to attack and exterminate these legionnaires.

HârnMaster

CASANA SOSALDAS

09 STR	12 EYE	13 INT
10 STA	14 HRG	14 AUR
12 DEX	12 SML	15 WIL
12 AGL	17 VOI	09 MOR

Combat Attributes:

Endurance 11, Move 12.

Combat Skills:

Initiative 65, Dodge 60, Unarmed 46, Dagger 69, Riding 65.

Cleric Skills (Halea):

Ritual (Halea) 74, Piety 124, Lovcraft 84, Intrigue 82, Rhetoric 78, Dancing 66, Musician 64, Math 51, Perfumery 46.

Languages: *Hârn* 88, *Karuia* 55.

Scripts: *Lakise* 88, *Zerin* 85.

Armour:

Cloth Tunic and Hooded Robe.

d20

CASANA SOSALDAS

Human: Cleric 5/Rogue 1

CR 5, Alignment N, Size M, HP 32, Speed 30.

Abilities: Str 9 (-1), Dex 12 (+1), Con 10 (+0), Int 13 (+1), Wis 15 (+2), Cha 17 (+3).

Armor: AC 11 (dex).

Attack: Melee +2, Ranged +4.

Save: Fort +4, Ref +4, Will +7.

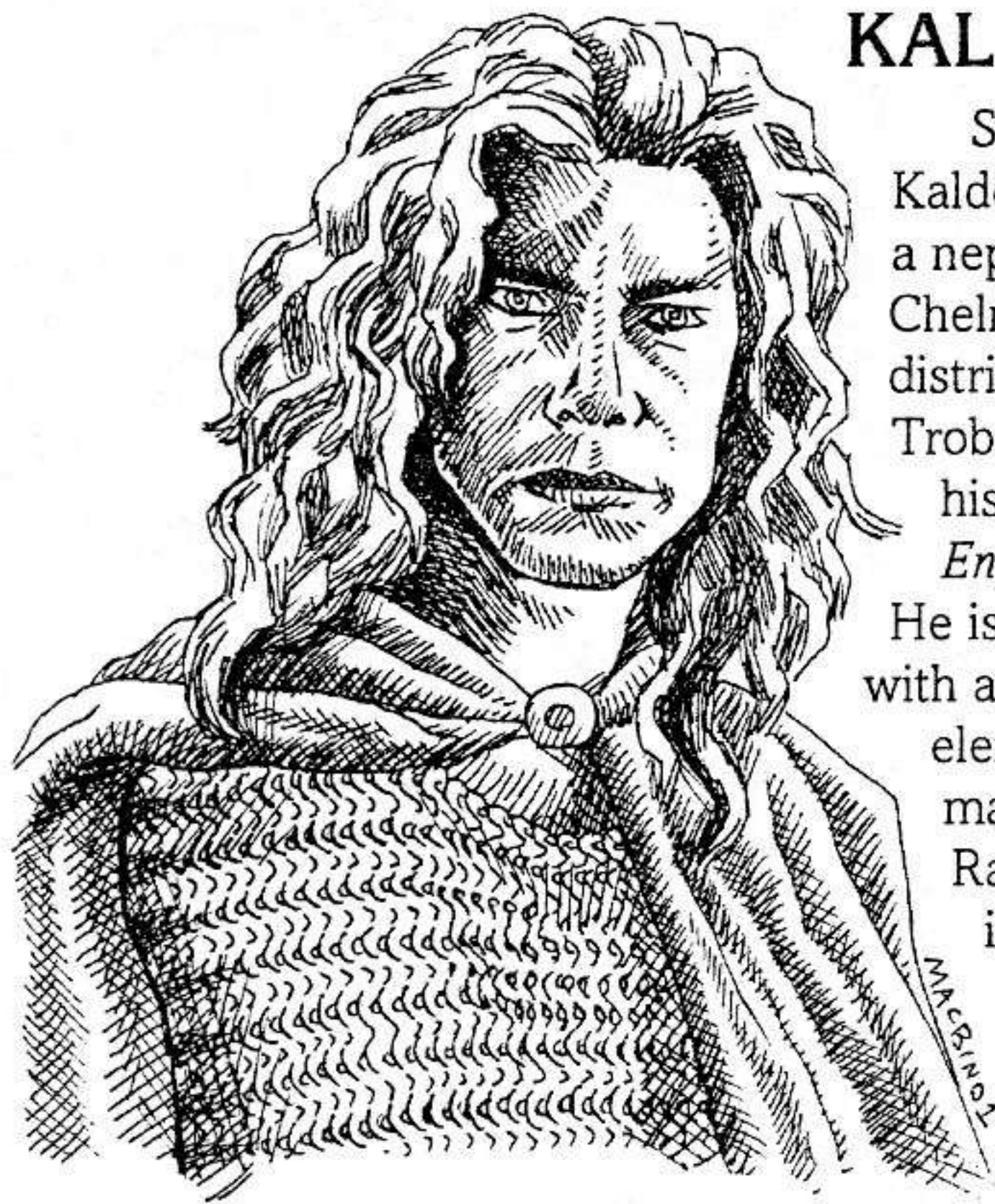
Skills: Bluff +5, Concentration +6, Craft (Calligraphy) +5, Diplomacy +14, Disguise +5, Gather Information +5, Innuendo +4, Knowledge (Arcana) +3, Knowledge (Hlean Church) +7, Perform +4, Sense Motive +3, Spellcraft +6.

Feats: Endurance, Iron Will, Skill Focus (Diplomacy), Leadership (current 12).

Special: Sneak Attack +1d6, Traps, Spells, Extra Turning.

Spells/day: 5/4/3/1.

Equipment: Masterworks Dagger, Noble Clothing, Perfumes, Religious Effects.



Sir Rayneld Ynel

KALDOR'S EMBASSY

Sir Rayneld Ynel leads the Kaldoric embassy to Trobridge. He is a nephew of the Warden of Chelmarch, the border military district claimed by Kaldor in which Trobridge lies. Sir Rayneld received his badge as a Herald at the *Enclave of the Holy Oak* in Tashal. He is a shrewd and discerning knight with a keen eye for the unseen elements that underlie the political makeup of rural settlements. Sir Rayneld's mission is to obtain full information about the current political scene in Trobridge and then to make an official decision on how best to proceed.

The Kaldoric party also includes Sir Friedlam Dramel, a retainer knight from Vemionshire, two squires, four men-at-arms, and a half dozen teamsters to take care of supplies, horses, and wagons. Other than a brief arrival meeting with Kurson six days ago, Sir Rayneld has been unable to enter into formal discussions. Kurson delays the first meeting, partly to prove he will not simply roll over for the Kaldoric emissary, but mainly because the beautiful Thardic emissary knows more than a few ways of making men linger.

HOOKS

Use one or more of the following hooks to draw the players into the tale.

1. Barbarian Scouts

News of the massing tribes deeply concerns Terlin of Wesindan, whose business requires the safe passage of caravans. Kurson is also certain to be anxious as to why the natives are so restless because he knows he must keep peace and good order around the settlement to prosper. The PCs may be approached by either party to try and learn what (or who) has set them off. This will get the players interested in investigating exactly what happened to the Thardic caravan that was attacked a few days ago. Neither Casana Sosaldas or Captain Morenlas are likely to be very helpful, but players might detect vagueness in their answers.

2. A Knight's Duty

The PCs are from Kaldor. Sir Dramel and/or Sir Rayneld ask them for help in determining what Casana is doing in Trobridge, and the extent of Kurson's power and influence on the village. Sir Rayneld pays the characters each 6d-8d per day for their troubles and he can advise the PCs about village life and feudal intrigue.

3. For the Love of the Game

The PCs are from Tharda, or are devoted Haleans. Casana Sosaldas learns this and feels the need to strengthen her hand. She hires the PCs to spy on the Kaldor party, offering 6d each per day, with a bonus of 3d each for every day they manage to delay a meeting between Kurson and Sir Rayneld.

HârnMaster

SIR RAYNELD YNEL

10 STR	15 EYE	16 INT
12 STA	18 HRG	14 AUR
11 DEX	15 SML	18 WIL
12 AGL	14 VOI	14 MOR

Combat Attributes:

Endurance 13, Move 12.

Combat Skills:

Initiative 60, Dodge 60, Unarmed 75, Dagger 80, Sword 58, Shield 55, Spear (Lance) 50, Riding 85.

Other Skills:

Intrigue 86, Heraldry 77, Oratory 75, Rhetoric 74, Drawing 68, Languages: *Hârn* 92, *Jarinese* 41. Scripts: *Lakise* 89. Ritual (Larani) 22, Piety 34.

Armour:

Plate Cap, Mail Tunic, Quilt Cap & Gambeson, Cloth Tunic, Surcoat, Knight Shield.

d20

SIR RAYNELD YNEL

Human: Fighter 3/Bard 3.

CR 6, Alignment NG, Size M, HP 38, Speed 30.

Abilities: Str 10 (+0), Dex 11 (+0), Con 12 (+1), Int 16 (+3), Wis 18 (+4), Cha 14 (+2).

Armor: AC 17 (chainmail, large steel shield).

Attack: Melee +5, Ranged +5.

Save: Fort +5, Ref +4, Will +10.

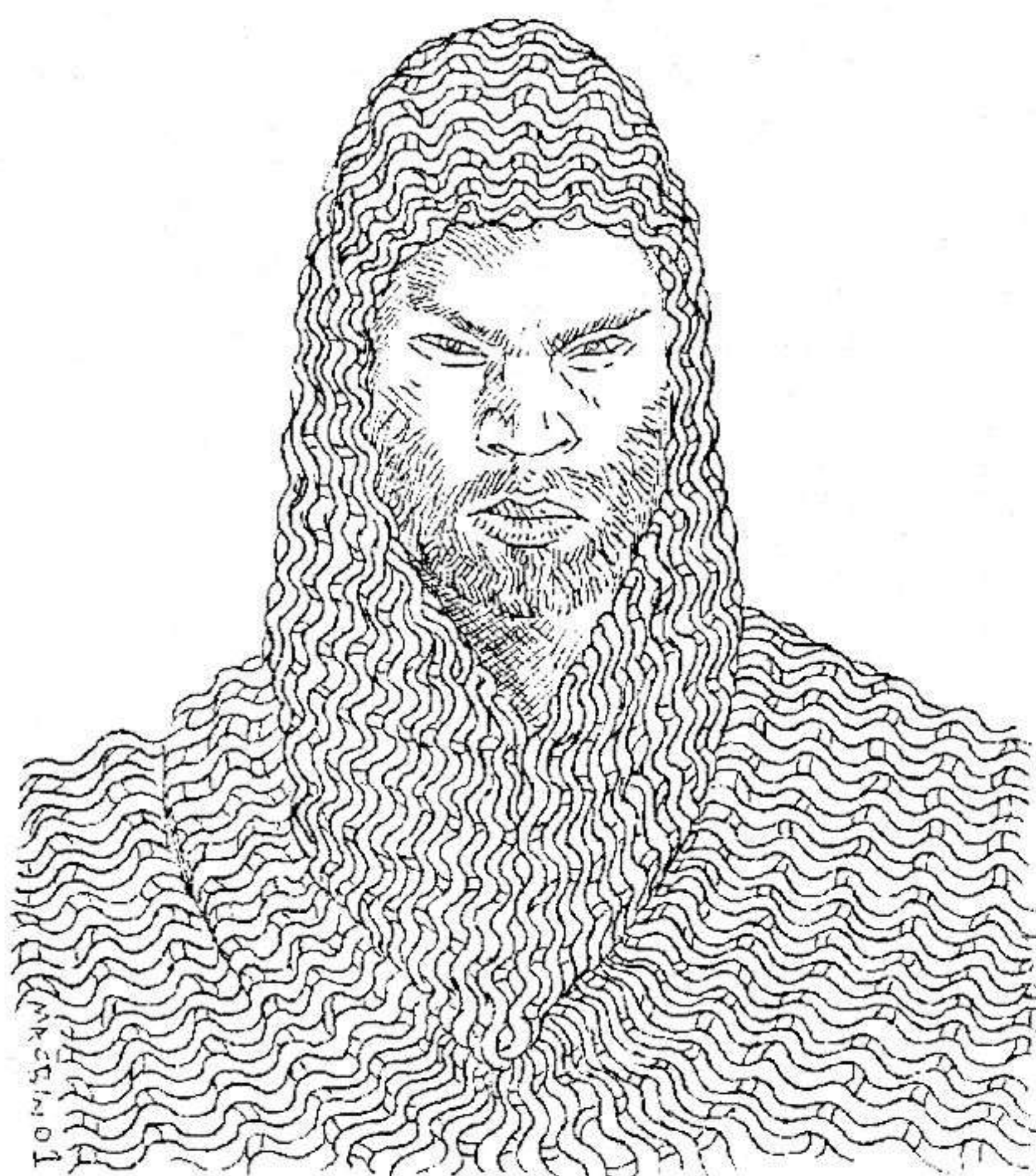
Skills: Appraise +8, Bluff +8, Climb +3, Craft (Calligraphy) +6, Diplomacy +9, Disguise +4, Gather Information +9, Handle Animal +8, Knowledge (Nobility) +9, Perform +7, Ride +7.

Feats: Alertness, Endurance, Expertise, Iron Will.

Special: Bardic Knowledge, Proficient with all simple and martial weapons and armor.

Equipment: Chainmail, Longsword, Riding Horse, Money Pouch, Saddle Bags, Badge of Heralds.

TROBRIDGE 16



Sir Friedlam Dramel

4. Treasure Hunt

Money hungry PCs learn there is a treasure amounting to thousands of pennies, as well as valuable goods stashed in Trobridge. Kurson has made a hefty sum on top of what he requires to run his manor. He guards his wealth with passion, but acquiring a treasure of such value will be a great temptation for some players. The GM can plant seeds that the coins collected from the toll are hidden somewhere in Trobridge. While they investigate its whereabouts, they may also learn of the real reason that Tharda and Kaldor have officials in the village. The money is the only thing that can secure Kurson's bid for power. Neither he, the Thardic Senate, nor the King of Kaldor would be happy to learn that their proposed payment has gone missing.

5. Mercenary Bliss

The PCs are hired as mercenaries at Trobridge. They begin the game already at the inn, or they travel to Trobridge in a pre-adventure. As retainers of Terlin of Wesindan, who favors maintaining the inn's independence, the players should find themselves trying to maintain and defend a neutral position in a world of many opposing sides.

6. Family Plot

The PCs have family in Trobridge and have been invited to stay the season and learn about the Salt Route and life in the rural, mostly lawless wild. The PCs are likely related to each other (or friends at the very least) and plan on spending the spring and summer months in Trobridge. The family members can be whomever the GM desires, ranging from: Terlin of Wesindan, another member of the Mangai, any of the 'named' characters residing in Trobridge (see the map key), or simple peasants.

For an interesting twist, the PCs might be related to Kurson of Ondailis, or to one of his retainers, allowing them to see things unfold from an entirely different angle.

HårnMaster

SIR FRIEDLAM DRAMEL

13 STR	12 EYE	11 INT
15 STA	10 HRG	10 AUR
16 DEX	11 SML	13 WIL
14 AGL	14 VOI	12 MOR

Combat Attributes:

Endurance 14, Move 14.

Combat Skills:

Initiative 98, Dodge 70, Unarmed 75, Sword 89, Spear 84 (Lance), Shield 82, Dagger 79, Riding 76.

Other Skills:

Intrigue 66, Heraldry 56, Dancing 57, Musician 44, Physician 38, Law 27.

Languages: *Hårnic* 87.

Scripts: *None (illiterate)*.

Ritual (Larani) 28, Piety 44.

Armour:

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

d20

SIR FRIEDLAM DRAMEL

Human: Fighter 7

CR 6, Alignment LN, Size M, HP 60, Speed 30.

Abilities: Str 13 (+1), Dex 15 (+2), Con 15 (+2), Int 11 (+0), Wis 13 (+1), Cha 14 (+2).

Armor: AC 17 (dex, chainmail).

Attack: Melee +8/+3,
Ranged +9/+4.

Save: Fort +7, Ref +4, Will +2.

Skills: Climb +6, Craft (Armor smith)+3, Diplomacy+3, Handle Animal+5, Jump+6, Ride+10.

Feats: Combat Reflexes, Dodge, Endurance, Improved Initiative, Mobility, Mounted Combat, Ride by Attack, Spring Attack.

Special: Weapon Specialization (Longsword), Proficient with all armor and weapons.

Equipment: Chainmail, Longsword, Shortsword, Dagger, Riding Horse, Money Pouch, Whetstone, Saddle Bags.



Caliglas of Slead

ACT 1: SALTED WOUNDS

Trouble at the Ford

The PCs hear a hue and cry originating from the west bank of the River Farin where several of Kurson's toll-collectors confront a lightly armed group on the verge of entering the ford. The travelers consist of four men-at-arms and two haggard looking merchants, accompanied by four mules and a horse. From earshot, the PCs learn that the merchants are unwilling to pay an inflated toll of two pennies per man and four pennies per animal. The toll collectors are hoping to line their own pockets with the excess. The caravan guards are

holding the toll collector at bay with shield and spear while two other toll collectors yell for help from their comrades across the river. The toll collectors are well armed, but do not wish to clash with the caravan guards until reinforcements arrive.

Caliglas of Slead

A mercantylor named Caliglas of Slead leads the small group, hailing from Shiran. His caravan is packed with expensive perfumes, herbal medicines, and other luxuries like pipe weed. While it is normally foolish to cross Tulwyn territory in such small numbers, Caliglas has strong familial ties with several tribal chiefs among the Salt Route barbarians, which makes for an interesting and questionable history. Caliglas is cheap to the extreme (he likes to call himself frugal). Given his disposition, the hefty demand made by the toll collectors, double the normal toll, is simply outrageous. He is so insulted by the affair that he openly states that he has no intention of paying any toll, even if the total is a farthing. Caliglas' stubbornness makes negotiations much harder as he is unwilling to settle on a reasonable fee. Caliglas will only back down if there is a direct attempt on his life.

Shortly after the scuffle begins, a force of Terlin's mercenaries rushes from the inn to investigate. At the same time, a half-dozen of Kurson's retainers bolt from the manor, armed and ready, in an attempt to cut off Terlin's mercenaries. This clash stalls both parties from entering the dispute and gives the characters a chance to take a commanding role. The PCs may also be spurred to action based on their allegiance and family ties. Should the PCs be ambivalent towards what is happening, they may watch, learning much and staying safe.

The leader of Kurson's men, a middle-aged brute named Igrick, accuses the merchants of being "vagabonds and thieves" for their refusal to pay the toll. Igrick may call the approaching characters to aid his men "enforce the law set forth by the Lord of Trobridge". If the PCs hesitate too long, Igrick orders them away at the risk of lawful retribution if they hinder his efforts.

Kurson's men will not hesitate to press the PCs if they pose a threat. A confrontation with Kurson's men will likely affect the players' future safety at Trobridge.

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CALIGLAS

11 STR	10 EYE	12 INT
13 STA	12 HRG	16 AUR
12 DEX	11 SML	16 WIL
10 AGL	11 VOI	10 MOR

Combat Attributes:

Endurance 13, Move 10.

Combat Skills:

Initiative 60, Dodge 50, Unarmed 55, Dagger 75, Riding 70.

Other Skills:

Rhetoric 85, Intrigue 80, Perfumery 76, Herblore 64, Math 62, Survival 60. Folklore 75 (Tulwyn +10%)
Languages: *Hârn*ic 80, *Tulwyn* 65, Scripts: *Lakise* 75.
Ritual (Halea) 25, Piety 32.

Armour:

Leather Jacket, Cloth Tunic.

d20

CALIGLAS

Human: Merchant 3/Rogue 1

CR 2, Alignment CG, Size M, HP 12, Speed 30.

Abilities: Str 11 (+0), Dex 11 (+0), Con 13 (+1), Int 12 (+1), Wis 16 (+3), Cha 12 (+1).

Armor: AC 12 (leather).

Attack: Melee +2.

Save: Fort +1, Ref +3, Will +3.

Skills: Appraise +4, Bluff +8, Diplomacy +3, Gather Information +6, Handle Animal +3, Innuendo +6, Knowledge (trade) +4, Knowledge (Tulwyn) +7, Profession (merchant) +6, Wilderness Lore +3.

Feats: Skill Focus (Bluff), Skill Focus (Knowledge Tulwyn).

Special: Proficient with all light weapons and armor, Sneak Attack +1d6.

Equipment: Leather Tunic, Fine Clothes, Dagger, Goods & Supplies from Shiran, Various Guild Licenses, Purse of Coins, Mules (4), Horse (1).

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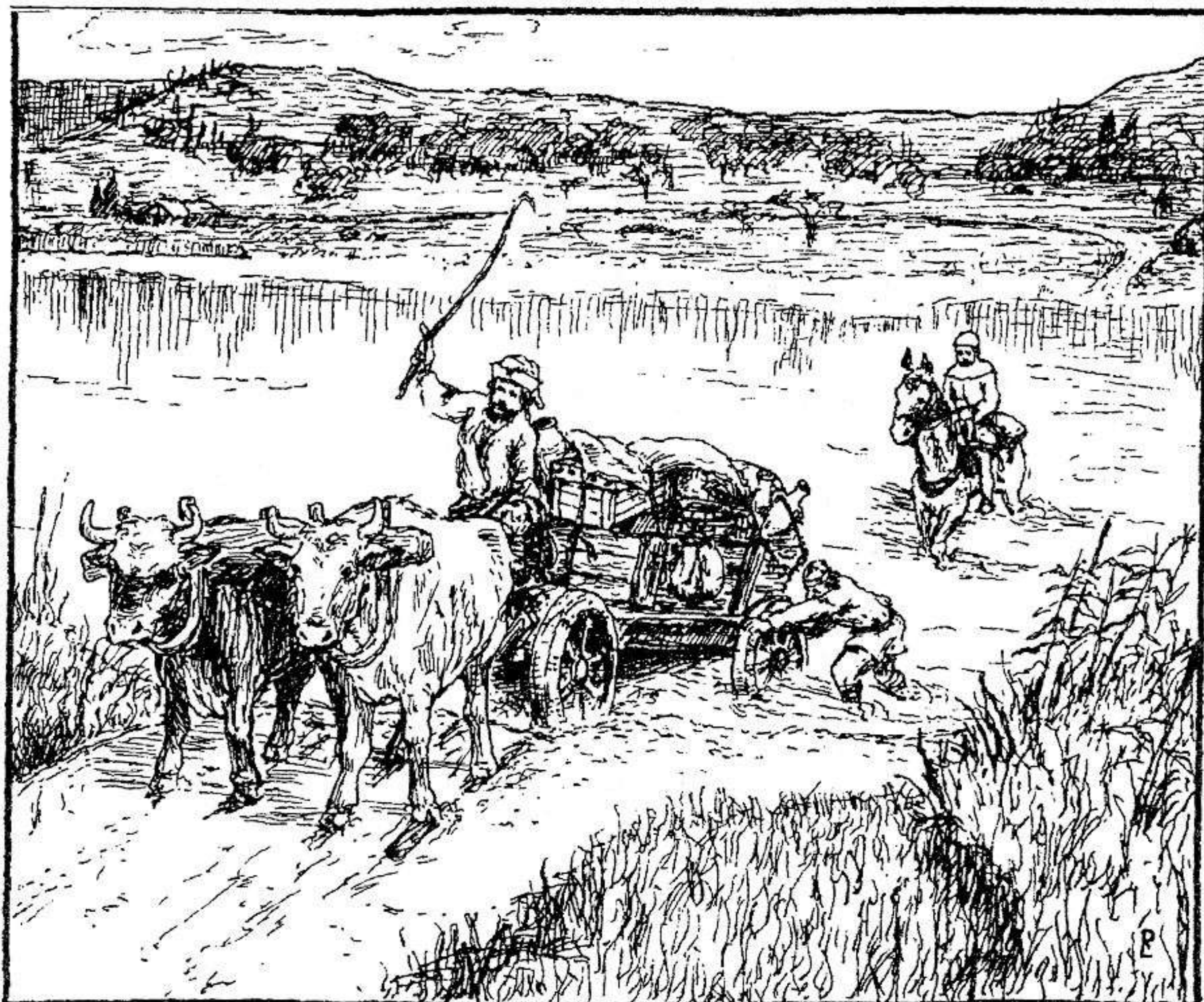
OUTCOMES

Generous PCs might opt to pay for the merchant's toll, but they should understand that they part with their money without compensation from Caliglas. Persuasion and tact is the best strategy to overcoming the challenge. The conflict could result in the spilling of blood with the smallest slip of etiquette. Kurson's retainers will try to keep the the inn's mercenaries from supporting safe passage of Caliglas.

A skirmish between the inn's mercenaries and Kurson's thugs is possible, but the GM is advised to keep any fight from causing death or serious injury. Weapons will be drawn, and a few token blows may be struck on shields, but there is no reason to risk life or limb for this situation. The weaker side will simply back off with appropriate curses. Active characters can sway the result by supporting one group, or by trying to separate the two sides.

Whether the PCs are involved or not, they should witness things unfold. Kurson's toll collection is a sign of the corruption that plagues Trobridge and the negative impact it has on trade through Trobridge. While Caliglas is extreme in his refusal to abide by the rules, he does highlight a strong injustice that takes place regularly.

If the PCs do not interfere, the dispute ends once Caliglas pays the toll, or Terlin's mercenaries force their way through Kurson's thugs and escort the caravan to the inn.



HârnMaster

MAN-AT-ARMS

Employed by Caliglas as a personal bodyguard and caravan escort.

12 STR	12 EYE	10 INT
13 STA	13 HRC	11 AUR
12 DEX	12 SML	12 WIL
12 AGL	11 VOI	11 MOR

Combat Attributes:

Endurance 12, Move 12.

Combat Skills:

Initiative 75, Dodge 60, Unarmed 65, Spear 75, Shield 70, Dagger 65.

Other Skills:

Survival 60, Foraging 50, Physician 30, Heraldry 25.

Armour:

Plate Halfhelm, Leather Byrnie, Cloth Tunic, Roundshield.

d20

MAN-AT-ARMS

Employed by Caliglas as a personal bodyguard and caravan escort.

Human: Fighter 1

CR1, Alignment N, Size M, HP9, Speed 30.

Abilities: Str 12 (+1), Dex 12 (+1), Con 13 (+1), Int 10 (+0), Wis 12 (+1), Cha 10 (+0).

Armor: AC 15 (leather, small wooden shield).

Attack: Melee +2.

Save: Fort +4, Ref +1, Will +1.

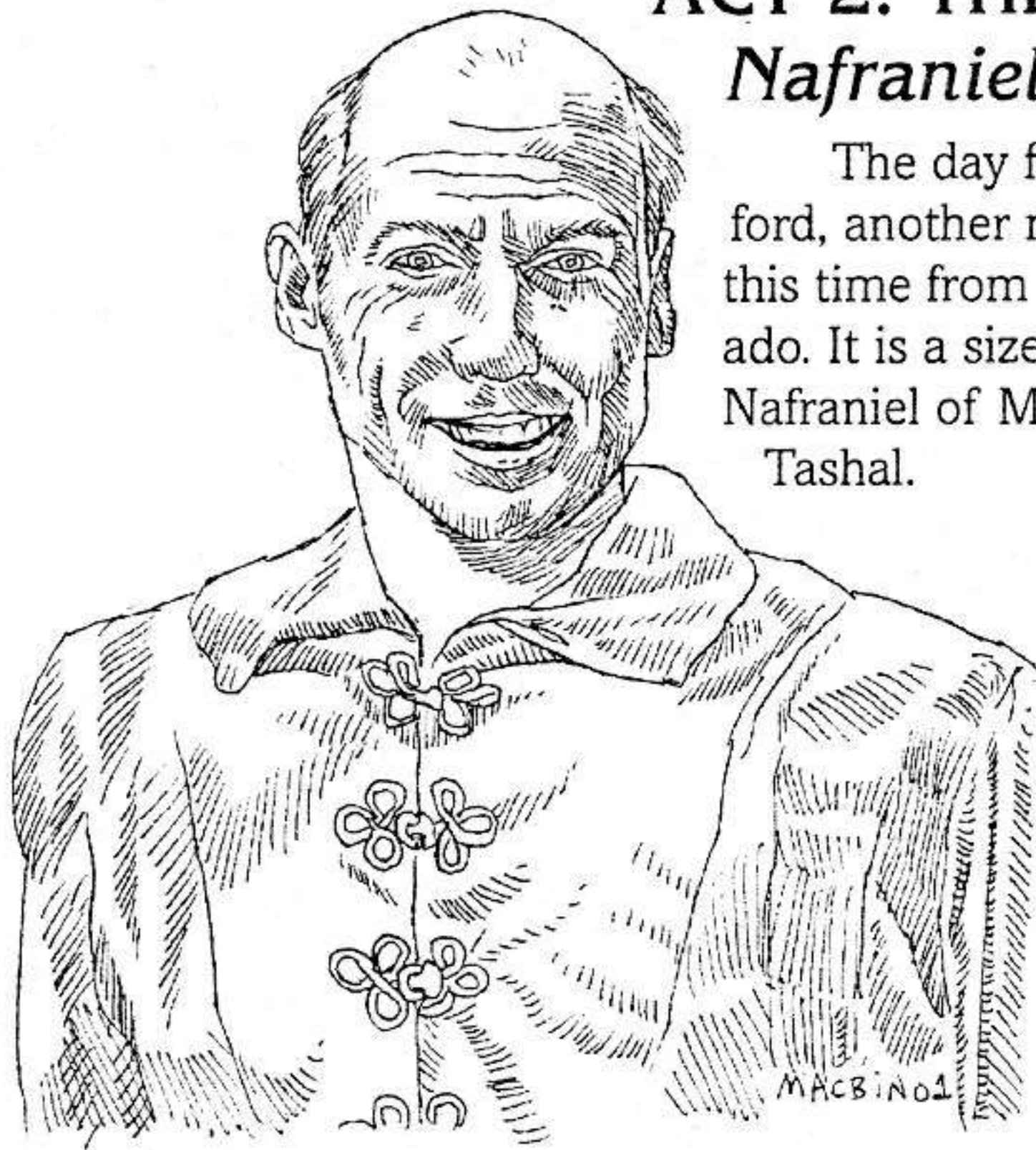
Skills: Handle Animal +1, Intimidate +1, Listen +3, Spot +4, Ride +3.

Feats: Skill Focus (Spot), Improved Initiative.

Equipment: Leather, Small Wooden Shield, Shortspear, Dagger, Various Personal Effects.

ACT 2: THE WILD HILLS

Nafraniel of Mandunel



Nafraniel of Mandunel

The day following the troubles at the ford, another merchant wagon arrives, but this time from the east and with much less ado. It is a sizeable entourage led by Nafraniel of Mandunel, a merchant from Tashal.

His caravan consists of two wagons, two apprentices, an ostler (to take care of two burdened pack-horses and four mules – two per wagon), six men-at-arms, and three hired laborers. He brings crafted goods including ink and vellum for Terlin of Wesindan.

Nafraniel travels to

Trobridge once every year and has a friendly relationship with

Terlin. He always brings plenty of news and gossip, speaking freely with the inn's patrons about his travels through Kaldor and events in Tashal.

Enroute to Trobridge, Nafraniel met up with a dozen Ilviran pilgrims who joined them for the remaining portion of the journey. The clerics of Ilvir (see ACT 3) were traveling to Trobridge after a difficult winter's pilgrimage to Araka-Kalai. Nafraniel welcomed the pilgrims into his group, for a small fee. The clerics parted company with Nafraniel one league east of Trobridge. They are now encamped in the woods south of the apothecary's cottage (offmap).

Nafraniel now warms himself by the fire of the inn's common room. He invites others to join him and buys a generous round of drinks for any that oblige. The PCs may desire news from Kaldor, especially if it is their homeland, and sit with Nafraniel who willingly answers any questions that they might have. Nafraniel is interested in the local gossip, and trades stories well into the night.

Also at the inn is Caliglas, who joins the table, although he refrains from buying anyone a drink other than himself (and reluctantly at that). The GM should allow time for the players to get a better grasp of their characters, lending the group any necessary details and giving them a feel for Hârn and its environs as the scene is played-out.

If the PCs do not prompt Nafraniel, then Caliglas does, casually asking questions about the dangers between Trobridge and the more settled areas of Kaldor. Nafraniel's countenance turns serious and he leans forward, stroking his chin slowly.

The GM may read/adlib the following:

"We were tidying up camp, not two days east of Trobridge, when my guard here, a swift warrior well trained in the escort of caravans, saw movement to the north. The hills were covered in frost, the tips of the trees freeing a cool mist as the morning sun tinged their branches with gold. I ordered haste to my men to complete their duties and went to see for myself what unsettled the forest birds from their nests. We were of course deep in Chelni lands, although we stayed near the path at all times. It took not a breath before I recognized

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NAFRANIEL

10 STR	10 EYE	14 INT
14 STA	12 HRC	13 AUR
10 DEX	11 SML	12 WIL
11 AGL	15 VOI	12 MOR

Combat Attributes:

Endurance 12, Move 11.

Combat Skills:

Initiative 65, Dodge 55, Unarmed 40, Sword 65, Dagger 60, Riding 60.

Other Skills:

Rhetoric 80, Intrigue 75, Math 70, Folklore 60 (Chelni +10%).

Languages: *Hârn*ic 88, *Jarine*se 65, *Chelni* 35.

Scripts: *Lakise* 85, *Runic* 60.

Ritual (Halea) 20, Piety 36.

Armour:

Leather vest, Cloth tunic and hooded cloak.

d20

NAFRANIEL

Human: Merchant 5/Bard 1.

CR 4, Alignment LN, Size M, HP 24, Speed 30.

Abilities: Str 10 (+0), Dex 10 (+0), Con 14 (+2), Int 14 (+2), Wis 12 (+1), Cha 16 (+3).

Armor: AC 12 (leather).

Attack: Melee +3.

Save: Fort +0, Ref +2, Will +6.

Skills: Appraise +6, Bluff +2, Diplomacy +6, Gather Information +11, Handle Animal +2, Innuendo +2, Knowledge (trade) +8, Knowledge (Chelni) +3, Profession (merchant) +8, Perform +6.

Feats: Skill Focus (Gather Information), Skill Focus (Knowledge Trade).

Special: Bardic Music, Bardic Knowledge.

Equipment: Leather Tunic, Fine Clothes, Shortsword, Dagger, Goods and Supplies from Tashal, Wagons (2), Mules (4), Pack Horses (2), Chelni Gifts, Moneypurse.

the sound that fast approached, the earth-rumbling like angry thunder—a wave of hooves striking the ground with fury. The mounted forms stretched wide for a hundred yards along the crest of the hill, and I was glad that we had invited the Ilvirans to join us as they added visible strength to our caravan.

"The Chelni pride their courage and strength, looking ill on weakness and incompetence. I heard the old cleric, Leritek, muttering behind me, but I ignored this anxiety of a blind man. Three of the Chelni riders galloped down the hill towards us, their spears readied to end my life.

"With gift in hand, I strode towards them, guards by my side. I hailed them in their native tongue, priding them on their fine steeds and swift approach. Before they could accuse us of trespassing on their land, I produced the gift of leather tack and iron shoes for their horses. Their markings suggested that they worshipped the totem of the owl, and I offered my gifts in that spirit's name. My knowledge of their customs saved our lives, of this I am sure. I ventured to know why they moved with such an imposing force.

"They replied, in their guttural accents, 'Cowards of Ramala, the Tulwyn land runners, wander upon the sacred soil of the Chelni on the far shore of the mountain river. They will die on our spears and their blood will be trod into the earth!'

"Well, I surely didn't wish to evoke their anger any more than it already was, and wished them the blessing of the owl for victory in battle."

The merchant's report raises nervous mutterings amongst the patrons. The Chelni gather fast approaches and a battle amongst the barbarian nations is not a good way to start the year. If the PCs didn't know before, there should be no question that both the Chelni and the Tulwyn are active in the region. While there is no apparent danger to Trobridge, all are concerned that the trade routes will become impassable if war erupts between the tribes. Merchants from Kaldor and Tharda wishing to trade at the Chelni gather must first reach Trobridge. Caliglas confirms that he witnessed Tulwyn tribesmen a few leagues west of the ford, but sidesteps any prying questions concerning his own safe passage with a shrug.

Needless to say, the innkeeper Terlin finds this news unsettling and calls Nafraniel, Caliglas, and all other guilded merchants at Trobridge to convene at the Hall of the Mangai within the inn compound for further discussion.

Terlin may ask the PCs to scout the Chelni along the trails to the north and east and the Tulwyn to the west. This is a suggested sub-plot if the PCs are more interested in dangerous quests than rural intrigue.

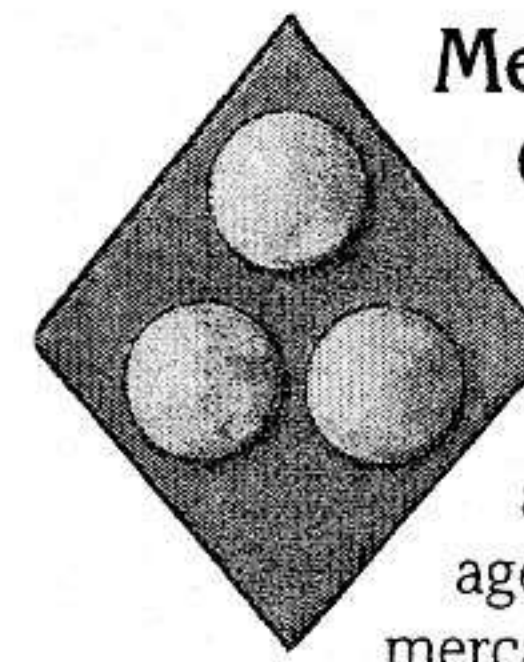
OUTCOMES

By this time, the PCs should be acquainted with and know of several important NPCs. The major GM character motivations are listed below to clarify the current situation in Trobridge and act as a springboard for further interaction:

Kurson Ondailis

Annoyed with what has happened between his retainers and the inn's mercenaries at the ford, Kurson orders his men to stop and inspect all traffic on all roads leading to the inn.

Kurson is intrigued by news that the Chelni are hunting for Tulwyn raiders, but feels that an all-out war is unlikely given the vast numbers of Chelni that attend the gather. He also knows that the Tulwyn will not cross the River Farin



Mercantylers' Guild

Mercantylers are guildsmen involved in the trading of goods at a profit, or acting as agents for the same. Most mercantylers are simple merchants, buying and selling goods within the same realm. The more adventuresome mercantylers engage in foreign trade, either in caravan or maritime trade, and some specialize in an exclusive trade such as furs, slaves, or wines.

The monopoly of this guild is very ambiguous. Enforcing rigid control over all trading activity would be impossible, but guild masters try to deal exclusively with each other, giving them a de-facto stranglehold in the buying and selling of goods. All major towns have a hall for guild members only. Non-guild members can participate in this private market only by hiring a mercantylers as an agent for a fee or commission averaging 5-10% of the goods value.

To remain at the center of economic activity, the guild has acquired one important monopoly which is rigidly enforced. Only Mercantylers can practice usury, the changing and loaning of money for profit (interest). Some mercantylers (usurers) specialize in this activity. Such men are generally involved in the financing of trade, but will, with proper incentive, finance the ambitions and comforts of kings and others. Interest rates are high, ranging from 5% to 20% per month, compounded monthly. The rate charged is based on risk, collateral, and social standing. Nobles customarily enjoy the benefit of lower rates.

Usurers also exchange foreign coinage for a negotiable discount, 20% being normal, and issue promissory notes, the closest thing to paper money on Hârn. There are not nearly enough coins in circulation to cover the value of goods traded, so nearly all large payments are made by way of these notes. A usurer's note will be redeemed in full when presented back to him; a guild master in another city will also redeem their colleagues' notes at a discount of 5-20%, although higher discounts usually apply to foreign notes.

and any attacks that take place will be on the west bank of the river; keeping most of Trobridge's farms and property safe from harm - in theory. At the very least, he hopes that his good history with the Chelni will secure the safety of Trobridge.

Terlin of Wesindan

Less concerned about Kurson and his incessant bullying, Terlin feels that the tribal troubles are too close to home for his liking, placing them unquestionably as a top priority to be dealt with. He wonders whether the official state interests in Trobridge will prove to be more of a hazard given the nature of the barbarian activity. Sustained local conflict between the two barbarian nations will hinder trade and traffic and reduce profits.

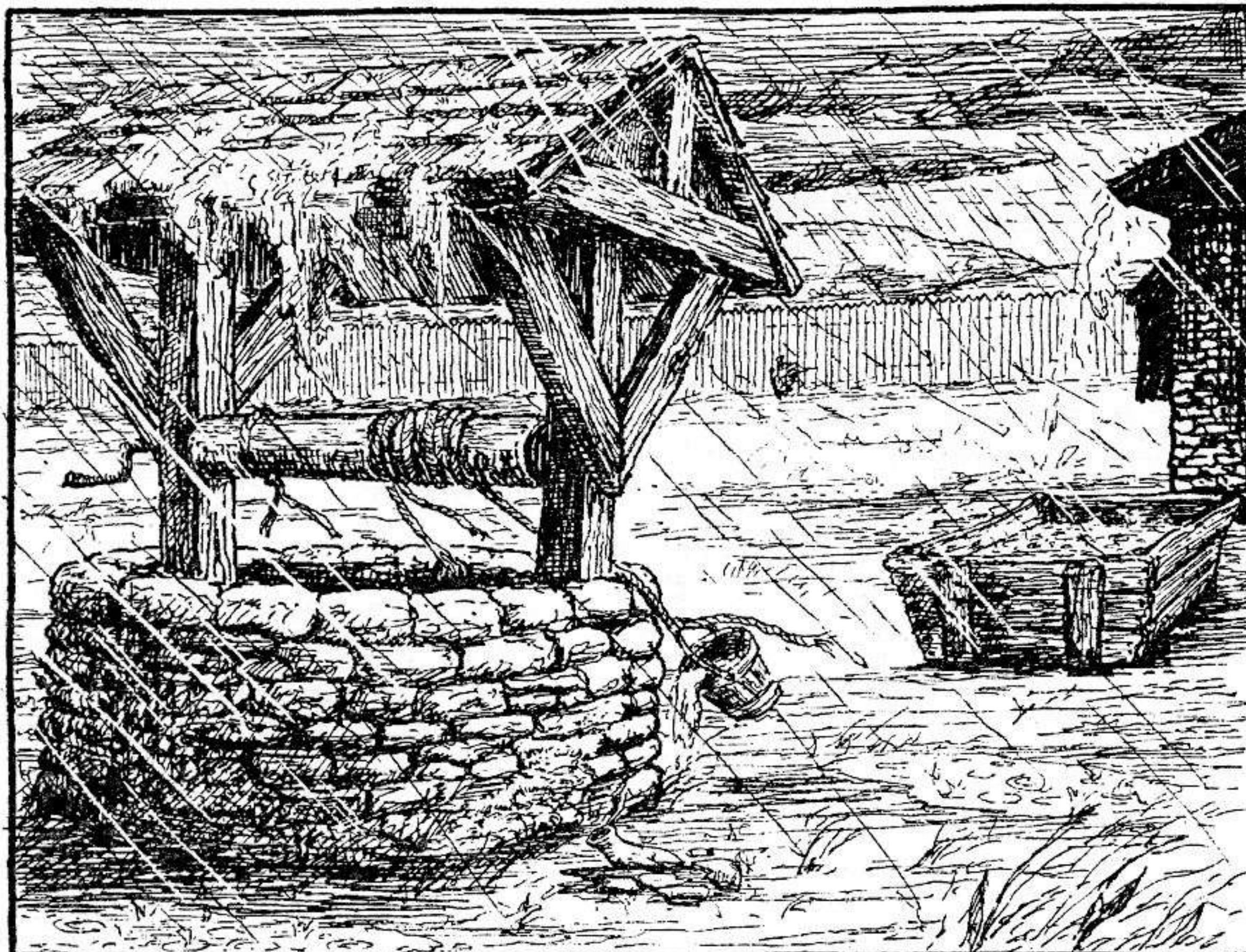
Casana Sosaldas

The Thardic emissary knows all about the Tulwyn and searches for opportunity to use the Chelni to her advantage. She asks around for anyone with connections to the Chelni so that she can leak information to them about the strength of the Tulwyn that attacked her 'caravan'. She is careful to make sure that she doesn't inadvertently reveal the whereabouts of her men hiding at the fort to the northwest. Captain Morenlas pushes for Casana to pay more attention to the men's survival. He may break rank and attempt to help his men without her knowledge.

Casana's work with Kurson proceeds relatively unimpeded by the local happenings. She now feels that Kurson has sufficient power to control Trobridge and is confident that she can secure his trust - and money - with the promise of an official rank within the Thardic Republic.

Sir Rayneld Ynel

Upset that Kurson has ignored him, Sir Rayneld now thinks his best strategy is to work closely with Terlin of Wesindan and thereby provoke the 'Lord of Trobridge' into a meeting. Personally, Sir Rayneld believes Kurson is a thug, and would like to remove him from power and install a knight (like Sir



R01

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Dramel) at the manor. However, he knows that Kurson is shrewd and that many in the settlement support the rough peace he provides. He treads carefully to avoid shifting more influence to the Thardic emissary.

Sir Friedlam Dramel

While Sir Rayneld worries about the political theater in Trobridge, Sir Dramel has other concerns. He understands, as a man of the sword, the conflict that takes place on a daily basis between the inn's mercenaries and the manor's retainers. He takes it upon himself to organize and drill the mercenaries, something that Terlin supports, but his mercenaries resent.

Sir Dramel is also heavily preoccupied with news about the barbarian activity in and around Trobridge. He fears that the divided force in Trobridge makes the village an easy target and he doubles the guard's watches. He feels that the situation can not tolerate much more stress.

Caliglas of Slead

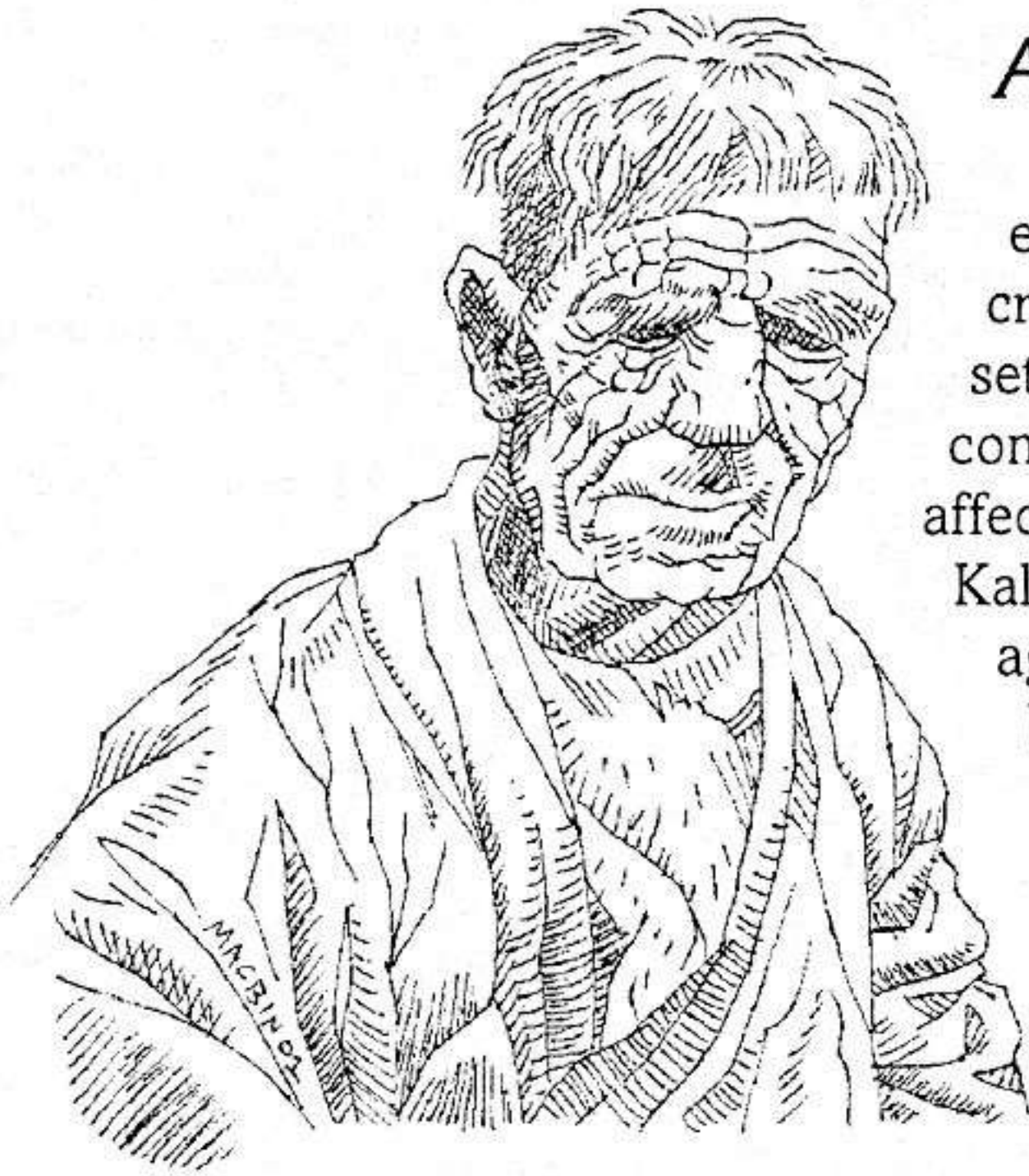
Fearing for his safety, Caliglas stays within the inn's palisades as much as possible. He sends his guards into the village to conduct business although his men do not have the bargaining skill. Caliglas is willing, reluctantly, to hire anyone skilled at trade to take his wares to the local merchants. He attempts to pay as little as possible for this service.

Caliglas plans on heading east to Kaldor. He would like to travel with Nafraniel, but his hints have as yet been ignored.

Nafraniel of Mandunel

Nafraniel does not intend to head west of Trobridge so Tulwyn activity does not worry him. He plans to leave Trobridge during the Chelni gather when the trail back to Tashal will be safer. PCs planning a journey to Tashal may wish to accompany him.





Leritek the Blind

ACT 3: DOOMSAYER A Sacrifice of Faith

Leading up to the next stage of events, a relative state of turmoil creates tension throughout the settlement of Trobridge. The general concern over the barbarian activity affects everyone while the nobles from Kaldor and Tharda deal with their own agendas and the schism that exists between Kurson and Terlin – the two most influential members of the village. The PCs may be supporting one side or the other, or might be neutral. The GM should play against whichever element intrigues the players the most to ensure they stay caught up in all that transpires.

In the midst of all this, unseen trouble sprouts up from the clerics of Ilvir that came in with Nafraniel of Mandunel. The clerics are encamped (offmap) on the banks of Bear Stream south of the Apothecary's cottage.

Leritek the Blind is a driven and powerful member of this loosely organized, mystical religion and has drifted into the more questionable aspects of the faith. He has made several pilgrimages to Araka-Kalai, said to be the home of Ilvir, where he was subjected to powerful 'visions'. As a sign of devotion to his god, Leritek summoned forth the vicious Ivashu called the Vlasta, "Eaters of Eyes", and allowed them to blind him from the sins of the world so that his visions could grow stronger, unimpeded by regular sight. He became known as "Leritek the Blind", a name he despises, for he firmly believes that he can see clearer now than ever before. Nonetheless, the name remained and an already half-mad adherent of Ilviran doctrine fell slowly into the world of insanity.

Leritek trusted his signs and omens more with each passing day until he began to receive strong and persistent images of an ancient tower that stood over a winding river. He has sought this tower for many years, traveling the length and breadth of Hârn with a band of followers who believe him to be a prophet of Ilvir. The followers of the *Prince of the Fatherless Multitude* have plans to explore the old tower (location #8) in the name of their god.

Learning that the sacred tower is guarded day and night by Kurson's retainers, Leritek plots an assault of terror on the settlement of Trobridge. His goal is to either drive the people from the village or force them to hand over the tower with threats of righteous punishment.

Leritek's plot to acquire the tower begins by sending in his clerics to frighten the populace. The Ilvirans enter the village at night, hidden under black cloak and cowl. They steal some hens from local farms and then move from house to house, smearing chicken blood upon as many cottage doors and shuttered windows as possible before retreating to their camp. The next morning, the villagers discover the blood smears. Some bemoan in panic that the village has befallen a curse and their doom is nigh; calmer folk clean up the blood. Few speak openly about it, afraid that whoever or whatever caused the markings might focus its evil intention specifically upon them.

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LERITEK THE BLIND

09 STR	• EYE	13 INT
11 STA	14 HRG	14 AUR
06 DEX	15 SML	15 WIL
07 AGL	16 VOI	07 MOR

Combat Attributes:

Endurance 12, Move 7.

Combat Skills:

Initiative 50, Dodge 35.

Cleric Skills (Ilvir):

Ritual (Ilvir) 98, Piety: 389.

Animalcraft (Ivashu) 77, Tarotry 43, Herblore 42, Physician 36.

Languages: *Jarinese* 88, *Hârnish* 66, *Ivashi* 61. Scripts: (blind).

Cleric Rituals:

IVASHU SONG (Vlasta +10%), All Ilviran Rituals (5th Circle).

Armour:

Cloth Robe (hooded), sandals.

d20

LERITEK THE BLIND

Human: Cleric 10

CR 8, Alignment CN, Size M, HP 53, Speed 15*.

Abilities: Str 9 (-1), Dex 6 (-2), Con 11 (+0), Int 13 (+1), Wis 15 (+2), Cha 16 (+3).

Armor: AC 8 (dex).

Attack: Melee +2*, Ranged +0*.

Save: Fort +7, Ref +0*, Will +10.

Skills: Concentration +10, Craft (Weaving) +8, Diplomacy +16, Knowledge (Arcana) +4, Knowledge (Ilvir) +4.

Feats: Blind-Fight, Endurance, Iron Will, Brew Potion, Craft Wondrous Item.

Special: Rebuke Undead, Extra Turning.

Spells/day: 6/5/4/3.

Equipment: Cleric Robe, Holy symbol (of a tower), Vlasta Beak Staff, Bag of Herbs.

*Blind characters are -4 to most STR and DEX based skills. Attackers get +2 to hit.

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At the inn, Sir Dramel feels the blood smears are a prank by Kurson and unworthy of investigation by the inn's mercenaries. Annoyed, he quiets any discussions that take place in the common room as foolish ramblings.

The priest of Peoni finds his daily mass very well attended. He preaches the markings are a sign of impurity, and invites all to pray for Peoni's blessing to encourage humility and (just in case) to banish any demons.

At the manor, Kurson Ondailis storms about, certain that the blood smears were done by Terlin of Wesindan and his mercenaries to upset the villagers and thereby damage his reputation (with the two embassies) to maintain good order. He steps up his retainer's patrols that day, which only serves to harass the peasants and provoke the inn's mercenaries more than usual. Another conflict may take place between the two factions of the village.

Investigation will uncover few clues regarding the blood smears, especially after the frightened villagers have cleaned it up. At an opportune time during the day, a commotion arises from the well at the south end of Newton (location #3) when a group of women gathering water bring up a bucket of gizzards. The ruckus creates a throng of onlookers, while those overcome with superstition flee the scene at once.

Some women are certain to identify the gizzards as those of a large bird, most likely a chicken. This calms some folk, until they are reminded that animal entrails are commonly used by witches and warlocks for their spells and brews. Shouts of farmers who are missing chickens are likely to confirm the identity of the gizzards, but the villagers are in complete disarray and fearful. Foxes and wild dogs may steal a chicken now and then, but they do not smear blood on shutters and doors, nor do they drop gizzards into a well.

The villagers will be extremely anxious. If the PCs do not offer help, Humbriel of Shelonnis, a local farmer, asks them to patrol their land throughout the following several nights. These villagers are willing to pay local crafts equaling a total of 3d per day to each character who will help them defend their livestock and homes. Since 3d per day is a hefty wage, refusal to help would be an affront to the peasants. No major events take place that evening or the next, although the GM can keep the players on their toes by having encounters with wild dogs, foxes, or perhaps something meaner.

The clerics of Ilvir stay at their camp and behave normally if they are approached or questioned. They claim to have no knowledge of who vandalized the homes or stole the chickens, and are quite adept at evading probing questions. After two days of patrols the farmers feel content that there will be no more trouble and thank the PCs for helping them. They pay their end of the bargain (6d per player) and go back to worrying about problems forgotten for a day or two, like the barbarian activity and the ongoing power struggle between Kurson and Terlin, and between Tharda and Kaldor.

On the third night after the smearing campaign, the clerics of Ilvir take up their diabolical plot once again. Leritek conducts a ritual called IVASHU SONG, which sends a call for all Ivashu within range. The blind cleric has mastered his ritual to have a special attraction for the dreaded Vlasta, also known as "the Eaters of Eyes", and he has sufficient skill and Piety to be almost certain of success. It is near midnight when the first of the small ravenous beasts descend upon the sleepy settlement.

The summoned Vlasta are harmless to anyone that follows Ilvir, but hostile to all others. The creatures scurry and leap through the streets and homes of Trobridge, attacking villagers and livestock with instinctive violence. Leritek can summon the Vlasta, but he has no control over them once they appear. They will rampage until they are well fed or dead.

HârnMaster

ILVIRAN ACOLYTES

Leritek's followers (12)

11 STR	12 EYE	12 INT
14 STA	12 HRG	14 AUR
11 DEX	12 SML	13 WIL
11 AGL	13 VOI	09 MOR

Combat Attributes:

Endurance 13, Move 11.

Combat Skills:

Initiative 55, Dodge 55, Unarmed 60, Dagger 55, Staff 50.

Cleric Skills (Ilvir):

Ritual (Ilvir) 65, Piety 80, Unarmed 60, Animalcraft (Ivashu) 54, Drawing 51, Herblore 39, Tarotry 37, Physician 34. Languages: *Jarinese* 78, *Hârn*ic 46, *Ivashi* 35.

Scripts: *Runic* 89, *Khruni* 85.

Ritual Details

IVASHU SONG (Vlasta +10%), Ilviran Rituals (3rd Circle).

Armour:

Cloth Robe (hooded), sandals.

d20

ILVIRAN ACOLYTES

Leritek's followers (12)

Human: Cleric 2/Ranger 1

CR 2, Alignment CN, Size M, HP 25, Speed 30.

Abilities: Str 11 (+0), Dex 11 (+0), Con 14 (+1), Int 12 (+1), Wis 13 (+1), Cha 10 (+0).

Armor: AC 12 (leather).

Attack: Melee +2, Ranged +2.

Save: Fort +7, Ref +0, Will +5.

Skills: Diplomacy +3, Knowledge (Arcana) +1, Knowledge (Ilvir) +4.

Feats: Endurance, Improved Unarmed Strike, Run, Track.

Special: Rebuke Undead, Favored Enemy (Wild Animals).

Spells/day: (Clerical) 4/3; (Ranger) none.

Equipment: Cleric Robes, Dagger, Holy symbol (of a tower).

The players will certainly hear the screams of victims and hopefully help the village defend against the horrid beasts. If the players are shy, the Vlasta will assault them as well, unless they happen to be Ilvirans. If the GM is feeling nefarious, other Ivashu may answer Leritek's song as well, creating further mayhem and havoc.

If the players remember the Ilvirans mentioned by the merchant Nafraniel of Mandunel several nights ago, it may occur to them that the Ivashu are worshipped by clerics of Ilvir. The GM can remind the players by having Leritek and some clerics approach the tower, oblivious to the danger and mayhem around them. If approached, Leritek will simply announce that the village is in great danger and will be destroyed for its sins if the gods are not appeased. He maintains a rather ambiguous stance and it should remain difficult for the PCs to determine his motivations. Although he will not condone the death or murder of the Vlasta, neither will he express horror at their deeds, and he may hint that Ilvir receives much from their ways.

"Our eyes are His passage to the world".

He is tremendously cryptic and should cause the PCs no lack of frustration in their interaction with him.

Once the attack is over (assume 1-3 hours) the wounded and dying will be taken to Hadael of Kardy or Bral of Sharain for medical aid, the latter being not too skillful with Vlasta wounds.



HârnMaster

VLASTA

05 STR	17 EYE	02 INT
10 STA	15 HRC	01 AUR
17 DEX	19 SML	09 WIL
21 AGL		

Combat Attributes:

Endurance 08, Move 25.

Combat Skills:

Initiative 71, Dodge 95, Bite 65/2p, Claws 95/2be.

Armour:

B2 E1 P0 F2

Hit Locations:

01-20	Head
21-25	Neck
26-30	•Fore Limb
31-60	Torso
61-90	Tail
91-00	•Hind Limb

• Odd = Left, Even = Right

d20

VLASTA

Vlasta: SZ Tiny (Ivashu), Alignment CN, CR 1/2, Hit Dice 1d10, HP 5, Init +3 (dex), Spd 40ft.

Abilities: Str 5, Dex 19, Con 10, Int 2, Wis 9, Cha 4.

Armor: AC 15 (dex, size).

Attack: Claw +6 (1d4), Beak Attack +8 (1d6).

Face: 2.5ft.x2.5ft.

Reach: 5ft.

Special Attacks: The Vlasta can leap 20 feet during the first round of combat, as per Spring Attack. If the Vlasta successfully makes a Beak Attack that does damage, the victim must make a Reflex Save vs. DC 12. If they fail the save, they suffer blindness as the Vlasta gores their eyes with rapid pecks and gouges.

Save: Fort +2, Ref +8, Wil +1.

Skills: Hide +6, Move Silently +6.

TROBRIDGE 26

Meanwhile, an angry mob gathers to demand action. The presence of the Ilvirans and their relationship with creatures like the Vlasta should by now be known to all. The mob marches on the clerics' camp seeking revenge. Before the throng of pitchfork-wielding peasants can harm the doomsayer and his men, Leritek raises his hand and speaks boldly:

"Men of Trobridge, do not anger the Blessed Serpent more. The Father of the Ivashu has sent you warning. He grants you a reminder of the certain approach of death, and He has told me with divine vision that only I can appease his wrath. Consider this a blessing, for the Lord of the Fatherless Multitude has deemed you worthy of protection."

"Forgotten and cold by your broken bridge lies a tower that holds many secrets of ages long past. You have been told that danger lies there. You have been told lies. That tower is a holy site. That tower belongs to the Great One. All your troubles will cease if the Tower is returned to Him."

"Grant me access to the tower. Do this simple thing and your days of fear and death will I banish and thereby restore your lives and village to the blessings of Peoni. I await your good sense."

It is likely that howls of protest and waves of questions arise from those gathered. Leritek will not answer. One of the acolytes simply says that his lord has spoken and that a day's grace is given for a decision. Several enraged peasants answer with screams that the heretic be burned or stoned to death. Others shout the priest's request is not a burden to anyone and granting it offers a harmless salvation. Others say the tower should be searched for the secrets that Leritek spoke of before any answers are given.

If the characters have taken an active role in events, their word holds notable sway in how the village should best proceed. The PCs might call a meeting at the inn where all the factors can be assessed and weighed. Hasty and passionate individuals will have to be restrained with promises of quick justice if the clerics are proved false.

Whether the players and the villagers take Leritek at his word or not, it does place an interesting dilemma on who should be approached of "official" status in Trobridge. Neither Terlin nor Kurson, deeply immersed in their own problems, have been prominent in this crisis. The villagers may name the PCs as their spokesmen for this very reason. A meeting between the players and the two factions can then be arranged.

Terlin and Kaldor

These officials are less opposed to the idea of giving the ancient tower over to the Ilviran followers because it has little use to them. They are not completely supportive of the idea however, because they want to determine the true motivations behind Leritek's interest in the tower. Terlin points out that Kurson's retainers guard the tower, and they will surely oppose such an action. Sir Dramel suggests that the tower be investigated before its unknown qualities are passed into questionable hands. The players would almost certainly be asked to participate in that task.

Kurson and Tharda

The "Lord of Trobridge" laughs at the possibility of handing over the tower to an old, blind, religious fanatic. Kurson suggests that the clerics should all be driven from Trobridge, except Leritek, who must be placed in stocks for a few days and then executed to show that justice is well served in Trobridge. Casana supports this action and suggests the players lead the assault.

d20: ILVIRAN RITUALS

IVASHU SONG

Summoning
Level: (Cleric 1)
Components: V
Casting Time: Two Rounds
Range: 1 league (2.5 miles) per level
Target: d6 small non-intelligent Ivashu
Duration: N/A
Saving Throw: Yes (Will Negates)
Spell Resistance: No
A high-pitched, unearthly song that can be heard by all Ivashu within Range. Small non-intelligent Ivashu will respond by moving to the singer. Ivashu summoned will be friendly towards all adherents of Ilvir but hostile towards all others.

SUCCOR OF BAKYN

Abjuration
Level: (Cleric 4)
Casting Time: 10 minutes
Components: DF
Range: Self/Touch
Duration: 5 days per 3 levels
Enables the subject to ignore the need for food or water for duration. The subject must chew on a small piece of bark from an Orbaalese Spruce during Casting Time. Most Ilviran clerics carry a small pouch of bark for this purpose. There are no weight loss or dehydration effects, provided there is at least a ten day interval of normal sustenance between use.

GUISE OF THE BROODER

Transmutation
Level (Cleric 3)
Components: V,S
Casting Time: 10 minutes
Range: Self/Touch
Duration: 5 hours per 3 levels
Saving Throw: Yes (Will Negates)
Spell Resistance: Yes
Creates a were-creature with a temporary possession of the subject by the spirit of a normal animal, typically a wolf or a bear. The subject changes over five minutes into the designated were-creature for the Duration. An unwilling subject must make a Will Saving Throw to resist possession. Note: An unwilling subject is unlikely to be friendly after the mutation, and cannot be controlled by the invoker.

Note: *HårnMaster* versions of the above rituals are given in *HårnMaster Religion*.

OUTCOMES

If the group decides to support Leritek and his bid for the tower, see "Savior" below. If they oppose him, refer to the heading "Heretic".

Savior

With the current rash of supernatural events and creatures roaming the local area, there is a fair possibility that the villagers opt to hand over the tower to Leritek and his followers. While there is definite resistance by Kurson to prevent this from happening, the PCs might suppose that the Ivashu will cease their attacks if the cleric is given what he claims will "appease his god". An armed struggle for possession of the tower may take place at GM discretion.

True to his word, Leritek stops his harassment on the village if he is allowed access to the tower. There are lost passages and catacombs under the tower (See: Trobridge 11) that the GM can use to further plotlines involving the Ilviran zealots and ancient secrets under Trobridge. However, adding yet another controlling and influential person into the settlement is unlikely to calm the political waters for any who call Trobridge home.

Heretic

If Kurson gets his way, the clerics are savagely attacked and Leritek is seized and dragged to the village square. He is placed in stocks, beaten, and spat upon, while he rants about how Trobridge will burn for its rejection of Ilvir's mercy. As long as no one inadvertently kills the blind cleric during the confusion, he remains in the stocks for the remainder of the adventure, a source of ridicule and jest by those who pass him by. His followers sneak into the settlement at night and give their leader provisions and water, although they suffer beatings from Kurson's retainers if caught.

Despite Leritek's failing health in the stocks, he performs SUCCOR OF BAKYN to stay alive. At some point (GM discretion) Leritek uses GUISE OF THE BROODER on a devoted follower. The newly transformed 'were-creature' goes on a rampage through the village, slaying and maiming anyone or anything in its path. Meanwhile, his followers hide out in the surrounding woods for as long as possible, summoning Vlasta as often as they can to increase the difficulties of the village. Unless they are stopped (they continue their hostilities even if Leritek is killed) the death toll and injuries rise steadily with each passing attack.

Choices

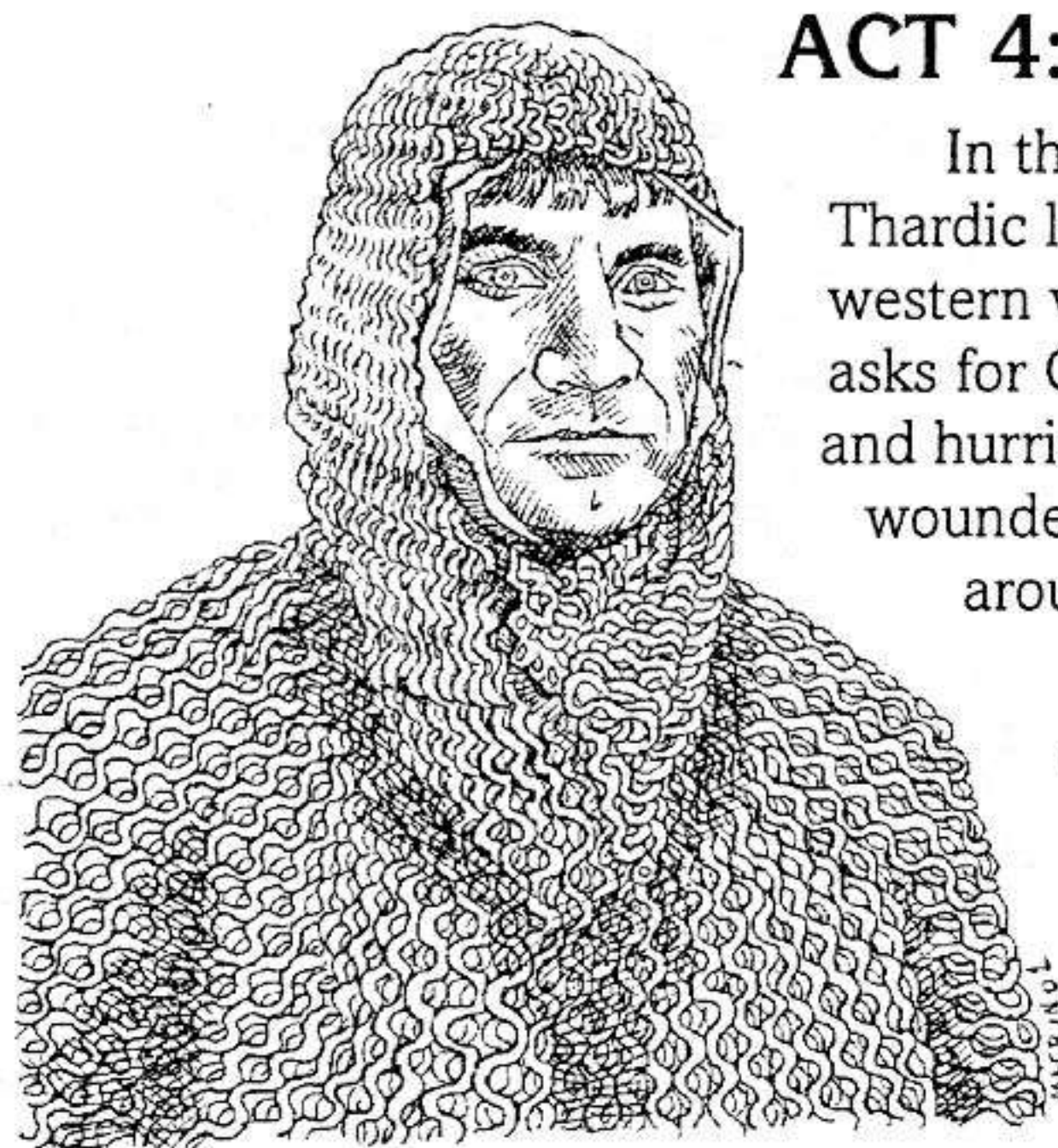
The only way to stop the terror and chaos is to drive away or slay every cleric, or agree to the original terms set forth by Leritek. Depending on the motivations and competence of the PCs, they might either save the village from these crazed followers of Ilvir, or change the minds of the villagers – officially or otherwise – and deliver the tower to Leritek. If the latter happens, then follow the guidelines given in "Savior" above.

Leritek's Prophecy

The leaders of Trobridge need to make a decision at the end of this act that is likely to affect the settlement's future in many ways. Does the tower have any real religious importance to Ilvir, or is Leritek just a raving lunatic likely to bring hard times to the village?

Ultimately, it's left to the GM, although the actions of the PCs may have an integral part in the decision. Multitudes of plot seeds can grow from the "Doomsayer" scenario.

TROBRIDGE 28



Captain Morenlas

ACT 4: BARBARIAN RAGE

In the late evening a weary, wounded Thardic legionnaire stumbles out of the western woods and appears at the ford. He asks for Captain Morenlas who soon arrives and hurries the man away. News of the wounded legionnaire spreads rapidly around Trobridge.

Depending on who the characters have allied themselves with, either Tharda or Kaldor, they are now approached for a dangerous mission that leads outside of Trobridge.

[1] THARDA: Captain Morenlas

The legionnaire came to advise the captain of the dangerous situation developing at their camp, an abandoned legion fort six leagues west of Trobridge. The fort is on a bluff and its once stout palisade is now a jumble of rotting timber. The south and east flanks are steep and easily defended, but there is easy access from the north and west. The fort lies near the border of rival tribal lands; Chelni forces gather to the east, and Tulwyn to the west. The legionnaires have little food because hunting is too dangerous. A spring provides good water. The three wounded men have weakened and one may be near death from an inflamed leg. The men will not be able to hold their position much longer.

Captain Morenlas knows he can not send reinforcements, nor allow the men to retreat to Trobridge. And he does not think Casana Sosaldas will be sympathetic to the plight of his men. Hence, he will seek out and offer the PCs 96d each (or more), half payable in advance, for a special mission. They must journey north, make contact with the legionnaires, and guide them south to a safe camp near Trobridge. Captain Morenlas will be truthful about why the troops are there, but may omit details on the danger posed by the gathering Tulwyn and Chelni. The wounded legionnaire cannot lead the PCs to the site, but can provide good directions. Captain Morenlas may want to accompany the party to add strength and skill as needed. The PCs must swear an oath of silence concerning the legion camp – the wrath of Halea (or Casana) for oathbreaking can be explained to players.

[2] KALDOR: Sir Rayneld

Sir Rayneld soon learns the story of the mysterious legionnaire and he thinks it confirms what he already suspected: Tharda maintains a secret military force in the region. He recruits the PCs to scout to the west and report back the location of any legion camps within ten leagues of Trobridge. Knowing that the warlike Tulwyn and Chelni are both active in the area, he will pay well for the daunting quest ahead.

He makes arrangements with Terlin to supply the PCs with equipment for the mission and offers 120d per man, half payable in advance. If the party requires extra support, he will hire up to four of the inn's mercenaries to accompany the PCs on their mission. The GM may honor the PCs and allow Sir Dramel to lead the group.

HårnMaster

CAPTAIN MORENLAS

15 STR	13 EYE	12 INT
13 STA	12 HRG	13 AUR
14 DEX	10 SML	13 WIL
14 AGL	13 VOI	12 MOR

Combat Attributes:

Endurance 14, Move 14.

Combat Skills:

Initiative 98, Dodge 70, Unarmed 74, Sword 91, Shield 85, Polearm 81, Dagger 80, Riding 76.

Other Skills:

Survival 76, Swimming 70, Tracking 64, Foraging 59, Intrigue 55, Heraldry 47, Physician 40.

Languages: *Hårnic* 82.

Scripts: *Lakise* 85.

Ritual (Agrik) 16, Piety 42.

Armour:

Plate Halfhelm & Greaves, Mail Byrnie, Quilt Cap & Gambeson, Cloth Tunic.

d20

CAPTAIN MORENLAS

Human: Fighter 5/Ranger 2

CR 6, Alignment (LN), Size M, HP 53, Speed 30.

Abilities: Str 15 (+3), Dex 14 (+2), Con 13 (+1), Int 12 (+1), Wis 13 (+1), Cha 13 (+1).

Armor: AC 19 (dex, chainmail, large steel shield).

Attack: Melee +9, Ranged +4.

Save: Fort +8, Ref +3, Will +2.

Skills: Climb +8, Craft (Weapon Smith) +4, Handle Animal +5, Hide +4, Intuit Direction +3, Jump +8, Listen +5, Ride +8, Search +4, Swim +7, Wilderness Lore +4.

Feats: Alertness, Combat Reflexes, Dodge, Mobility, Mounted Combat, Power Attack, Cleave.

Special: Proficient with all weapons and armor, Track, Favored Enemy (Wild Animals), Two Weapon Fighting.

Equipment: Chainmail, Large Steel Shield, Poleaxe, Shortsword, Dagger.

THE LEGION CAMP

Both employers desire haste and the group is urged to leave as soon as possible. The legion camp lies six leagues (15 miles) west of Trobridge in the southern foothills of the Felsha Mountains. Travel is difficult except along animal paths and streams. A party with horses or other pack animals will find itself facing steep inclines and difficult trails. Wagons are completely useless and will soon have to be abandoned if brought along. Travel afoot will take at least twelve hours to cover the six leagues, assuming good weather and no delays dodging Chelni or Tulwyn arrows.

The camp occupies territory claimed by both the *Sera-Chelni* and the *Taygar-Tulwyn*. The Chelni have a stronger presence to the north and east, the Tulwyn to the south and west. Hunting parties of either tribal nation might be encountered, and players might find themselves caught in a crossfire.

The characters must rely on tracking and woodland skills to make good progress. The GM should request skill checks to gauge successful progress. Poor skill rolls indicate the PCs are off track and perhaps lost, while adept displays may forewarn of ambush or speed progress.

Players working for Kaldor will not necessarily know the location of the legionnaires' camp. The GM can change the location of the camp as needed, or have the legionnaires encounter the players.

OUTCOMES

Tulwyn Attack

Just as the players approach the legion camp the Tulwyn launch an overwhelming attack from the north. Nine legionnaires escape down the steep southern slope, covered by the sacrifice of the three wounded men who sell their lives dearly. The retreating legionnaires encounter the player group and explain the situation. Hot pursuit by 20-30 Tulwyn soon forces all to stand and fight, or flee back to Trobridge. Outrunning the Tulwyn in this terrain will be extremely difficult.

Last Stand

The GM can choose to have the players witness a last stand and massacre of all legionnaires. The celebrating Tulwyn then notice the players and pursue the new interlopers.

Chelni Rescue

If the players get themselves into too much trouble, the GM can arrange for a Chelni warband to rescue them by attacking the Tulwyn. Optionally, if the players are having it too easy, they might find themselves in some trouble with a Chelni patrol who believe the players are troublemakers.

Korego Brutes

The large gargun complex of Korego lies roughly 20 leagues north of the legion camp. Hunting parties of orcs from Korego can often be encountered in this region, especially at higher elevations.

Both the Chelni and Tulwyn detest the gargun and have been known to cooperate (briefly) to combat them. Rescuing a party of Tulwyn or Chelni from a gargun attack would create some interesting roleplaying situations.

Complete details on Korego and its gargun can be found in our d20 module: *Nasty, Brutish, & Short*.

HârnMaster

TULWYN HUNTER

12 STR	12 EYE	11 INT
15 STA	13 HRG	12 AUR
14 DEX	13 SML	12 WIL
13 AGL	12 VOI	09 MOR

Combat Attributes:

Endurance 13, Move 13.

Combat Skills:

Initiative 75, Dodge 65, Unarmed 75, Spear 80, Axe 75, Shield 75, Dagger 75, Bow 70.

Other Skills:

Stealth 80, Tracking 75, Foraging 70, Survival 65, Fishing 60, Swimming 60, Hidework 55, Weaponcraft 45.

Armour:

Fur/Leather Cap, Jacket, & Leggings, Leather Roundshield.

d20

TULWYN HUNTER

Human: Barbarian 2/Ranger 2

CR 3, Alignment CG, Size M, HP 38, Speed 40.

Abilities: Str 12 (+1), Dex 14 (+2), Con 15 (+2), Int 11 (+0), Wis 12 (+0), Cha 10 (+0).

Armor: AC 16 (dex, leather, leather shield).

Attack: Melee +5, Ranged +6.

Save: Fort +8, Ref +2, Will +0.

Skills: Climb +6, Intuit Direction +4, Jump +3, Listen +8, Swim +6, Wilderness Lore +7.

Feats: Alertness, Improved Initiative, Skill Focus (Wilderness Lore), Track.

Special: Proficient with all light and medium weapons/armor, Fast Movement, Favored Enemy (gargun).

Equipment: Spear, Shortbow, Leather Armor/Clothing, Leather Shield, Tribal Markings.

TROBRIDGE 30

FINAL OUTCOMES

There are a lot of loose ends by the time the PCs return to Trobridge. There are no easy answers or solutions to the troubles raised, but they do allow the GM many options for future campaigning. Listed below is a summary of the complications that may arise given the *current* circumstances.

The current situation seems well beyond the capability of either emissary to resolve. They might send for reinforcements or otherwise request official aid from their homelands. The relationship between Tharda and Kaldor has always been rife with tension – the situation at Trobridge might be enough to set things on a path of war.

The PCs can take a part in the ongoing shifts of power, back and forth, but the GM is advised to keep the situation unresolved, or resolved in favor of Terlin. A ruthless brigand like Kurson running Trobridge is unlikely to survive very long anyway.

Kurson & Terlin

The role of the two major antagonists (Kurson and Terlin) is yet to be resolved. In addition to Kurson's retainers and Terlin's mercenaries, the already heavy military presence could easily be augmented with surviving legionnaires and reinforcements from Kaldor or Tharda. A clash of arms could trigger a local civil war with many possibilities for the future of Trobridge.

The Chelni

The Chelni have for years maintained an uneasy peace with Trobridge, but the increasing military strengths in Trobridge have not gone unnoticed. The recent arrival of knights from Kaldor and legionnaires from Tharda is highly provocative. A Chelni patrol with its blood-up fighting the Tulwyn might easily take exception to open displays of weaponry. The upcoming Chelni gather is likely to be a more dangerous event than in previous years.

The Tulwyn

Regardless of the outcome, the Tulwyn are unlikely to lessen their abiding hatred of outsiders. Although loathe to cross to the east bank of the Farin River, if they have suffered at the hands of the players and legionnaires, the effect on the Salt Route could be devastating for many years. Demands to protect trade could easily draw the bordering states into conflict.

Ilvir's Tower

It is possible that the situation with the clerics remains unsettled, or that the PCs now want to investigate the caverns beneath the old tower. The final decision as to the importance of the tower and the role it plays in the fate of Trobridge is entirely up to the GM. Is Leritek's interest justified in any way? What, if anything, lies locked within the Earthmaster ruins?

Earthmaster Sites

If your players tire of the never-ending politics and intrigue embracing Trobridge, the mysterious Earthmaster sites of Anisha, Elkall-Anuz, and Pesino all lie nearby (see: Trobridge 31). These sites alone can lead to many epic adventures.

HârnMaster

THARDIC LEGIONNAIRE

Legionnaires commanded by Captain Morenlas.

13 STR	12 EYE	10 INT
14 STA	13 HRG	11 AUR
12 DEX	12 SML	12 WIL
12 AGL	11 VOI	10 MOR

Combat Attributes:

Endurance 13, Move 12.

Combat Skills:

Initiative 75, Dodge 60, Unarmed 65, Sword 80, Spear 75, Shield 70, Dagger 65.

Other Skills:

Survival 60, Foraging 50, Physician 30, Heraldry 25.

Armour:

Plate Halfhelm, Ring Byrnie, Cloth Tunic, Towershield.

d20

THARDIC LEGIONNAIRE

Legionnaires commanded by Captain Morenlas.

Human: Fighter 3

CR3, Alignment LN, Size M, HP21, Speed 30.

Abilities: Str 13 (+1), Dex 12 (+1), Con 14 (+2), Int 10 (+0), Wis 12 (+1), Cha 10 (+0).

Armor: AC 16 (dex, studded leather, large wooden shield).

Attack: Melee +5.

Save: Fort +5, Ref +2, Will +1.

Skills: Handle Animal +2, Hide +1, Intimidate +4, Intuit Direction +2, Spot +6.

Feats: Improved Critical (Shortsword), Endurance.

Equipment: Studded Leather (with helm), Large Wooden Shield, Dagger, Shortspear, Shortsword, Personal Effects.



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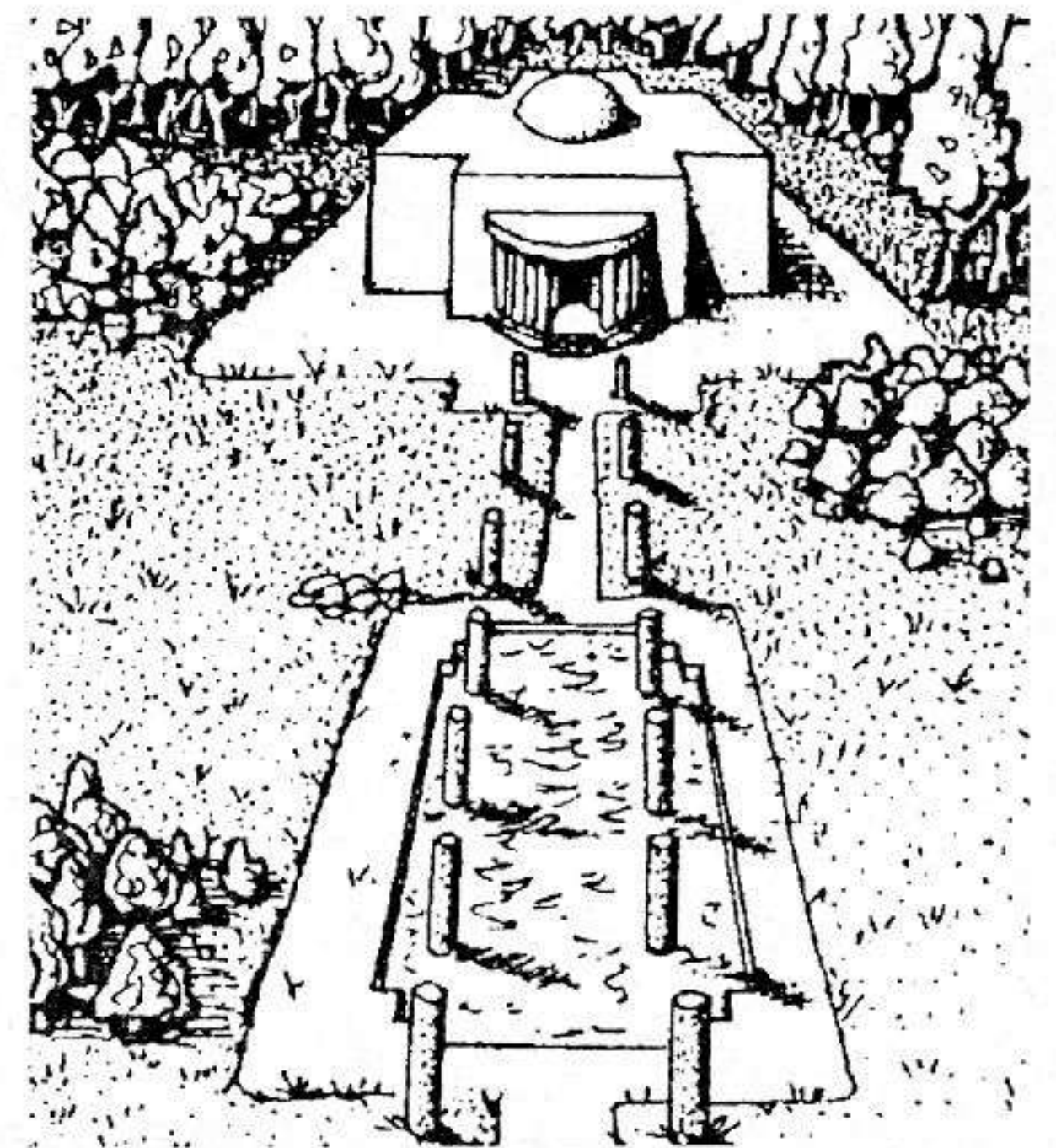
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ANISHA

An Earthmaster ruin 30 leagues north of Trobridge. The site's environs are heavily forested and mountainous, but the visible buildings are well preserved and there are extensive passages beneath them. A village to the west is linked to Anisha by game-trails. The village's inhabitants claim descent from Anisha's original inhabitants and consider the ruins sacred.

ELKALL-ANUZ

Located 20 leagues northeast of Trobridge on the Plain of Towers lies Elkall-Anuz. This was once the great capital of Lothrim, the despot who ruled much of central Hårn six hundred years ago, when it was the largest human city on Hårn. There are many unexcavated barrows in and around Elkall-Anuz, some dating from before Lothrim. The surrounding region is inhabited by Chelni tribes, but they generally avoid the ruins.



PESINO

A site of Earthmaster origin, located 25 leagues southwest of Trobridge in the western Shava Forest. The site lies within the eleven kingdom of Erael. The elves have explored the site extensively and found the Earthmaster artifacts there to be of alarming potency; some were removed. The site is sealed by elven enchantments and guarded by the Sindarin. Most intruders are captured and interviewed. Those found "moral" will be escorted to the frontier and advised never to return. Those found "evil" will have all memories of Pesino erased and will experience a feeling of extreme revulsion if they attempt to return to Erael.

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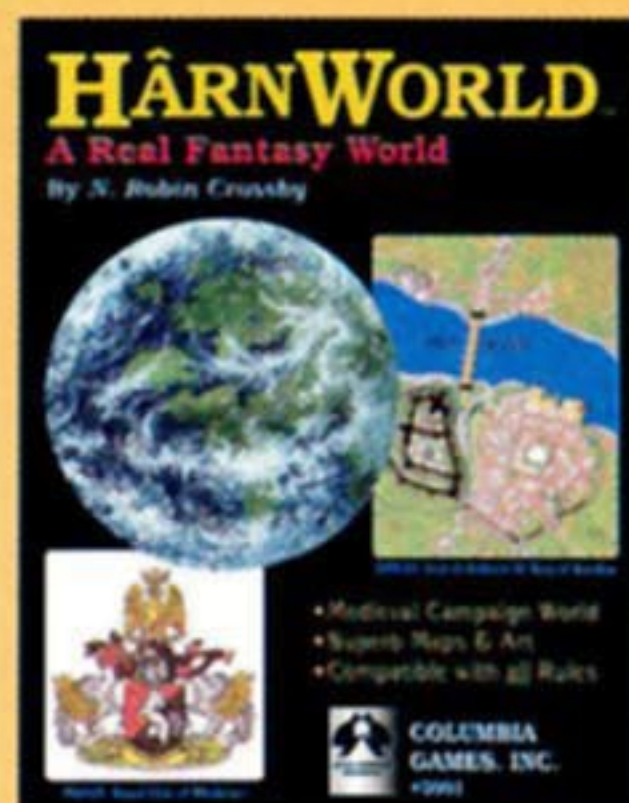
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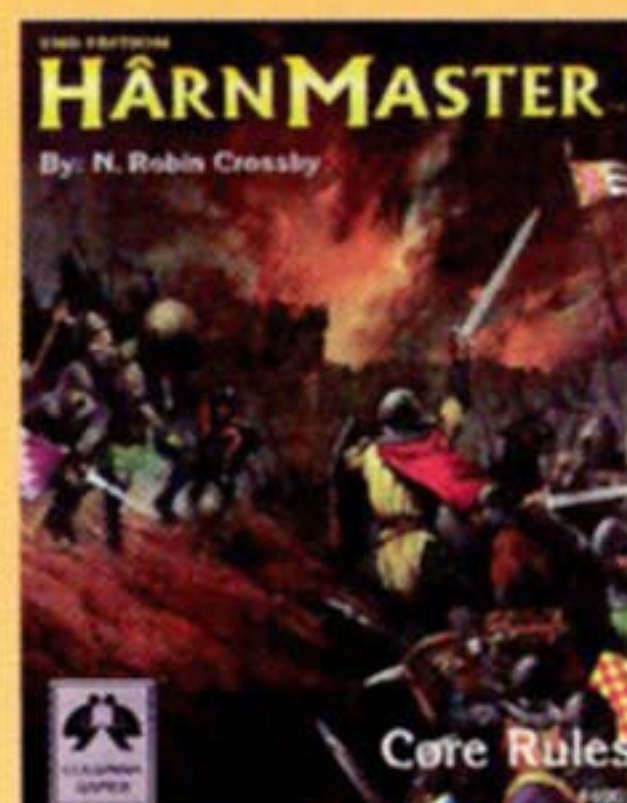
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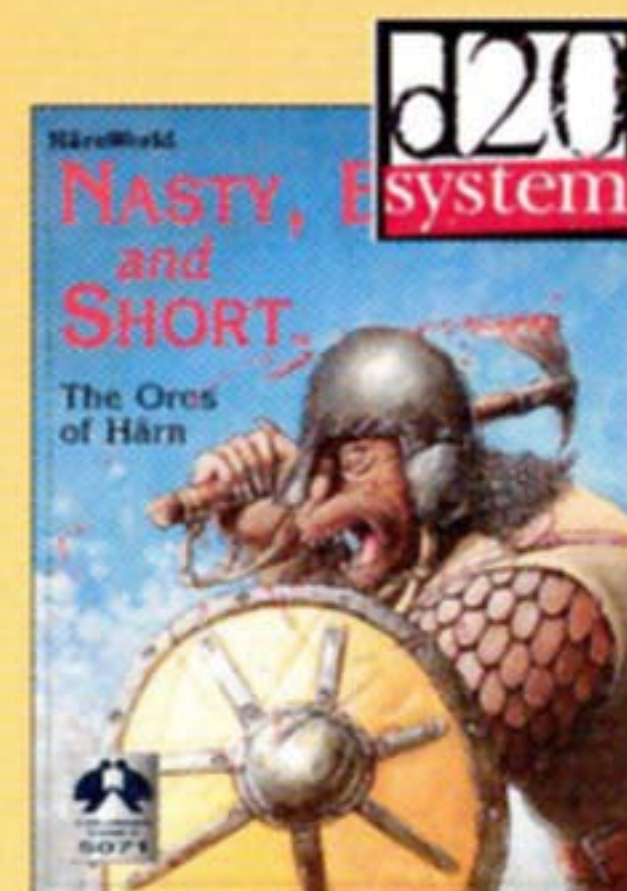
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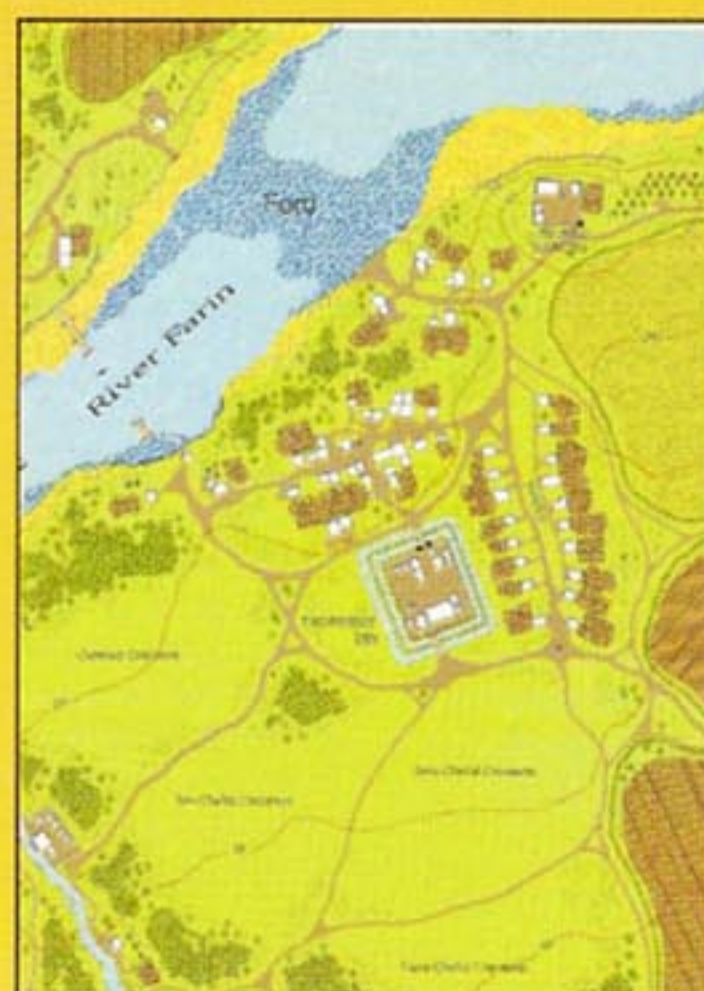
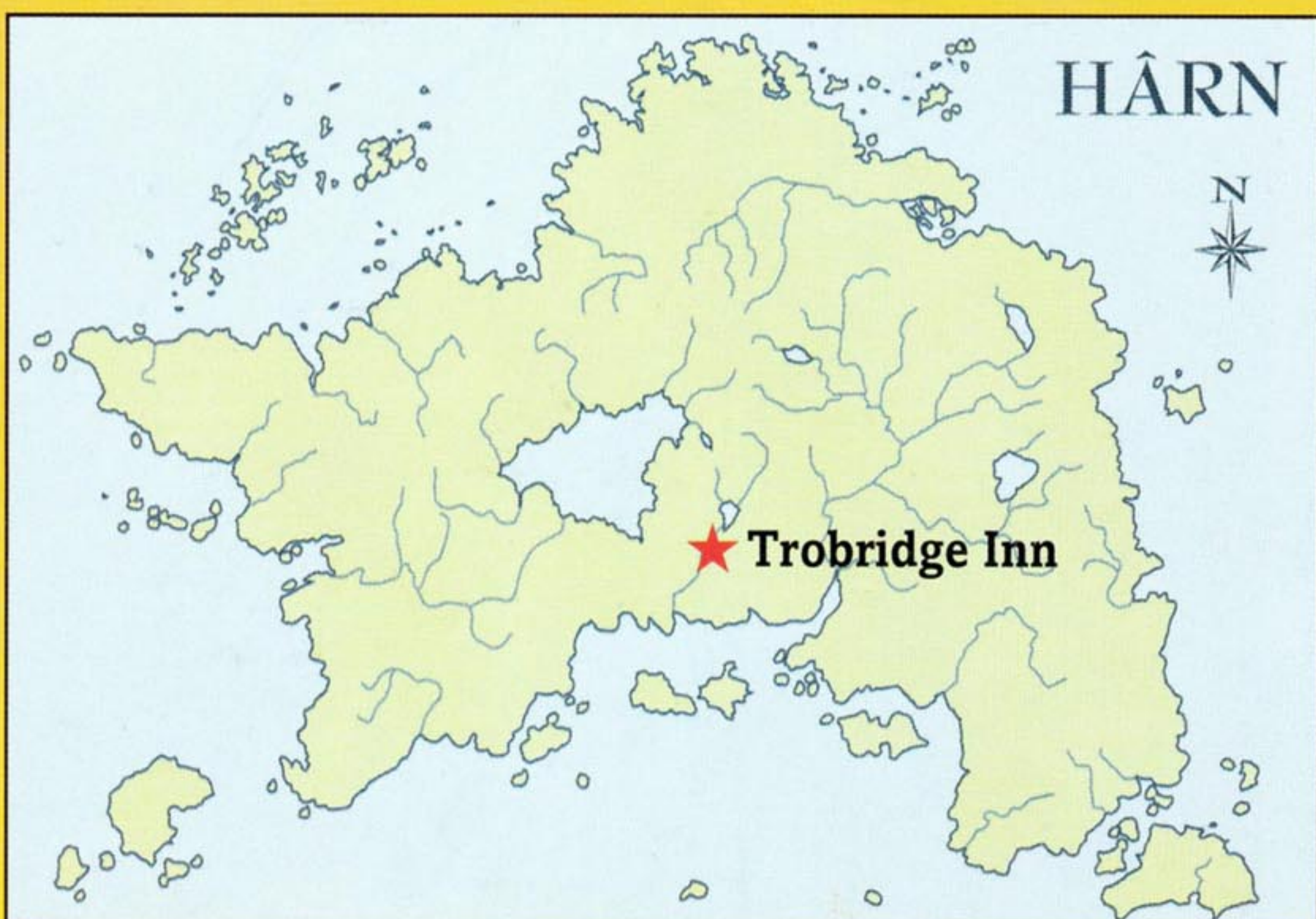
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