

Green Valley

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Seneschal Summary

The characters are hired by a Fey explorer to help him find an ancient temple deep in the jungle of Yone and recover an artifact of legend.

Along the way they will meet pirates, wild animals and a foreign culture. They will also have to overcome both natural and human-made obstacles as they trek through the jungle and explore the ruins of an ancient temple.

This is an extensive adventure, almost a mini-campaign, and you will certainly need several evenings to play through it.

Adventure Elements

The characters will be hired by an old Fey explorer and his son as the core of his expedition. The Fey is looking for the group because he needs a few people with diverse skills and experience in travel.

The initial part of the journey, towards Yone, will be made on ship. The journey is fairly boring and will give characters some time to heal wounds, train and just generally bond closer together.

There will be one interruption on the journey when the ship comes under attack by a pirate sloop a few days prior to reaching its destination. Through the magical powers of the two Fey, the pirates' fate is quickly sealed, however such a show of magical powers makes the crew uneasy, to say the least. The final part of the journey, the characters will be busy guarding the Fey.

Upon reaching Yone, the two Fey will hire additional fighters and a local guide. The initial trip into the mountains will be an opportunity to experience – or clash with – the foreign culture of the Yon.

The final leg of the journey is the most difficult. Following one of three small trails where even donkeys have to be left behind, the characters will come face to face with the dangers of the jungle.

Near the end of the trip, they will be betrayed and have to go for a new goal. They will find an ancient temple that is not without danger, and the characters will have to overcome a few more obstacles before the riches of the ancients are theirs to claim.

Character Challenges

Throughout the adventure, there will be numerous opportunities for the characters to apply their skills and attributes, and some light combat may occur as well.

Two main challenges with many elements will have to be overcome. The first focus is the foreign culture of Yone and the ethnic, religious and language differences the expedition will face there. Depending on the character's skills and roleplaying, they may face minor or major difficulties here.

Social skills and roleplaying will be the key elements to get into and through Yone properly.

The second focus will be on survival-related skills as the march through the jungle is the single most difficult element of the adventure. Social skills may be important in earlier phases, especially during the first few days in Yone and in order to lead the expedition group (the Fey expect one character to take up leadership of the soldiers and one other to lead the natives hired as carriers).

Many otherwise under-used attributes will be important during the march, especially EN and HT during the jungle march.

Much will depend on the characters, though the Fey can make use of their magical abilities in order to save the day if no other option is left. For political reasons, they will not do so unless absolutely necessary, however.

A Word on Maps

There are no maps in this adventure. Maps were rare and valuable throughout the middle ages and are way over-used in all fantasy RPGs I know. I rely more on description than on maps, and I encourage every Seneschal to do the same. Don't draw maps for your characters. Do allow them to draw maps based on your descriptions, and you will find that they will end up with realistic medieval maps – grossly simplified, often inaccurate, sometimes just plain wrong.

Introduction

For the purpose of this introduction, it is assumed that the characters are currently somewhere in the Gelure/Farrenshire area, though the introduction can easily be adapted to most other locations.

The characters should be in a port city or town, so the initial part of the adventure may be their travel there, and while in town they should be given an opportunity to buy equipment, repair their stuff and spend some of their money.

The Hook

A good adventure should start with a hook, something that captures the interest of the characters and makes them “bite” so that the Seneschal can reel them in for the adventure.

Your hook should be tailored to your players and their characters. What is it that drives them? Take a good look at the Spiritual Attributes and see if you can fit something.

One of the best suggestions was posted to the TRoS forum and essentially said “combat, involving the characters' SA”. The following hook suggestion is based on that idea, but if something else works better for your group, feel free to replace it.

While the characters are spending their evening at dinner in whatever inn they stay, some of the local “rich kids” (aged roughly 15 to 17) have apparently been drinking a little too much. They approach the group with the intention of having a little fun at the expense of the foreigners.

They've done this before, so they have some routine. The ratio should be around 1:1.5, so there are more local guys than characters. Adapt the number if your group is especially combat-oriented or peaceful. About half of them will remain standing, in a half circle around the characters' table.

The drunks will start to insult the characters and anything that they believe will provoke them. Religion is a good topic if the characters share one, but personal honour is always a fallback option. As Seneschal, you should attempt to trigger any Rage flaws and SAs that you can think of. There are perfectly good taunting rules in the

rulebook if the players don't jump the kids on their own.

If the characters fight back verbally, the lead guy will ask them outside. He may also come across with some kind of “let's go outside if you have the guts” of his own.

The locals will fight dirty all the way once the fistfight actually starts. They will initiate it with an unfair attack if the characters agree to move outside, they will gang up on them and generally fight without regard for honour or style. Whatever works will be used. The gang is in various stages of being drunk, so reduce their CPs by 1 die each. If you own “Of Beasts and Men”, use the Thug archetype for 2-3 of them and the Mob archetype for the others. They will fight unarmed, and quickly break off if one of the characters draws a weapon. However, drawing a weapon either inside the inn or outside in the street will certainly bring the characters to the attention of the authorities.

The characters should have little trouble defeating the gang, though they will likely suffer a few bruises and light wounds during the fight. There will be plenty of time to heal those wounds, so don't worry about them yet, but let the players worry as much as they want to.

After winning the fight (and possibly returning to the inn), the characters will be looked at funny by the other locals. Let them roll Soc vs. TN 8 to determine what that look could mean. One success: They seem to be impressed, or maybe frightened. Two successes: They seem impressed and even somewhat pleased. Three or more successes: Many of the locals look as if the characters had just done something that they wish someone else (or they themselves) would have done long ago.

Indeed, the gang was not well liked, but some of the kids have influential parents, so nobody dared touching them so far. The characters are local heroes for the night, though if they talk with the locals or know about the local politics, they should be aware that the next morning could mean trouble...

The Expedition

The next morning, the characters are awaited when they come down for breakfast:

As you come down to the mostly empty bar room, the bartender waves you over. You walk to the counter, wondering what he wants.

“Excuse me, Sir”, he says, “but there is a gentlemen who asked for you. He's been waiting since the early morning hours in the back room.” - The bartender points to his right, to a short and sturdy door.

Behind the door, a young man awaits the characters. He is sitting patiently at the table as they enter, and there is no sign indicating how long he has waited – he has neither ordered a drink nor food.

Let the players roll Per/Folk Lore, or Per/10 if they don't have that skill. Two successes are needed to correctly identify the man as a Fey, one success will simply give an odd feeling that something is different about him, but the character can't tell.

If confronted, the Fey will nonchalantly acknowledge his race, but otherwise he will make no point of it.

“It is good that you are well and rested.”, the man says as you enter the room, “It appears that you are [characters' names here], and word of yesterday's events have been spreading quickly. Please, do sit down and take a few minutes to listen to the tale you are about to hear.”

When the characters take a seat, the Fey will begin his tale, starting with a weird little introduction of himself:

“Five days ago it was, when Falmarin Lopen Olheisi asked his son, Falmarin Rohil Lomenl, to find a capable group of adventurers to aid in a great expedition on the quest to find an ancient artifact of minor value, but major cultural importance.

If the rumours about you are true, then that search is at an end.”

Note about Fey:

The Fey are an ancient race, and a very foreign culture. While they do have a limited ability to blend in with humans, the Seneschal should give them a few recognizable “quirks” in behaviour.

Here is a set of suggestions:

- The Fey are an advanced culture that has grown beyond attachment and egoism. Minimize their useage of “I”, “me”, and other personal references. Instead of “I see a ship on the horizon”, a Fey would say “These eyes spot a ship on the horizon”.
- Fey are great at noticing things, and do not abstract as much as humans do. They rely more on concrete experience than on abstract descriptions. A Fey would rather say “He is heavily armoured, and appears to be quite proficient with his weapon.” than sum someone up as “He is a warrior.”
- Fey are always calm and show very few emotions. Actually, they are as emotional as humans, if not more so. Their physical signs of emotions are simply more subtle and difficult to notice for humans.
- Fey are unified personalities. They do not deliberate, hesitate and fight within themselves. They come to a conclusion quickly, almost instantly, and stick to it.
- Fey carry three names – first, the name of the clan they were born into. Second, the name of the clan they later choose to live with (this may be the same, but seldom is) and third, their personal name.

Quick players will notice that the young man is named Lomenl, and is coming from a culture where the given name is places behind the family name.

Unless interrupted, Lomenl will continue elaborating that his father, a famous architect and explorer of foreign cultures (things that will be close to incomprehensible for many simple characters), is on an expedition to find the fabled Tablets of Redyon, remains from the days of Xanar himself, now lost in a foreign land and nearly forgotten.

The characters are wanted as guides and bodyguards, though there may be various additional duties during the journey. Their job is to ensure the safe arrival at the site that Falmarin Olheisi has identified as the spot where the Tablets can be found, and the safe return to this very port.

Lomenl promises the group a payment of one gold coin each, in addition to any treasures they may find on the trip. The Tablets are rumoured to have been stolen and the site that will be visited is

likely a hideout of the robbers, and very likely filled with other ancient treasures. Expenses for board and room during the journey will be covered as well.

The characters can haggle with Lomenl, though he will quickly tire of it and attempt to reach a fair compromise. He is willing to spend at most two gold coins a head, with one paid in advance.

Lomenl is not willing to reveal the destination of the journey before the characters have agreed to join him, though he will say that it is a foreign country quite a distance away and that the trip will be done on ship. The length of the journey can only be guessed, but the ship journey alone will be a week, so the entire trip may easily last a month.

When the characters and Lomenl have made a deal, he will tell them the details of the journey.

The destination of the trip are the jungles of Yone, and the characters are to report to the ship Silver Swallow at sunrise two days hence. They can bring their horses (if they have any), though Lomenl will remark that they will likely be of little use in the Yone mountain jungle.

Preparations

The characters have the entire day for preparations. Sturdy but light clothes for a jungle march are especially recommended.

The Silver Swallow is being loaded with supplies and outfitted for the journey at the same time, and the characters can go onboard already if they insist (or want to save some money).

Yone knowledge:

It is unlikely that the characters themselves know much about Yone, though they can certainly find out a little in the day they have to prepare.

Allow anyone who wants to a roll of MA/Folk Lore to gather what he knows from tales and legends, it won't be very much.

Characters doing some actual research, especially those questioning sailors and other travellers, will find out some more details on an appropriate Soc roll. They can learn about the language (a Xanarian dialect), currency and social structure of Yone.

A Sea Journey

The first part of the adventure will be the journey to Yone, onboard the Silver Swallow.

The Silver Swallow

The ship is a two mast merchant ship. It is fairly fast and maneuverable, sporting a crew of 36 plus three officers. It has one boat of 4 rows.

There is indeed a silver swallow with its wings extended mounted instead of the usual mermaid. There is an interesting story behind this, which the captain, a Gelure merchant named Jacob Francis, will gladly tell if asked:

“Three years ago, this ship was sailing the far east, trading in exotic goods and spices. It was one of the uncharted islands where we made landfall in the hopes of good dealings. There was a natural port close to one of the villages, and the natives we had encountered so far had all been friendly. These ones, however, were of a different kind. The mermaid we had back then looked too much like one of their idols, and when we landed to trade with them, the put us under arrest, if you wanna call it that, and gave us a choice: Take it down like right away, or bleed to death on the stake next morning. So, we ordered her taken down and made haste to get away as soon as we could. Needless to say, we needed a new figurine, but didn't want to risk the same thing again, so we had us made the bird in the next town.”

The ship has two levels of storage, a large aft and a smaller front cabin. The crew sleeps in the front cabin, while the aft cabin contains the officer quarters and mess, guest rooms, kitchen and armory. The ship's weapons are enough to arm 16 men, and are mainly intended to quell a mutiny.

The lower storage contains various barrels and crates with trading goods, mostly clothes, ale and some cheap jewelery.

The upper storage contains the supplies for the journey and room for whatever the expedition might bring on board. A portion of the storage can be converted into a primitive pen for horses, should the characters bring theirs.

The aft cabin is where the characters will get their rooms. There are three single rooms, of which the two Fey will use two, leaving one vacant. There are also three double rooms and one simple quarter with just four beds. There are no other guests on this journey, so the characters can split up however they like, use an empty room as storage for their stuff or whatever other arrangement suits them.

The First Day

Shortly after sunrise, the Silver Swallow sets sail and leaves port.

Olheisi arrives only ten minutes prior to departure, in a coach with several bags of luggage. He goes straight to his cabin, exchanging only a greeting in a language unknown to any character with his son.

Lomenl has been on the Silver Swallow since the very early morning, checking with the characters and bringing a few chests and bags for the expedition on board.

The entire day, the Silver Swallow will follow the coastline closely. The weather is clear and the winds steady. Nothing of much interest will happen, though the day may nevertheless be quite thrilling for characters who have never been onboard an oceangoing ship before.

The characters have plenty of opportunity to talk to Lomenl, but they do not meet Olheisi before dinner. Olheisi is a middle-aged man, the characters may estimate his age at 40, 45 at most. He is extremely calm, always thinking before he talks. He is not interested in religion, politics or warfare and will simply not talk about these topics. He does have a keen interest in any culture and fine art, and will gladly listen to these topics. He also promises more details about the mission for the next day.

Two hours to sunset, the Silver Swallow anchors in the harbour of Senaca, a small port city on the northern coast of Gelure. The captain will row to

shore with 4 men in the ship's boat, in order to pay the fee and get the latest news. If anyone insists on joining him, he will allow it, but leave only one hour for any land trips before the boat returns to the ship.

The Second Day

At sunrise, the anchor is lifted and the Silver Swallow once again cruises along the coast. The winds are picking up a little, and there will be occasional rain throughout the day.

Nothing of interest happens throughout the day, and in the evening the ship anchors in front of a geluroise island, with no human settlement in sight.

During dinner, Olheisi will give the characters more details on the expedition:

“The Tablets of Redyon were written during the times of Xanar himself. They are considered one of the oldest and most sought-after artifacts in existence.

In years of study, I have uncovered their history, and we are presently on the way to their resting place.

The Tablets, it is told, were stolen from the temple in which they were displayed many centuries ago. Nothing is known about the robbers, except that they apparently were a band of organised grave and temple robbers, emptying many a site. This is the thin path leading to the Tablets.

One hundred and fifty years ago, a cache of treasures was uncovered in Yone. The leader of that expedition was only interested in gold and jewels, but he did make a catalog of the findings before selling them to the highest bidder. That catalog was found eighty years ago by a relative of me. The items within it leave no doubt that this was the hideout of those very same robbers.”

Olheisi will answer any questions that the characters may have, though much of his knowledge is guesswork, which he will point out.

The expedition is based on the guess that the tablets were not among the items sold (they were

not in the catalog), but were among the items robbed and stored in the cache, so they may still be there. Probably, the old expedition left the items that were not immediately sellable behind.

After dinner, Lomenl will take the characters aside and tell them the following:

“There is one other reason for your presence and participation. It does not show strongly, but if one takes a good look, one can see that father is quite obsessed with these tablets. He has, in fact, almost ruined the family over it, and doesn't even see it.

Before starting this journey, his daughter visited one of the oldest and wisest seers of our people, and was told that this journey will conclude the matter and satisfy his obsession, even though it may not seem like it at times.

You are to make sure that this expedition reaches its destination, no matter the difficulties and especially if father loses faith at some point and considers turning back. Every setback in the past has brought his family closer to desaster, and another one would be fatal.

If he finds what he is looking for, you will receive, in addition to your payment, a letter of recommendation with the best credits. I have very valuable contacts who will vouch for your abilities, and open you the doors to opportunities you never dared think about.”

Seneschal note: Lomenl is misleading the characters here, in order to make them watch Olheisi closely and himself not as much. It's a classic piece of misdirection of attention. It also serves the storytelling purpose of increasing the feeling of betrayl for the players when the Fey's real agenda is revealed later on.

The Third Day

The journey continues at sunrise, with the weather clearing up again and the winds calming down.

For the first time, the ship leaves the coastline, cutting through the sea for several hours before nearing the coast again (the captain has decided that due to the good weather, the short route would be better than sailing into the Bay of Alcharand).

In the evening, the Silver Swallow reaches the Xanarian Empire, anchoring at the port city of Dustcliff, one of the many islands that form the bulk of the Empire. The characters will be informed that they can go to land if they wish, and that the ship will leave at noon the next day, after picking up some more provisions and fresh water.

Dustcliff is a deeply religious city of 2500 souls, living mostly on trade and fishing. There are several bars at the waterfront that the characters can visit. The crowd is rowdy and a barfight easily possible if the characters don't watch out.

Days Four to Six

The next morning, the captain visits the city for news and will learn rumours about a xanarian naval offensive against the small independent duchy of Echting, which lies along the intended route to the east.

After some discussion with the navigator, the course of the Silver Swallow is redrawn, and the ship will sail directly towards Yone now, over the open ocean. Therefore, twice as much fresh water as originally intended will be loaded, and noon will have passed already before the ship leaves. Both the captain and navigator will tell the characters without hesitation if questioned. If nobody asks them, they will explain the change in plans at dinner.

The coast is quickly left behind and vanishes beyond the horizon several hours later. This evening, the ship does not stop and anchor, but presses on through the night.

There will be no land or other ships for the next two days, and nothing else of interest. The weather stays clear with strong but reliable winds, and the Silver Swallow is making good progress. The captain appears satisfied. He and the navigator expect to hit land again in the early afternoon of the seventh day.

The Seventh Day

Morning of day seven is almost exactly like the mornings before. The weather is still clear, though there are clouds at the horizon ahead.

Maybe an hour to noon, there is a sail on the horizon, and it seems to be travelling in the opposite direction. The captain is torn between feelings. On the one hand, a ship probably means that land is near, and it may carry news from what awaits the Silver Swallow ahead. On the other hand, there is always the danger of pirates or war galleons.

The ship comes nearer, and is found to be a sloop, a small but very fast and maneuverable ship. It is flying Dardanet colours. Then, when both ships are maybe 300 metres apart, the other ship lowers its flag, and sets a black and white skull and bone flag – a pirate.

The crew panics, and the captain can be seen to be very worried. There is still no land in sight and the Silver Swallow has little chance to outrun a sloop. The pirate has a crew of 30 at least, probably all armed. Even with a few trained fighters (the characters) on board, fighting is not an option with much chance of success.

When the sloop is maybe 150 metres away, Olheisi and Lomenl will appear on deck, with the navigator sporting a confused look trailing behind. He had left a few minutes before to inform the guests of the trouble, and will also have warned any characters spending the day in their cabins.

The two Fey will glance around, quickly evaluating the situation. They will then exchange a few words with the captain. If any characters are close (and/or succeed in appropriate Per rolls), they will overhear that Lomenl asked the captain for an estimate of their chances should it come to a fight, and for a guess on what will happen to them on surrender or defeat. The captain doesn't give the crew much of a chance, and makes it clear that a surrender would almost certainly mean death or slavery.

After this information, the two Fey move to a place on the railing where they have some space and can clearly see the other ship. Then both of them chant a few sentences in some unknown language (a secret Fey language for magic, nobody except another Fey sorcerer would even recognize it).

Seconds later, the pirate ship bursts into flames. Within seconds, there is no place on deck that is not burning. Not long after, the mast collapses, crashing down straight into the ship, nearly splitting it in half and engulfing the entire aft part in wild flames. A dozen or so burning pirates jump into the water, the others never make it even that far.

Two minutes later, the sloop breaks apart and sinks. A smoldering sail and some burned and broken planks are all that remains.

Lomenl, meanwhile, is grabbing onto the railing for support (the spell has aged him two months), while Olheisi is looking at his work unmoved and without any visible emotions.

The crew of the Silver Swallow is thunderstruck. Then, those who had been given weapons turn towards the two Fey, with hatred in their eyes.

Now is the time for the characters to take a stand. The crew will take a while to get their act together, so the characters have a few seconds for a quick discussion. Only if they can not decide should the Seneschal push them slightly by having Olheisi remind them of who their employer is.

The crew, meanwhile, has decided that sorcerers are worse than pirates. They want to throw the Fey overboard. The captain will intervene, fearing a slaughter, but it is less than clear that he will get his men under control.

At this point, the characters have an opportunity to defuse the situation by some quick thinking. Intimidation will work, especially if the characters are well armed and heavily armoured, but it will require them to keep a constant watch for the remaining days of the journey. Another option that will allow the captain to calm his crew will be that the characters and the Fey leave the ship as soon as land is reached. The Fey will, however, protest heavily on this as it could mean many days of travelling over land before Yone is reached. Bribery is one option that won't work, at least not at any reasonable amount – the crew is fearing for their souls, and money can't buy a place in heaven.

If none of these options are chosen, the crew will attack. 9 of the armed men are willing to fight, though only five will attack immediately, the others will join in after 2 combat rounds. None of the sailers is very good (use CPs between 6 and 8), though they are strong and tough (ST and TO 5-6). They will surrender when two of them are

killed, effectively resulting in the same as intimidation above.

The captain is mostly interested in avoiding a mutiny, which is a possibility at this stage. He will also not allow the characters to take control of his ship unchallenged. He will give up if threatened with physical violence. However, he will bring any actions against his person to the attention of the proper authorities, as they technically constitute mutiny, a hanging offense.

One way or the other, the journey will continue, with land coming in sight in the early morning hours of day eight.

Day Eight

During breakfast, land is sighted ahead, and at noon the Silver Swallow is once again sailing along the coast. Unfortunately, the southern maps are old, and the navigator is unsure about the ship's precise position.

In the evening, as rain clouds gather in the sky, the ship anchors at the coast near a fishing village. The boat is sent to shore to find out the position, and will return with news that allow the navigator to announce at dinner that they are not too far from their destination and will reach it in two days at most, tomorrow evening with good winds.

Day Nine

Setting sail early, the Silver Swallow makes good progress, running in front of the rain clouds which are getting ever darker. Strong winds make for a fast journey, and the ship does indeed reach Wahyil, a large Yone port city, just as the sun sets. In light of the pirate incident, the expedition will be asked to leave immediately, the crew will even volunteer to unload all their gear despite the fact that night is falling.

Yone laws and customs

A short list of the most important and/or critical laws and customs. Breaking any of these will cause trouble for the characters.

- Only nobles of the land may carry weapons within town or city walls. Note that foreign nobles do **not** enjoy this right.
- Every village has its own flag, raised in front of the village leader's house. All visitors are expected to present themselves to the village leader upon arrival.
- Yon love colourful clothes and different from the Mainlund countries, there is no code for clothing. Plain clothes (as the characters will most likely wear) are a sign of bad taste and/or poverty.

In Wahyil

The city of Wahyil is a beautiful place of over 6000 inhabitants. Most of the houses are painted in bright colours, many with patterns and symbols. The city is obviously doing well, and the characters will see neither slums nor beggars. There is the usual number of thieves and the likes, but they will not bother the characters unless they search them out. While foreigners make easier targets, armed foreigners travelling in a group don't.

Do remember that the characters may not speak the local language. If so, they may encounter locals who speak their language(s). Roll 1d10 for such locals. 1-3 they are genuinely helpful. 4-6 they are honest, but will take the characters to shops and taverns owned by friends or relatives. 7-9 they will take the characters to friends have them taken for a ride, sharing the profits. 0 they will do that and try to set the characters up for some thief friends (cut-purses, tricksters or the like, not bandits).

Wahyil Layout

The city is divided into five districts and is located at a small bay.

The **harbour district** runs along most of the bay and contains warehouses, bars and other entertainment houses as well as the houses of sailor and harbour worker families. As far as harbour districts run, it is fairly clean and civilized.

The **east hill district** lies next to the harbour and runs up the hill. It used to be a living quarter for middle-class citizen and craftsmen when the city was smaller, but has since degenerated into that place where the poorer people live. A few of the older houses are still around and pose a strange reminder of different times.

Central district is south of the harbour and contains the city square which is not officially a market place but has long been taken over by traders and craftsmen selling their wares. The side streets are lined with shops as well, and there are many bars and taverns at or near the city square.

The **western district** is the craftsmen district and location of Wahyil's official market place, today limited to livestock and food as most of the craftsmen have turned to selling on the city square.

South gate district is the most unusual part of Wahyil. 18 years ago, the old south district burned down almost entirely in a huge fire. As the city was getting crowded already, the rebuilding of the southern district included a new outer wall extending the city limits considerably. The old city wall and southern gate forms the center of the south gate district today, and the gatehouse and two towers two its side have been converted into houses. Most of the buildings in this district are new, and there is a theatre as well as a music hall here.

The Expedition

The expedition is staying in a comfortable inn with a name that translates as "The Brightly-Coloured Swimming Horse". Anyone with knowledge of Yone folk lore can explain the reference to a very well known local tale.

Lomenl will tell the characters about the next steps in the morning, and the characters will also discover that he speaks xanarian, so he is quite able to communicate with the locals, who are speaking a dialect of that language.

"Your next job", he says to the group, "is to help in the evaluation of several men that will be recruited for the main part of the expedition.

First, there will be a local guide, someone who knows the ways of the Yon and can advise on local customs. In addition to him, a few fighters will help to defend the expedition against bandits and hostile natives, which we may encounter deeper into the jungles.

I will take care of the guide, your job is to find, and from then on lead, our escort."

Wahyil being a major port, many adventurers both from Yone and from other places should be in town, and Lomenl will start to spread the word immediately. The evaluations are scheduled for

the evening in the back room of the inn that the expedition is staying in.

During the day, the characters are free to do whatever they please in the city, though their options will depend considerably upon whether or not any of them speak xanarian. Other than that, they should take care of the local laws and customs. The most important of both are listed in the side box.

The Fey will also point out one other important detail about Yone customs: As in most places, sorcerers are quite unpopular. The characters should under no circumstances mention the events during the journey, and they should understand that the Fey will abstain from casting in all but the most dire circumstances.

Evaluations

In the evening, roughly a dozen fighters of various creeds are gathered in the bar room of the inn. The character's evaluation of them will decide which of them are hired. The Fey are looking for four additional hands, and will not modify that number up nor down unless confronted with exceptionally convincing arguments.

Note that none of the candidates is a Yone noble. Those that bring weapons will bring them as luggage. While the law says otherwise, most guards turn a blind eye to people carrying weapons, if they don't do it openly.

- (1) **Curslade**, a rough Yon, lumberjack by profession. He is strong and tough, and an average fighter with clubs and other blunt weapons (CP 8). He is fairly aggressive and sometimes drinks too much. He brings no equipment.
- (2) **Krelward** and **Tirald**, two Yon brothers. They are soft-spoken and nice guys. They are average fighters with the short swords they brought (CP 10), and their strengths are speed and agility. They will only work together.
- (3) **Celund**, an Ehld hunter who came to Yone to trade furs. He is a good archer (MP 12) and well-versed in survival skills, but somewhat slow and simple in his thoughts. He carries a short bow and a knife (CP 7).

(4) **Ivrence**, a Gelure mercenary. A good fighter (CP 13) who brings full gear, consisting of leather and chain armour, a long sword and a knife. He asks for a higher price than offered, and his greed may cause further problems down the road.

(5) **Olion**, a young Yon who wants to be an adventurer. He may be 17 years of age and is fast as well as a quick learner, but deep inside he is a coward and also a barely average fighter (CP 7). No equipment.

(6) **Celellyn**, an Ahr fighter and the only female candidate, thrilled to finally find an adequate job. She claims to be able to kill with anything, and indeed knows how to handle most weapons (CPs 9-11), but brings no own equipment. She will cause disciplinary trouble if commanded by a man, otherwise she is a good fighter. She is, however, deathly afraid of sorcerers.

(7) **Nilgon**, a big Yon, strong and a bit slow. He is an above average fighter with the greatsword (CP 10) he inherited from his grandfather (and which is currently stored on his uncles farm a mile outside the city walls). His problem is low endurance, which will be troublesome later on in the jungle.

(8) **Hans-Peter**, a Stahlnish traveller with athletic build. He fights without armour and only with an arming sword of exceptional quality. He is of the quiet type and doesn't talk much. One of the things he won't say until someone has earned his trust is that he is a riddle-seeker. He also is a very good fighter. In addition to Xanarian and Stahlnish, he speaks a bit of one other language the player characters have in common. He will refuse to fight "for show" or as part of the evaluation process (he'll consider that as a "for show" thing).

If the characters hire Hans-Peter (and he is the best fighter of the candidates, CP 15), there will a short side adventure further down.

The Fey leave the evaluations to the characters, and make it clear that they expect one of the characters to take command and responsibility of the fighter group.

The Guide

Meanwhile, Lomenl has found a local guide, a Yon bloke named **Danster**, who speaks some Geluroise (SR 8) and a bit of Ouestenreichisch (SR 9). He is a friendly guy of 25 years, a merchant whose business is not doing very well at the moment. He is taking the job because he needs the money to support his family, and has negotiated half of the pay in advance, which he has given to his wife before leaving.

Danster will translate for the expedition and along the way point out a bit of the history and culture of Yone. If questioned, he will happily provide details and shower local tales, customs and other information on anyone interested. He is quite proud of Yone, especially the north (his home).

He's not a fighter and will not participate in any combat. If forced to by circumstances, he will flee or surrender quickly.

He is not much of a traveller and does not know the way the expedition will be taking beyond the first ten or so miles. With the names of their waypoints, however, it should be easy to ask for the way.

Journey through Yone

The next morning, the expedition leaves. Further progress depends on their speed, and the times given below assume a move of 4 – which is what you get when you have a moderately encumbered character with a move score of 6. It also is the move score of Olheisi, so unless the characters manage to get enough pack horses for the entire expedition (one horse for every two humans should normally do) and a riding horse for the older Fey, 4 is what they get. If they manage to speed up, compare the travel speed table and recalculate their travel times.

Travel Table (miles per hour)

Terrain	Move Score		
	4	5	6
trail or path	1.2	1.5	1.8
poor road	1.8	2.2	2.7
good road	2.4	3.0	3.6

The table is built on the one in the book, and like it includes short breaks and a moderate speed that can be sustained the entire day. The characters can hurry and move faster for a short time, doubling their speed for one hour in exchange for a point of fatigue and/or an hour of rest afterwards. They won't gain any real speed, but hurrying could be useful in some situations, e.g. reaching the next village before nightfall.

Travel Weather

Day	Morning	Afternoon	Night
1	Clear sky, moderate temperatures, dry.	Clear sky, warm, dry.	Some clouds, dropping temperatures, dry.
2	Cloudy, not as warm, but not rain.	Cloudy, windy and getting colder. Light rain once.	Clouds clearing up, still very windy.
3	Some clouds, windy, getting warmer again.	Clearing up, still windy, quite warm and dry.	Clear night sky, still warm at night, winds calming.
4	Clear sky, quite warm, somewhat windy still.	Clear sky, very warm, the light winds are cooling.	Clear night sky, not cooling down much.
5	Clear sky, no wind at all, the day starts warm and only gets hotter.	Very hot under the burning sun, no cloud in sight, almost no wind.	Initially clear, then storm clouds gather and the wind picks up.
6	Thunderstorm and heavy rain. Very windy.	Sky is clearing up again, winds calm down, temperatures rising.	Cloudy but dry, low winds, moderate temperatures.
7	Cloudy with some wind, warm and dry.	Cloudy with occasional rain but warm.	Clouds clearing up again, moderate temperatures.

At a speed of 4, and nine hours of travel a day (subtracting half an hour for the various small troubles the expedition will meet with), the trip towards Majahl, the town at the edge of the jungle from which Olheisi's way description starts, will be taking roughly 4 days.

The Fey leave the day-to-day organisation of the expedition to the characters, preferably to one designated for the task. This way, the players decide when to rest, which way to choose and how much water and food to carry, if any.

Weather

For an overland journey, weather is an important factor. While the weather has been friendly for the past week in Wahyil, there is no telling how it may be further south.

You can make up your own weather, or use the travel weather table provided above. Just do not forget about the weather, it is one of the more important and always present facts of the journey.

Leaving Wahyil

The Fey do not know the route, but have the names of four small towns along the way, gathered from the diary of another traveller 35 years ago. From Wahyil, the next town they should be going for is named Chota, from there the road leads to Falhest and Nastrim before reaching Majahl, their destination.

Seneschal note: It is important that you tell the characters "Falhest *and* Nastrim", without pointing out too much that it just might mean the road leads to both cities in parallel and not one first and then the other.

Whenever the guards and the guide have been hired, the expedition needs only to pick up some supplies (if the characters think about it or consider it necessary) and then is ready to leave.

Seneschal Notes

You should remember that this part is one of two main parts of the adventure. The characters are travelling through a foreign country, and will see many things they have never seen before, from foreign animals and plants to unfamiliar customs, buildings and many other things. As Seneschal, your job is to give the players the same impressions they would gain from a holiday in an exotic country. Be colourful in your descriptions, and don't forget the sounds and the smells.

Some suggestions and examples are listed in Appendix A: Yone Details.

Both Fey will not make use of magic unless the situation is desperate. If there are any Yon witnesses around, they will, in fact, prefer the death of one or two hired hands to spellcasting. Their reasoning is simple: They are in a foreign country, too. They know that in Yone sorcerers are burned just like in most other countries. However, they have no reliable information on the Yons' abilities to deal with sorcerers. Some countries would burn sorcerers, but are in fact too scared and disorganized to actually catch any, or keep those caught (e.g. because they lost consciousness when casting) long enough for the burning to happen. Other countries, however, have found ways to capture and imprison sorcerers with frightening efficiency. The Fey won't risk finding out if Yone is in the later category unless the mission itself or their own lives are at stake.

If there are no witnesses aside from the characters (who should at this point be considered as having passed the unintentional "sorcerer friendly test" on the ship), the Fey will be a little more open with magic use, though still very conscious of its dangers, especially aging. Even as a Fey one doesn't grow old through reckless use of magic.

Side Adventures

The journey is a great opportunity for short adventures tailored to the SAs of the characters. Some such possible adventures are built-in below, but they should be modified or added to as adequate for the characters and their SAs. There should not be too many of these adventures, and they should not occur as regularities (e.g. one per day). A total of 4 or 5, or maybe one per character in the group is suggested as a guideline.

The Journey

Read the following list as follows: The title gives the type and name of the settlement, the grey line immediately below it describes the way *towards* that settlement. In other words, the first village is 3 miles from Wahyil, the road is good and along the road are plains and fields. With move 4, it will take the expedition 1¼ hour of travel.

All distances and times are rough guidelines, feel free to vary them slightly depending on how your players roleplay their travel.

The entries also describe events on the way towards the place listed, so you should read ahead when playing through this part.

Mailhati (village)

3 miles through plains and fields on a good road – 1¼ hour

This small farming village at the Wahyil-Rendras road consists of 17 houses built from wood, straw and mud. There are ca. 150 people living here, half of them children.

The people are friendly and happy and the village is surrounded by good farming grounds. The last famine was so long ago that nobody remembers it. The expedition will leave the fairly good Wahyil-Rendras road in Mailhati and turn south, along a less well-maintained road.

Kelhas (village)

4 miles of plains and fields, poor road – 2¼ hours

25 huts scattered around a small pond and one larger farm make up this village of about 180 peasants (80 adults). They live on farming, hunting and herding and there is some social tension between the one wealthy farmer family and the less fortunate families, but it isn't serious. There is a leatherworker in Kelhas, who usually sells on the market in Wahyil, but will be happy to help the characters if his services are needed.

Aldorseng (village)

3 miles of fields and some light forest, poor road – 1½ hour

A rural community near the forest edge, 35 houses and huts as well as 2 stone houses. There are about 300 people living here, 180 of them adults. Aldorseng is the seat of the local steward and tax collector, who is living in one of the stone houses. The other may have been a guardhouse once, but is in disrepair and is being used as a stable and

storage place.

Note that the local steward is *not* the village head, but outside the village hierarchy. If the characters so much as look funny at him, he will make up some tax just to express his power and put them in their place. On the other hand, if they behave properly, he will invite them in for tea (a weird local drink looking and tasting very much like coloured water).

Hudfler (hamlet)

5 miles through the forest on a trail – 4¼ hours.

A tiny logger and hunter community consisting of 5 small huts and one larger community house. There are 30 people living here, most of them adult men, some of whom have a family that lives in Helubra, the next village.

Helubra (large village)

3 miles of forest, trail – 2½ hours

A local hub and trading center which even has a small market place. There are about 50 huts and houses in Helubra and the population exceeds 400. As a trading center, the village has an inn that offers four rooms and a common room that sleeps eight to travellers.

Lump (village)

2 miles of fields on a poor road – 1 hour

This community of 15 houses and about 90 people (40 adults) will send a small group of peasants armed with pitchforks and other primitive weapons towards the expedition as soon as they come within sight (about 500 metres before reaching the village edge).

The village head will then demand that the foreigners may not pass through Lump. He will offer no explanation. The reason he is not telling is that the village offered lodging to a group of foreign mercenaries just a week ago, and those mercenaries drank too much before they raped four of the village women and killed two of the men who were trying to save their wives from a similar fate. Since then, the village has decided to never again let in foreigners.

(River)

2 miles of fields, poor road – 1 hour

As if the village weren't enough, the wooden bridge over the next river has broken down. There are two trails leading along the river, one east and one west. The one west leads to the next bridge, two miles further away. The one east leads to a ford where the expedition can also cross, the water is less than one metre deep there.

Chota (town)

3 miles of plains and fields, good road – 1¼ hour

A short march from the river the expedition reaches their first waypoint, the town of Chota. The town has a wooden palisade wall, broken down in a few places and without any gatehouses. There are three roads leaving Chota through simple openings in the palisade wall, with only one having a gate that can be closed.

Chota is home to about 1200 people, most of whom are craftsmen of various kinds. The majority of the town seems to be poor and there are several beggars around, something the characters haven't seen before in Yone.

There is a temple in a small park within the town walls and a graveyard outside the walls, near the north road (which is the one the expedition will arrive from).

Chota has four taverns, but no inn. The only rooms in Chota are in the “Smiling Monkey” tavern, whose owner will rent out the two back rooms as sleeping quarters. The tables and chairs will be exchanged for some straw mattresses and that's it. The larger room can comfortably sleep eight, the smaller one four. The price will be one Tale per person in both rooms.

The locals in Chota are reserved, but not unfriendly. They are mostly struggling and many of them will do a lot for some coins. Chota is going through some difficult times right now, though many of the buildings and the general impression indicates that the town was prospering once.

Mavar (village)

4 miles through fields on a good road – 1¾ hour

A farming village of 25 houses, 10 of them within a small palisade wall. There are two different clans living in Mavar, who are quite at odds with each other. Upon the arrival of the expedition, armed men after all, both clans will attempt to win them over to their side, offering free drinks, lunch or rooms, depending on the time of day.

A Junction

1 mile through fields on a poor road – ½ hour

Here the road unexpectedly (unless the expedition questioned someone in the village before) splits. The expedition is coming from north-north-west and there is one road going south-east and one going south, into the forest.

The south-east road leads towards Falhest, while the southward road goes to Nastrim. Whether or not the characters learn at this point that the way description of the Fey is to be read as Falhest *or* Nastrim depends on the questions they ask – if they just ask for Falhest, they will be directed to the south-east road and once they reach Falhest and ask for Nastrim, they will be told to head back and turn south at the junction...

Much also depends on *who* the characters ask. There is no one at the junction when they arrive. The last village was just half an hour back, so they could go back there and ask, or they could wait. If they wait, roll a d6. If you roll a 6, roll again and add. The result is the number of quarter hours they have to wait until someone travels along the road (most likely a peasant). So if you roll a 4, they have to wait for one hour.

They could, of course, also choose one direction at random or using the Intuition gift. In the later case, the road to Nastrim is the “right” one, as it is both shorter and easier.

The Falhest Road

Use the following roadmap if the characters travel south-east, towards Falhest. If they go south, to Nastrim, skip to “The Nastrim Road”, below.

Sanhost (village)

2 miles of fields on a poor road – 1¼ hour

A small village of 15 houses, surrounded by a small moat of little defensive use. The peasants have their fields nearby and there is a tiny market at the center of the village, where one stall sells fruit and one bread and meat, mostly to travellers to and from Falhest.

The Town of Falhest

4 miles of fields, on a fairly good road – 1¾ hour

A small town of 1500 inhabitants, famous for the northern district where 10 noble families live in fantastically painted and sculpted houses.

Aside from that, Falhest is a city of craftsmen and even some artists, despite it's size. The group can find almost any kind of crafts here, though they will be out of luck in the cases of heavy armour. There is a blacksmith in town who can fix some simple weapons and make blades for axes or other simple weapon works.

There are also 3 bars and one tavern, which has the grand total of six rooms to rent (no common room, four of the rooms are double rooms, two can sleep four). Two of the double rooms are already rented by other travellers.

Revrir (village)

4 miles through fields, average road – 2 hours

About 3 miles down the road, just over a mile to the next village, the expedition hears shouts and screams from further on, then a loud crashing noise and a horse whinnying. As they proceed, they come upon the site of a road accident – a cart has gone out of control, run over a boy and crashed into a tree. The horse has broken loose and has run away into the forest. The cart rider is shocked and lightly injured, but the boy has several broken ribs and a smashed arm. He is in losing blood and in need of immediate first aid.

There is a doctor in Falhest who the boy should be brought to. If none of the players get that idea, the cart driver will insist.

There is no financial gain in this episode, but the players will have to decide on a proper way to

handle the problem. Probably one or two of them will return to Falhest while the others journey onwards.

The village itself lies right at a small river. There is a wooden bridge leading into the village from the other side. There are about 100 people living here, most of them farmers.

Beyond the village, the marchland begins.

The Riddle and the Swamp

This is a subplot centered on Hans-Peter, the riddle-seeking stahlisch knight. Skip or modify it if the players did not hire him for any reason.

During their travels through the marchland, the expedition will be attacked by trollspawn. Choose a good timing for this attack, ideally when they are resting and/or at night.

The Sslassk are described in “Of Beasts and Men”. If you do not own that book, they are humanoids with various snake-like mutations such as scales, snake tongues, a tail or venom bites.

They are looking for a few healthy young men to serve as breeders for their women. This is explained in full in the book. Anyway, they will attack the expedition, ideally when some of them are asleep, and attempt to isolate and overpower 2-3 of them to take them away (choose NPCs unless you wish to make this a full-evening sidestory). They will thus hesitate to use lethal force. Several alternative rules for “pulled blows” were discussed on the TRoS forum. Unless you prefer a specific one, use the rules in the “Pulling Blows” box.

The number of Sslassk should be based on the number of characters awake and able to defend. It is important that the Fey are both asleep, as this fight should be resolved without spellcasting unless it turns really ugly (in which case you can use the just-having-woken-up-from-the-noise Fey as a deus ex machine).

As a guideline, use 1½ Sslassk for every guard awake, and 2 for every player character if he is of the fighter type. Hans-Peter must be awake for this episode and you should add 3-4 Sslassk for him.

(Example: 1 player character and 2 guards as well as Hans-Peter are awake – 9 Sslassk will attack.)

Pulling Blows

To pull a blow, simply put aside one die from the CP and announce the maximum damage level you intend to cause. Calculate damage normally, except that it can not exceed the level announced. Then subtract armour and toughness. It is important to note that the player does not announce the final wound level, but the damage level he wants to cause – if he miscalculates the opponent's toughness, or hits in an unarmoured spot he didn't anticipate, he may still do more wounds as intended.

Blows can only be pulled for simple maneuvers, essentially the basic cut, bash and thrust. For other maneuvers, the Seneschal must decide if it is possible to pull the blow.

The entire fight serves one purpose: Display Hans-Peter's special ability. He will take on between 2 and 4 Slassk by himself – and manage. That is because his insights into riddle-seeking allow him to use his CP twice during a combat round if (and only if) he is fighting multiple opponents. The uses don't add up, he has to split the two CPs between his opponents, but he can use, for example, ½ CP on each of the first two, and another full CP on the third.

Let the group win this battle. If they need additional help, 1 or 2 more characters or guards can join after some combat rounds, but without having had time to don any armour.

Hans-Peter, when questioned about his performance, will talk a few sentences about the Riddle, and how he has been searching for it for many years. Then he shuts up.

When the expedition continues, Hans-Peter seems lost in thought. He will not answer any more questions. At the next stop or village, however, he will take his stuff and vanish into the nearest forest. He had noticed something about the Slassk and wants to make sure.

After this, the Seneschal can drop the topic, maybe it has sparked some interest in the player characters. Hans-Peter is also available as a *deus ex machina*, to re-appear at any crucial point later on to help the group continue.

Insarit (hamlet)

5 miles through marchland on a trail – 4¼ hours

A tiny community of only 6 houses in the middle of the marchland. They cut peat for a living, and the entire hamlet is fairly poor. One of the houses is a common storage, where food for the next four or five months is stored.

Marsalet (village)

2 miles of marchland, trail – 1¾ hour

A craftsmen village at the edge of the marchland, with a total of 30 houses. There is a blacksmith, a leatherworker and two carpenters in Marsalet, as well as a toolmaker who can repair or make simple weapon (axes, etc.), too.

When the expedition enters Marsalet, it finds the locals gathered on the place in front of the small druidic shrine at the edge of the village, preparing a bonfire.

A young three-become-one priest is bound to a stake at the center of what will soon become a very hot place. He is accused of kidnapping, raping and killing a village girl. The young priest, Wastrien Treundal from Xanar, is a missionary and perfectly innocent. The girl was, in fact, raped and ran away, but the guilty party is her uncle (who has taken the family in after their father died two years ago). The priest is pleading his innocence, but the villagers have been talked up by two locals, one being said uncle.

The characters can prevent the burning if they act quickly, though news of any violence will certainly make it to Majahl quickly.

If, for any reason, the characters support the burning, Olheisi will quietly point out later (at dinner or another convenient conversation opportunity) that he was, indeed, innocent. He is not emotionally involved, one way or the other, he simply wants to point out something he noticed. It really is a conversation topic for him (after several hundred years, he has seen so many innocents die that it doesn't really matter that much).

Wesmap (hamlet)

4 miles through a forest on a trail – 3¼ hours

Essentially a permanent logger camp on a small clearing, with a small stream running along the edge (there is even a small wooden bridge across it).

The people of Wesmap – there are about 40 living in a total of 9 huts (including the public hut which contains the kitchen and eating space) are quite friendly, and love to listen to stories told by travellers. They will offer free food and drink when they find out that the characters are from far away.

They are, however, suspicious of the Fey, and will keep a respectable distance at all times.

Nemasol (village)

2 miles of forest on a trail – 1 hour

About 20 huts are scattered around another clearing in the forest, with more clear-burned spaces around where cattle, sheep and goats are grazing. Contrary to the hamlet of Wesmap, the people of Nemasol dislike foreigners. They will expand them the basic courtesies, but no more, and are glad when the foreign people leave again.

Solfas (village)

3 miles through light forest and fields, poor road – 1¾ hour

A large farming community of over 30 homes. Everyone in Solfas is a farmer, and there are no shops or craftsmen aside from the village carpenter. Majahl is too close by and the villagers go there regularly to buy almost anything they need.

The Town of Majahl

5 miles of jungle on a poor road – 2¾ hours

Finally, Majahl has been reached. Skip the “The Nastrim Road” section and read on below for more details about Majahl.

The Nastrim Road

The characters have decided to turn south at the junction. They will reach Nastrim along that way.

Nalwashol (village)

3 miles of forest, poor road – 1¾ hour

A farming and hunting community, with small gardens instead of larger fields. The people here are mostly harvesting fruits and vegetables. There are 16 houses in the village.

Brolus (village)

5 miles of forest along a trail – 4¼ hours

This is a fairly large village of just over 300 souls. Today, however, it is bustling with activity, and another 200 or so peasants from nearby villages have come to Brolus for the festival of the dancing cow, an annual event going back to ancient times.

There is much food and drink, and some entertainers. Different from those the characters know from back home, there are no actors here, the entertainers are jugglers, fire breathers and bards. There is also a dancing area with music.

Both the men and women of Brolus have dressed up for the festival.

The expedition will be invited. They will be asked for a small donation to the local temple to cover the expenses, but the donation is voluntary, and the amount can be anything they consider proper.

Chanlak (village)

3 miles through hilly terrain on a poor road – 1¾ hour

A farming village of 17 houses, with many of the inhabitants gone to the Brolus festival. If the characters join the festival, they may be going to Chanlak together with its people. Aside from that, Chanlak is a fairly boring place. Which is the definite opinion of Suleyma Lanrat, a local girl of 16 years and stunning beauty. She will view any passing traveller as an opportunity to get out of her birthplace, and will attempt to charm him. She is willing to go the whole nine yards, including seducing him and revealing the encounter so that he must marry her. She's a hot little bitch with strong willpower who can hide her intentions and character quite well.

Nofyreg (village)

6 miles through hills, poor road – 3½ hours

This village of farmers and cattle herders consists of 20 houses built close together around the central village place and well.

The well has broken and is currently being repaired. The characters can help if they want to get a free meal as thanks, but the villagers will get it fixed themselves.

The Town of Nastrim

3 miles through hills and fields, poor road – 1¾ hour

The largest town in the vicinity, with well over 2500 inhabitants. There is one inn, the Black Manor (built from very dark wood, hence the name) as well as most of the craftsmen that the characters might need – two blacksmiths, several barbers, over a dozen shoemakers, a leatherworker, a ropemaker and even a certified medical doctor.

Nastrim is largely self-sufficient with the only trade being the surrounding villages selling food for manufactured goods.

Security is tight in Nastrim, and there are over 20 guards on duty during the day, with 10 more available to be called on short notice. Any offense will land the characters in jail immediately, with a judge setting a fine the next day.

Kunlan (village)

4 miles through hills and fields, poor road – 2¼ hours

Yet another boring farming village of about 25 houses. There is a small tavern next to the village head's house where the men of Kunlan meet in the evening to share a drink and some stories. They will gladly invite anyone who can tell a story from faraway lands.

The Town of Majahl

3 miles through fields on a poor road – 1¾ hour

Arrival in Majahl. Read on for details about the town.

Majahl

This is a small town of just over 1000 people at the edge of the jungle and mountains in the south-east area of Yone. It is a friendly, though fairly isolated place, and the locals are always eager for any news from other parts of Yone or even foreign countries.

The Fey plan to stop here for a day or two of resting, stocking up on supplies and hiring of a few carriers as the jungle and mountains ahead are not very suitable for horses or even donkeys.

There is also the fact that they do not know exactly where they are going...

A cryptic way description

What they do have is an old paper that was translated into the Fey language from Xanarian, with the xanarian document also assumed to be a translation from the actual original. Therefore, the text is fairly cryptic. It does, however, contain a few key phrases that Olheisi hopes will be enough to find the old hideout.

It is assumed to be at “the lake of milk” which is at the end of the “valley of green”. The entrance is hidden behind a landslide of sparkling something, probably quartz stone. There are also some directions. The “town at the jungle's end” is mentioned, which can only be Majahl, and from there the way goes “towards the rising sun”, and then into the mountains, over a “swinging bridge” and across a chasm of some sort. The paper speaks of a three-day trek through the jungle, if one knows the way.

Not much to go on, but Olheisi makes it clear that he expects the characters to find the place based on these bits and pieces of information. He says that a lake of milk, even if it's tiny or mistranslated, should be a curiosity that can not be difficult to find.

Therefore, the characters are entrusted with deciding how much supplies and what tools to pack, and later on, which way to go.

Supplies

Majahl is located in a fertile area and there is no shortage of food and other basic supplies. Tools, especially metal tools, are more difficult to find, and aside from some basics (axes, shovels, etc.) there is little on sale.

According to Olheisi's estimate, the trip through the jungle will take 3 or 4 days.

Due to the climate and the difficult march, everyone in the expedition should drink 2-3 litres of water per day, and eat 1 kg of bread and ½ kg of either meat or fruits. Thus food and water will be the main items that the carriers are needed for. Also take into consideration the way back.

Make sure to point out to the players if they don't get it themselves (or let them make MA/Survival rolls to remember) that they should be able to find some fresh water in the mountains and will certainly find fruits and other food in the jungle.

If anyone cares to check or remember, the meat in Majahl is not preserved very much. It is somewhat salted, but it will go bad within several days.

A Switch of Goals

The first morning in Majahl brings a surprise. Lomenl has vanished, he left in the middle of the night, taking a backpack full of supplies, tools, etc. with him – as well as the way description and all other documents.

Olheisi is distressed, and very upset, the first time the characters see him displaying emotions. For an hour or two, he will lock himself in his room and curse the general vicinity in his native feyish tongue.

When he emerges again, he seems to have caught himself, and appears to be almost as calm as he always did. A roll of Per/12 is necessary to see that he is still burning with anger inside. He will gather the characters and say to them:

“You have brought us all this way, and now it turns out that an old man has been fooled and used as a tool.

Going through all the hints and pieces of information again, it is almost sure that we will not find what we came for. Instead, I have another suspicion.

My son used to be obsessed with a certain artifact of legend, the Dagger of Krolak, one of the generals in Xanar's army, and according to legend even predating him.

More than 50 years ago, he sent out three expeditions to find it, none of them with even the slightest hint of success. His search was a complete failure, and his mood suffered vastly.

After he recovered, both his clan and his family believed him cured of his obsession. 20 years ago, he even started to join his father in the quest for knowledge about ancient cultures again.

I am afraid that during our studies, he stumbled upon yet another hint towards the dagger, and has forged the documents that have drawn us here. Whatever lies at the end of this journey is not the tablets. Nevertheless, we must find out what it is, and save my son. The weapon he is seeking was not made for his hands, nor those of anyone alive today.”

Olheisi wishes, nay *insists* on pressing on, and finding his son. The characters should be aware that a fanatical Fey with a magical weapon is not a good thing to have running around, and it is likely that an SA or two kick in to support this mission. Most faith SA could be appropriate here, due to the history of the dagger.

Speaking of the dagger, Olheisi will share what he knows, but point out that it is second hand and incomplete at best.

The dagger is a ritual weapon, used as a sidearm by Krolak after he took it from a druidic holy site that his army had raided. It is said to kill surely, but painless, and according to legend was used for human sacrifices prior to its acquisition by Krolak.

Olheisi has no idea if Lomenl has any designs for the weapon, nor what those plans might be. He fears, however, that they are not beneficial.

The Jungle Treck

The second main part of the adventure. Now that the characters have a new goal, getting through the jungle is a matter of time as well as finding the proper road.

An hour east of Majahl, there is a clearing in the jungle where three trails meet, joining into the road that leads to Majahl. There are no road signs or other indicators. The locals just shrug and say all the trails lead into the jungle. No local will travel there voluntarily, as there are natives, headhunters and cannibals living in the mountains further in. The carriers hired will need some convincing, but will ultimately travel onwards with the expedition.

The way description did not mention which trail to take, and Lomenl has removed his tracks magically. Intuition is of no help because all of the trails ultimately lead to the correct destination, it is just a matter of how difficult the characters want it. If someone with Intuition explicitly asks for the shortest route, his instincts will point him northwards. For the easiest road, east is correct. Lomenl has taken the south-east route.

One way or the other, the initial choice is not very important, as the trails cross each other again in the jungle.

Jungle Treck Dangers

Trecking through the jungle is not without danger or difficulty. In addition, the trails are easy to miss and orienteering is difficult. The following mechanics were developed in order to structure those difficulties that will be present throughout the trip. Specific dangers are listed further down in the way description.

Making Progress

In order to make progress along the trail, the day should be split into two phases – one during the morning and one for the afternoon. For each phase, have whoever decides about the way to go make a Wit/Orienteering roll at a +2 difficulty due to the unfamiliar terrain. Other characters with the Orienteering skill can help, adding one die to the roll each, +3 dice total at most. Roll and look up the result in the Jungle Progress table.

The Jungle Trek

Note that the table outlines the *effective* progress – the expedition may cover more ground going in circles, to and back out of dead ends, etc.

Jungle Progress Table

Successes	Result (effective progress)
botch	The expedition gets lost. A roll of MA/ (Orienteering+3) must succeed before the journey can continue.
0	The expedition goes in circles and makes no progress.
1-3	(# of successes)/2 miles of progress per hour of marching.
4-5	2 miles per hour
6+	2½ miles per hour

The expedition can choose to march anywhere from 4 to 6 hours per phase, but the choice should be made before the roll is made. Alternatively, they can make the choice during the trip, but not learn about their progress until the phase is up. For a yet more claustrophobic atmosphere, you can opt to not tell them about their progress at all, and make all progress rolls secretly.

Jungle Fever Table

d10+mod	Result
< 7	no danger of illness
7 - 9	Roll HT vs. a TN identical to the d10+mod roll or get a minor illness for 1 day
10 - 12	As above, except for a major illness
13 - 15	Roll HT vs. result or get a minor illness. Repeat the roll daily, with the TN dropping by 1 every day. Once you succeed on the roll, the illness has been defeated.
16+	As above, except for a major illness

Modifications:

-2 if the character is very careful, drinks only boiled water, takes care of what he eats, etc.

+2 for anyone eating fruits collected in the jungle

+5 for anyone drinking from a spoiled water source (which may be necessary if the expedition runs out of water)

+1 for any open wound

+x for anyone eating meat where x is the number of days the meat is old (e.g. +0 for fresh meat, +3 if it's 3 days old, etc.)

Jungle Fever

It is not the most healthy place the characters are walking through, so let's utilize the underused HT attribute a little.

Roll on the Jungle Fever table every morning, taking the modifications into account.

All minor illnesses cause a fatigue of 1, all major illnesses a fatigue of 2. This fatigue is in addition to any fatigue caused by exhaustion and can not be recovered by resting but will go away as soon as the illness is cured or healed.

You should make things more interesting by describing nausea, fever and other symptoms of illness to the players.

Do not roll for characters that are already ill, unless you want to be really mean.

Fatigue

The trek is exhausting due to climate and difficulty of the march, and low endurance may well put an upper limit on how much ground the expedition can cover without risk.

Fatigue is +1 ever EN hours of march. During the noon rest, 1 point of Fatigue is restored, a good night of sleep will restore all Fatigue, an interrupted or short night will restore 1 Fatigue for every 2 hours of sleep.

Animals and Plants

While there are wild animals and poisonous plants in the jungle, the actual danger for careful characters is low. If the expedition seems to have it too easy, or is careless, go and throw a snake or some poisonous insects or plants at them, otherwise just keep them on their toes through some descriptions.

Northern Natives

There are indeed potentially dangerous natives in the jungle, but the characters will only come near their territory if they move along the south-east trail. Along the north trail, they will come near a small village of friendly and especially careful natives, who will probably avoid the expedition more than the expedition avoids them.

The Jungle Trek

These natives will steer clear of the foreigners, as they are obviously armed and dangerous. Any native scouts will keep an eye on the characters, just to be sure, and the natives will only defend their village if the characters attack. Under all other circumstances, they will remain friendly, and the language barrier will make in-depth conversations impossible.

Make a few Sneak rolls for the scouts and a couple Per rolls for the characters using a base TN of 9 due to the environment, modified for alertness as usual.

The native carriers the expedition has hired are scared out of their wits if they encounter any of these natives, even though they are harmless. They have grown up being told that the natives are evil, human-eating barbarians, and it will be very difficult if not impossible for them to change their views.

Southern Natives

Things are not as easy in the south, in the part on the east(!) trail that lies beyond the crossing with the south-east trail. The natives living in the jungle there are much more dangerous.

These natives are cannibals, though they don't hunt for human flesh, their meat comes from criminals, and the only penalty for crimes they know is "Ubuta Honga", translated roughly as "eating away the evil". In other words: The death penalty with a village feast afterwards.

The skulls of their criminals are put up on stakes, with a wooden plate underneath displaying their crime in crude symbols. These skull-stakes are likely the first indication of these natives the expedition will encounter.

The southern natives follow some very strict rituals and social conventions. Olheisi is able to make an educated guess at most of these from their behaviour and some ancient travel reports he once read.

Most importantly, no outsider is allowed to directly address the chief. Instead, they are expected to speak to items of the surrounding while he overhears, e.g. "Dust on the ground, please tell the feet of the chieftain if they pass over you that ..."

This is a test you can administrate to any players who are not quite playing in-character or who are

playing too funny. See if they can behave if their head depends on it. Invent other pointless, ritualistic requirements, such as never turning your ass towards the village shaman or not staring at anyone (might be difficult for male characters, as even the women in this tribe wear next to nothing).

If the expedition still has most of their carrier at this point, you can make one of them transgress such a rule and be slain before the eyes of the group, as a warning.

The cannibals will engage the expedition as it passes through their territory. They will surround them, a process that should be resolved with stealth vs. perception rolls as for the scouts above. Once surrounded, the expedition will find itself facing a number of shortbowmen and spear throwers. The tips of the arrows are poisoned (use Curare from TFoB if you own that book).

As with the northern natives, the language barrier is insurmountable. Also as with the northern natives, the local carriers are scared to death, though they may have more reason this time.

Rough Spots

The trails are nowhere near flat or easy travelling. There will be many spots where the characters have to walk through undergrowth, up or down short but steep hillsides, through small streams and other difficult terrains. Into the mountains, there will also be several spots where the expedition has to climb up small cliffs.

Use appropriate skill or attribute rolls for these rough spots that you can introduce as required to spice up the march a little. Reward creative solutions the players may come up with.

The Bridge

Along the north trail, there is a swinging bridge about two miles to the valley. A hundred years ago, the bridge was an excellent way to cross the deep chasm at this location. Nowadays, it is a treacherous path that will hold two fully loaded people at most, one if nobody is willing to gamble his life on old ropes.

If the expedition crosses one-by-one (which is heavily recommended) then have everyone

The Jungle Treck

crossing roll AG vs. a target number of 7. At least one success is needed to cross the bridge. A failure indicates that the character has stumbled and is now hanging on for dear life. He can try to draw himself up by rolling AG/8, where any armour and encumbrance modifiers count double, but dropping of backpacks or hand-held items is permitted to make it easier. Alternatively, other characters can come to aid their struggling fellow, in which case his TN drops to 6 (but those helping must make the AG/7 roll, and you should make them sweat by telling them how the entire bridge moans and is in danger of snapping).

North Trail

The north trail is 30 miles long, but is blocked off after about 24 miles. Fortunately, it crosses the south-east trail about 4 miles before that, so the expedition can backtrack to there.

The shortest of the three routes, but slightly more difficult than the other ones. The trail leads northwards at first, then slowly turns towards east-north-east. After maybe 16 miles, it turns north-east, then at mile 20 crosses another trail (the south-east trail) which runs south-northwards.

Shortly after the crossing, the trail runs straight into the mountains and gets very difficult. Climbing and small ledges are now standard.

The trail is blocked about 4 miles beyond the crossing. A small ledge is completely blocked by a rockslide. Swinging by or crossing over is no option save for those tired of living. Clearing the rockslide would be possible, but without appropriate tools several days' work. The best option is to backtrack and use the other trail.

East Trail

This is the easiest trail, but it is 45 miles long, though it is crossing the south-east trail after about 15 miles.

This trail runs eastwards with many curves for a long time, 20 miles at least. After about 15 miles, it crosses another path that runs south to north (the south-east trail), then another 5 miles on curves south-east for a few miles before turning east again and going into a very soft 180° circle which takes almost another 20 miles to complete,

at the end of which the trail runs north-west and after five miles enters the Green Valley.

It is the easiest path, but also the longest and most dangerous one, as it comes close to a native village during the long circle in the second half. It comes close enough that the expedition will certainly be watched by native scouts, and if they leave the trail and come even closer to the village, may well come under attack.

South-East Trail

The middle-choice both in length and difficulty. The trail is 38 miles long and crosses both of the other trails.

Turning eastwards after only a few miles, the trail runs almost parallel to the east trail (albeit always between two and five miles away) for over ten miles. It then turns northwards and crosses the east trail after a total of about 18 miles.

Continuing northwards, towards the mountains, the trail becomes progressively more difficult. It turns slightly north-north-west a few miles short of the mountains, then meets the north-trail which runs almost west-to-east at that point.

The trail continues north, along the base of the mountains, then circles them eastwards before entering a pass about 34 miles from the clearing it started from and about 9 miles after meeting the north trail. The pass leads straight into Green Valley.

Green Valley

Hidden in the mountains is the valley of green that the expedition is searching for. It is still a few hundred metres above sea level, and surrounded by chalk mountains on three sides, with lower mountains and a pass on the fourth. The valley itself is about a mile long, 200 metres across at the entrance and almost 400 near the waterfall.

There is dense vegetation inside the valley. At the northern edge, a waterfall drops from the mountains into a small lake, which forms a stream that runs through the valley. The water in the lake and stream is white as milk, due to chalk residues. The scenery is truly impressive, a rare piece of wild nature. For any religious characters, a sure proof of his god(s) presence and creation.

Next to the lake, the characters will find a small campfire and signs of a single man having rested there.

There are no human-made structures in the valley, and aside from the campfire no sign of human presence.

Showdown

Lomenl is hiding inside the valley, after the characters' approach has interrupted his search for the temple entrance.

He will be casting spells from his hiding spots, both to hide and protect himself and to attack the characters. Olheisi will attempt to counter most direct attacks so that Lomenl will proceed to indirect methods (e.g. throwing stuff), preferably those where he knows his father doesn't know the proper vagaries to cast a simple defense.

Both Fey will be careful not to expend their entire Sorcery Pool. Lomenl will go for maximum effect with minimal expenditure, trying to use the environment to his advantage. Olheisi, nice as he seems, is quite willing to sacrifice a companion or two – this is a good opportunity to get rid of any remaining non-player characters.

There is little choice for the characters but to find, fight and eliminate Lomenl. The only alternative is giving up, leaving the valley and returning to Majahl. Lomenl will not pursue them beyond the valley, though he would prefer them dead.

As the Seneschal, you should play out the episode very much like the first *Predator* movie, except that Lomenl is not so much hunting for skulls, and more eliminating an inconvenience.

This close to his goal of over 50 years, the Fey is positively fanatic. He will not listen to anything the characters might yell into the jungle, rational arguments least of all. His goal is to either kill or enslave them (and then kill them later). As long as Olheisi is around, Lomenl will play it safe and go for the kill as first priority. If Olheisi is eliminated (through accident, his son hesitates in attacking him directly) or unconscious, sleeping, or otherwise not able to act, then Lomenl will prefer to magically enslave the characters, as they may be useful in his search.

Final Encounter

When the characters counter Lomenl, he will have one ace up the sleeve, namely a variant of Armor of Air which he had cast before entering the jungle. It grants him an AV of 10 at all hit locations, but is weaker against piercing attacks where it only offers AV 8.

Lomenl is armed with a slightly curved short sword similar to a Wakizashi (the shorter brother of the Katana). Use the TFOB stats for a Wakizashi or if you don't own that book, the Short Sword values.

Lomenl's main shortcoming is that he trusts his magical armour too much. He will hardly bother defending, unless an attack is obviously of extreme power (e.g. a very strong character putting all of his CP into a single blow).

Entrance to the Temple

There is a cave entrance hidden behind the waterfall. That is fairly cliché, so the characters will probably find it quickly. It is a small cave and there is nothing of interest inside.

A second cave entrance can be found about 20 steps to the left, hidden behind some bushes and trees. It opens into a small cavern about 4 metres across and 6 metres deep, barely high enough to stand. At the end of the cavern is the entrance to a man-made tunnel.

Remember that while the cave gets some light from the outside, the tunnel is pitch black after a few steps.

There is a spell on the entrance, hiding it from magical discovery. This will have no effect on the characters, but it is the reason that Lomenl (who searched the valley magically) could not find it.

The Temple Interior

At the end of a short tunnel, there is what appears to be an ancient tomb or temple. It actually is a temple, though it is unlikely that any character can spot the difference and Olheisi won't bother to explain unless questioned.

The walls are covered with the remains of paintings which are still visible, but not easily recognizable anymore. There are no plants inside, due to the lack of sunlight. The entire inside is visibly old and of crude design, entirely in stone. There is little damage aside from erosion and whatever hundreds of years have done, however.

There is one largely undamaged anterior hall, maybe 10 metres across with four pillars. A sideroom to the right has collapsed entirely, while two tunnels leads further into the temple. The lefthand tunnel has partially collapsed, and it will take two or three hours of work to clear it. The righthand tunnel is free. Both lead to further rooms, with the lefthand tunnel leading into the inner sanctum eventually.

The Loot

There are many valuables inside the temple, though some of them are inside containers, buried under rubble or otherwise not very easy to find. The treasure table lists the total loot the expedition can find if they make a very thorough search of the temple.

The table also lists three values for the loot (always for the total number, if the characters find only a fraction, divide the value appropriately). Some items are more valuable in Yone because the locals will treasure the artwork. Many are worth much less because a Yon will recognize them as religious objects and all but the most slimey Yon will refuse to buy them – the low price is what those criminals offer. The material value is just that, should the characters decide to melt the metals down, break out the jewels, etc.

All prices are in standard weight for comparability, do not forget to adjust for the heavier Yone currency if the characters sell inside Yone.

In the first two cases, the characters can try to haggle and, if successful, can usually gain a few more silver coins.

In addition to these valuables, there are also many clay or earthenware mugs and other containers as well as wooden chests with clothes and other contents long since rotted away.

Treasure Table

#	Item	in Yone	outside Yone	material
7	Silver goblets with artwork depicting scenes of hunting	14s	10s	5s
2	damaged silver goblets, otherwise as above	2s	2s	1s
1	Small gold statue of some animal god	1g	2g	1g
2	Bronze reliefs with embossed gods	1s	3s	½s
1	Silver wand or sceptre with 4 small rubies embedded	2g	2g	3s+4*5s
2	Golden plates, engraved with animals	1g	½g	¼g
3	Small, gold-laid wooden chests	1½g	1½g	8s
1	Large, gold-laid wooden chest	2½g	2g	12s
4	Silver candlebras	1½g	1g	15s
1	Silver knife with much embossed abstract artwork	6s	1g	5s
1	Silver fork-like object of unknown purpose	5s	4s	3s

The Dagger of Krolak

The dagger is indeed in the temple, namely in the inner sanctum. It lies near the right edge of a sacrificial table.

In game terms, any damage dealt with this excellent weapon causes no pain or shock, but twice the blood loss and always at least 1 point, even for wounds indicating no blood loss, including level 0 wounds. Wounds dealt with this weapon heal very slowly, and are even more difficult to treat with First Aid. Use double the pain value for healing and three times the pain value for First Aid.

The weapon was not made for combat and thus gains no ATN or DTN boni despite the fact that it is of excellent craftsmanship. It is unusually sharp, though, and gets a +1 damage bonus against any kind of armour.

Olheisi was quite correct in pointing out that the dagger was not made for anyone of the current age. Any character trying to use the weapon will take 1 point of Blood Loss as soon as he draws it, and another point every few seconds. While the players will note immediately, the character will not initially feel anything, and will only begin to feel weak when he has lost 5 or more points.

Return Trip

After all the trouble getting there, the characters still have to return home. The expedition will go back to Majahl together, then Olheisi will call it quits and pay everyone their agreed amount even though the expedition never reached the intended destination. The old Fey will go back into the jungle and quickly vanish there, magically if need be. He intends to give his son a proper burial.

The remainder of the expedition will disperse, depending on their character drinking away parts of their pay right there in Majahl, or leaving into various directions. At least Danster, the guide, will want to return to Wahyil, and will happily accompany the characters there as well as helping them find a ship home.

The trip back is less interesting as the characters already know the area and it can be cut very short, or skipped entirely, by cutting to the characters entering Wahyil some days later.

The trip home can lead into the next adventure, if the Seneschal wishes. Maybe a trip directly to wherever the characters want to go can not be found, but there is a ship leaving for the Xanarian Empire, where it should be easier to find a journey further north.

Appendix A: Yone Details

It is of utmost importance for the atmosphere that Yone is described in detail by the Seneschal. A foreign country and culture needs to be given to the players in full 3D glory. The following parts outline some features of Yone, in order to help the Seneschal in his narrations.

Languages

Yone is a land of many languages. The common tongue is a dialect of Xanarian, which anyone speaking Xanarian will readily understand, except for a few words and phrases specific to Yone.

In addition, there are almost a dozen local dialects, some close to the common tongue, some almost languages in themselves.

The most important two are Masheyn, the “high tongue”, spoken by priests and lords on official business only. Most Yon understand the basics of Masheyn, but few are able to speak it fluently. Second, there is Ifbahn, the local dialect spoken in the south-east parts, including Majahl. It is considerably different from Xanarian, and any rolls are made at a +3 difficulty.

In addition to the local languages, there are the languages of Yone's neighbours, which quite a few Yon understand and speak. At the coast, there are also some who speak Geluroise.

Food and Drinks

Much of the local food is similar to what the characters know from back home, though there is one crucial difference – the Yon use spices. Remember that in a european-style medieval age, spices are almost unheard of. Herbs are used for taste, but not extensively. In Yone, however, spices are quite common and even simple meals are seasoned. This will be a quite unfamiliar taste for the characters.

Especially Yone sausages are very spicy, and heavily salted for conservation.

Yone bread is light and almost white. It is baked in long cylinders and thus is almost perfectly

round with only a thin crust. The Yon cut it into thick slices.

Here are a few local fruits unknown further north, but fairly common in Yone:

- Nalchels have a hard, brown shell with a juicy, sweet inside. They are similar to our ananas, but smaller.
- Fallenkams are deep red berries, not sweet but very tasty, a bit like carrot juice.
- The Manu is a red, squishy fruit much like our tomatoe, just more spicy and not as sweet.

On drinks, there is no ale or beer in Yone, except for expensive imports in the harbour cities. Instead, there is a multitude of fruit drinks available, from non-alcoholic to wines and hard liquors.

Animals

The north of Yone lies still in the subtropics, while the southern parts are clearly tropical. Animal life in the north is not too unusual, except for regional differences. Horses are smaller in Yone than in the north, more like ponies. Donkeys are more common than horses. Cows are brown and with wider horns.

In the south, the expedition will encounter or see from afar, tropical animals such as monkeys, big cats of several kinds, but also snakes, spiders and other insects uncommon further north. The large rivers and lakes of Yone have crocodiles, but the expedition will not come across any of these large bodies of water.

Appendix B: NPC Data

Random NPC Names

The following two lists are intended as support for the Seneschal. They contain 40 male and 20 female random names typical for Yone and can be used to give random NPCs that the characters meet along the way a little more depth. Simply use a name, then strike it off or write a keyword behind it to indicate that it has been used and for whom.

Male Names

Morion	Dunand
Talward	Alward
Morbar	Falann
Toldain	Arand
Talul	Falbar
Olbar	Oland
Talwern	Althor
Olowen	Rolain
Faldan	Gimlor
Tolwar	Mormir
Olain	Cuthrail
Machwar	Aendeld
Pylach	Eryth
Curweth	Bairweth
Brenur	Aelon
Lynend	Daloreth
Nimed	Gorwal
Braendoth	Engor
Berdal	Dwarowen
Badbaend	Urid

Female Names

Culren	Faethynn
Pyrber	Rawmareth
Tralwell	Ithyeth
Chenowenn	Pwelber
Traenathen	Gwerthyr
Chainyell	Cyrlyren
Burwarren	Aynlynn
Wethath	Aythmarenn
Tewellyn	Pirenn
Moerell	Fwenothern

The Fey

There are no character data for Lomenl and Olheisi in this adventure. Their specific stats should not be of much importance to the adventure, except for their magical abilities. Even those should be modified by the Seneschal to fit into his adventure.

Olheisi

The older Fey has a broad expertise, without a specific focus. He does not use his magic often, and prefers finding other ways.

Give him Glamour 3, Summoning 2, Sculpture 2, Vision 2 and Movement 2 as well as two other vagaries at one, choose those you think appropriate for your character group.

His Sorcery Pool should be about 12-14.

He should have many skills, but most on high TNs. Especially noteworthy is the broad assortment of Lore skills about history, culture, foreign nations, etc.

Lomenl

Is more specialized in his magic, but also a passable fighter. He has the Cut & Thrust proficiency and a CP of 11, owed mostly to his high reflexes. Wits is his primary attribute.

Give him Glamour 2, Movement 2, and Conquer, Vision, Summoning, Imprisonment and Banishment all at 1.

His Sorcery Pool should be 11-12.

He also speaks several languages, including Stahlrish, Geluroise and Xanarian.