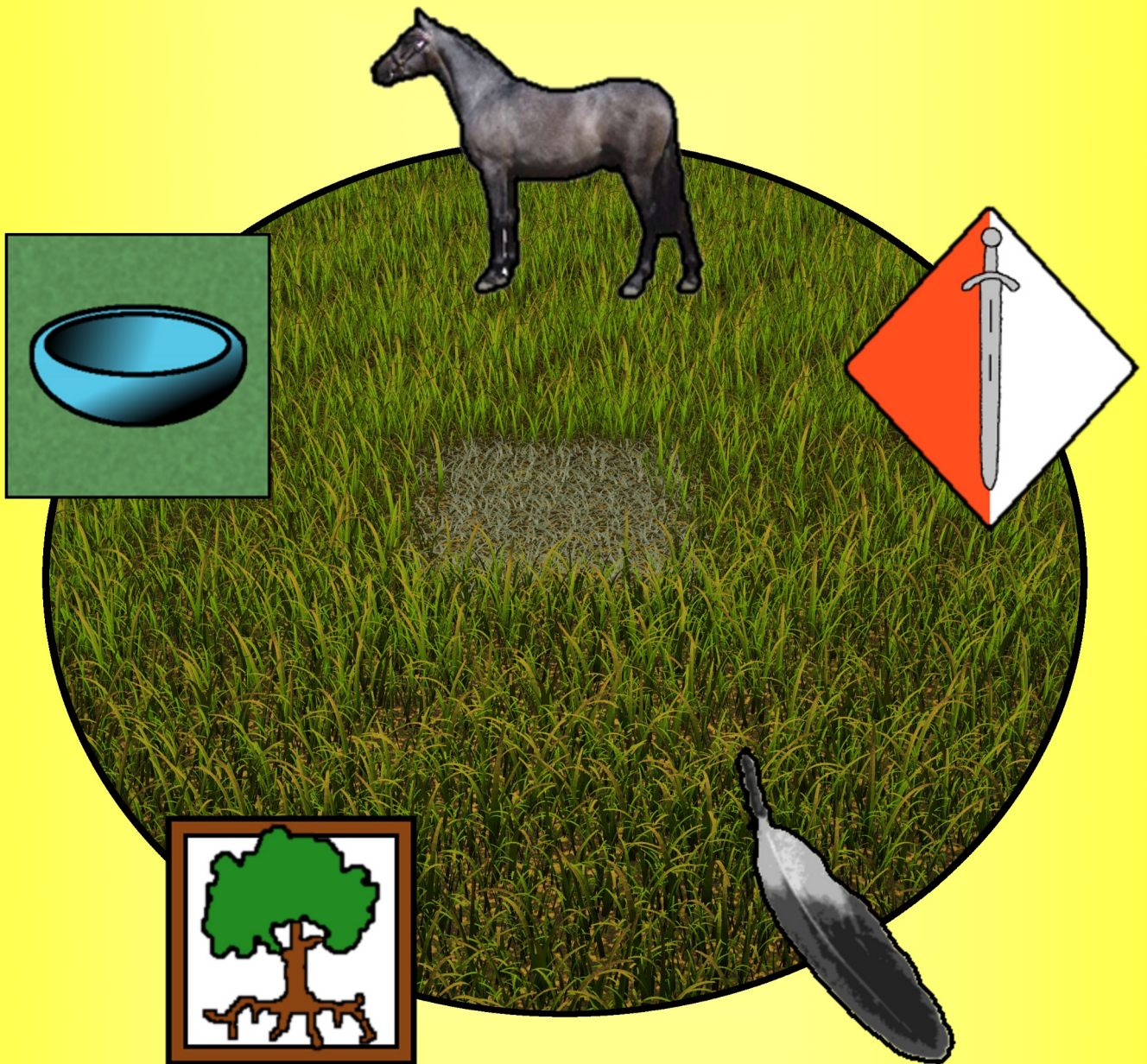


Figurine of Fertility

Adventure Module



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Figurine of Fertility

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Introduction

This adventure centers around a magic artifact from the Lothrim era. Owning it was and is a mixed blessing and thus it has changed hands quite often in the past. After having recently been rediscovered, it again begins to change hands. The PCs are drawn into these events when they try to recover the artifact for a Chelni barbarian tribe.

The adventure is split into two parts. The first will see the PCs tracking down the figurine for the first time and returning it to their clan when it has already gone missing. When the figurine is stolen a second time a second search begins. The adventure places the PCs in a situation where they are uncertain who to trust and what to do with the relic when they find it.

The adventure needs 4-5 Chelni PCs; members of the Imi clan which are part of the Serachelni tribe. The ones provided later are three hunters (warriors), one scout/tracker and one "Half-breed" that also serves as hunter but has experience with civilization. All characters are anxious to increase their reputation, in order to have better chances for a wife (or other reward) at the upcoming Chelni gather at Trobridge.

You may use other characters in this adventure at your discretion, but if the attempt is not to return the figurine to the Chelni camp, it may be hard to justify part II. Mercenaries working for the Chelni, who have problems entering civilized areas or merchants trying to increase their reputation with the barbarians are options.

The Artifact

The Figurine of Fertility is a bronze statuette about 6 inches high and remains in as good condition today as when it was first cast. It also has retained its appearance and powers throughout the centuries. Its magic is apparent to all those that touch it; a general invigorating effect. This magical effect is tied to three minor powers described below.

The GM must decide whether these effects are too strong or too weak, depending on the "magic level" in his campaign. The effects should be strongly desirable, easily felt and not too simple to reproduce using regular magic or rituals. Neither

should they be outrageously strong. In particular they should not outweigh the negative effects below. The GM is welcome to increase or decrease any of the mentioned effects, but consider the balance between positive effects and negative effects.

Positive powers

- It confers an extra healing roll for wounds or infections. The range is touch for this effect. Thus, an ailing person need only touch the relic to profit from the effect.
- Any infection (healing) roll has a bonus of 10%. Again the range is touch and can be applied to each infection only once.
- The fertility of males and females alike is increased by 25%. The range is touch and lasts only for a certain time.

The positive powers do not apply to diseases and any divination should reveal that, but no matter how potent the divination, only the positive powers will be revealed, while the negative ones remain hidden. It is important that there is no effect on diseases or poisons, so that the latter, negative effects are not connected to the Figurine.

Negative powers

- The Contagion Index (CI) of any disease is increased by one.
- The Healing Rate (HR) of any disease or poison is reduced by one.

The negative aspects take effect after a person has been exposed to the presence of the Figurine for more than 3 months. This exposure need not be continuous. For instance, during travel away from the figurine, the accumulated exposure time is neither increased nor decreased. The range of the effects is 300 yards. The positive powers continue when the negative ones begin their effect.

Both positive and negative effects apply to all bi-gendered living beings, including for instance Gargun and animals, but not Undead and Ivashu. Experimentation should not enable the PCs to separate the positive and negative powers.

Damaging or Destroying the Figurine

The artifact can be destroyed by melting it down. It is harder to melt than average bronze,

but it does not require magical fire to do so; a good forge will suffice. This means that melting it should be beyond the means of the Chelni as a wildfire, bonfire or burning building is not sufficient.

A metalworker (quality 4) could recast the bronze into another shape, or even the same shape, but melting permanently disrupts both positive and negative powers.

It is possible to beat dents in the object, although this is difficult and has no effect on the powers. Treat any attack on the item as having to penetrate a B value of 20. E and P do not have any effect. After receiving 50 points of damage the figurine is unrecognizable.

At the GM's discretion, a shaman or priest may have cast additional protective enchantments on the Figurine during its life, but they will not be apparent until someone tries to destroy or damage it. The GM should beware of irritating the PCs with too many protective spells or invocations as it may lead them to conclude things about the Figurine that confuse them.

History

Lothrim

Lothrim forged many magic items during the expansion of his empire. Most for his own use or for that of his most trusted servants. But some he used as gifts. In order to better bind the Chelni to his host he gifted the Figurine of Fertility to them. It became a fabled object among the horse people and the Chelni gave their lives for it more than once. Many of his "gifts" were two-edged swords; he took enormous pleasure in seeing his favorites compete for items that

only he knew would cause them harm in some way. Lothrim was also happy to see his unlucky minions weakened; he needed soldiers less tired of the gruesome work he required of them. Whether these were Chelni tribes, other human barbarians, or Gargun was never important to him. The figurine gave him an ample supply of replacements. In the final stages, when his domain was at its largest extent, he used the Figurine to amuse himself.

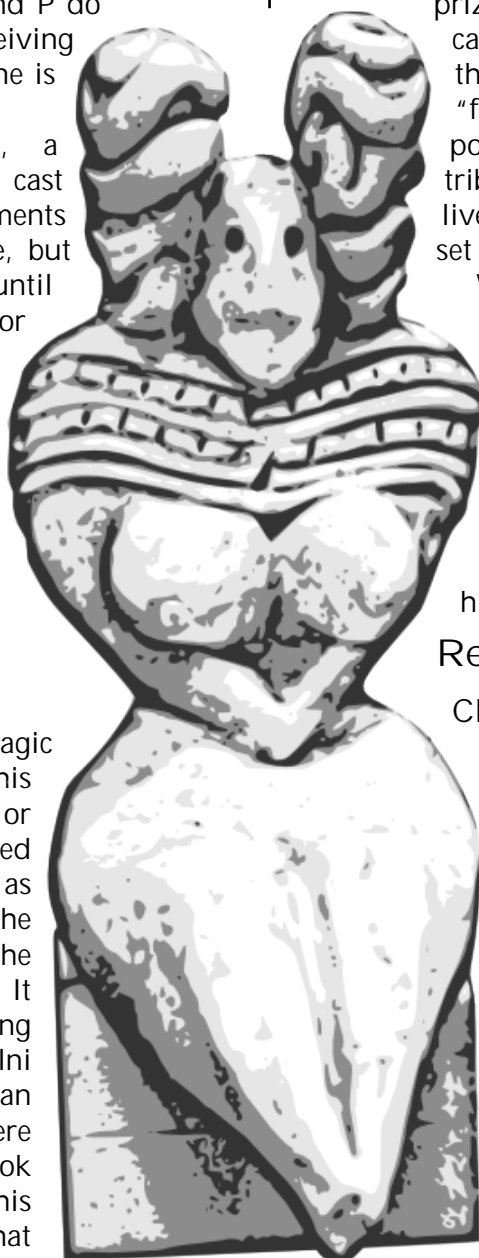
To anyone handling the Figurine it has an obviously felt invigorating effect. It was soon prized among Lothrim's human cannon fodder. Lothrim made sure that the item was passed to a more "favored" tribe before the negative powers began to be noticed. Only if a tribe did not agree to his wishes or lived too long, did its deadly power set in.

When Lothrim was finally thwarted, all trace of the Figurine was lost. While some lieutenants of Lothrim still knew about it and sought it in the aftermath, they never managed to find it. When they were all defeated, the Figurine of Fertility remained with a Chelni tribe and was forgotten by history.

Recent Events

Chelni

During the centuries the item was sometimes lost in the wilderness when a clan withered away around it, sometimes it was traded, but it always remained in territory of the Chelni, who regarded it a valuable possession. Clans have always prospered and others have withered so nobody associated the Figurine with the decline of a tribe. The negative powers may appear dormant for years, because isolated clans are less likely to be exposed to



diseases. When they are they decline all the faster. Moreover, other clans decline and die without the Figurine, so there was no obvious connection. Time and wishful thinking drew the curtain on any indication that something was wrong.

The autumn of 718 was a particularly harsh one on the Chelni subclan Guimi of clan Imi (part of the Serachelni tribe) that possessed the Figurine of Fertility at the time. Most of the subclan died of a mysterious disease. A twist of fate caused a group of adventurous traders lead by one Velen of Meren to scout the vicinity and find the remnants of the Guimi that autumn. The adventurous entrepreneurs dispatched the survivors and took the figurine as booty. The merchants reached the borders of Kaldor a few days later.

Kaldor

When the lucky trader and his group made it to the Kaldoran border in late autumn of 718, they sold off the item immediately. Whether it was because they could not accurately assess its worth or whether they needed the money badly is unknown. They certainly did not understand its deeper secret. The border village of Scoa in Kaldor bought the figurine when the reeve handled it and felt its invigorating effect. He associated the effect with Peoni even though the statuette does not bear any obvious relationship to Peonian theology, myth, or iconography. The possession of the Figurine of Fertility was soon linked to the recovery of a villager from a wound gained in the fields and the villagers began to see it as a good luck charm that was jealously guarded by them.

The winter of the same year saw a raid by the Kath on the village that was left with several dead and some cottages burned. The Kath retreated into the wilderness and the encounter of civilization with the Figurine was a short one. An immediate reprisal by the local lord failed so revenge had to wait another year. In the summer of 719 the Lord offered a bounty to those willing to hunt Kath and they met with success against a Kath clan weakened by the Figurine. Some of them had heard what the villagers of Scoa had said about the Figurine and when found, it was returned to them. Once more it was to be jealously guarded.

This all was not enough to prevent a few ingenious Kath adventurers trying to prove their manhood by stealing it in the late autumn of 719. These Kath knew nothing of the negative effect of the Figurine putting the destruction of the Kath camp down to the raid from Scoa. They knew only of the supposed invigorating effects. They stole the Figurine back and it has become the center piece of the clans encampments as, unfortunately, is almost always is the case.

The Lord of Scoa plans on a further expedition against the Kath in the Spring of 720.

Kath

The Kath have had the Figurine long enough to experience its positive effects and it is now placed in the center of the clan's camp. It is those effects that are circulating among the other Kath clans, however, it is beginning to weaken its hosts.

Part I: The Figurine Returns

The Barbarian Sleuths

The Guimi sub-clan leads a reclusive life. Part of this was tradition, part of it was protecting the powerful artifact. By not being seen too often, the sub-clan would "protect" the Figurine. This life off the beaten Chelni tracks, trying to stay undiscovered has left the disaster that struck the family unknown to the other subclans of the Imi for over a year. As all Chelni, they lived a semi-nomadic life, staying in one place for 1-2 years.

The Guimi did not appear at last years moot and also missed this years. The Guimi were always considered isolationists, but not showing even token interest in the Chelni Gather was considered impolite. Chief Atinrahdo (which translates into "Maintains traditions") of the Imi tribe sought to discover the reason for this lack of cordiality and sent riders in search for the sub-clan. When the riders returned after several days searching they finally revealed the catastrophe to him.

Chief Atinrahdo is not known for taking premature action. But once his mind is made up, he is swift, though, so nobody has volunteered to call him slow to react yet. Currently, he orders an investigation of the desolated site.

The former Guimi camp is 10 leagues upriver from the current location of the main clan at Lake Heras. Many wise men and many good trackers will venture to study the site and try to understand what has happened. The PCs should be a part of this, unless the game does not have enough time to allow for this. This is what can be found out.

- 7 people and 4 horses are buried in a “sleep” position, including 2 children and 2 adolescents. This implies that they have died peacefully and have been given the proper passage rites. It also implies that they must have died soon after each other. Since the Guimi have only settled here for roughly 2 years, they all must have died within that time frame.
- 4 dead people lie around in contorted positions. Their bones are clean with the occasional patch of hair and nails about. While the occasional animal bite can be seen, broken bones, in particular skulls, are observed. The state of decay implies the deaths occurred between 6 and 24 months ago. A few arms and a leg are missing, but those were probably carried off by animals.
- Three of the dead have weapons close by, they apparently were involved in a fight. One has two metal arrowheads in him, while another rests on a cloven shield. The type of frame of that shield is not used by barbarians (as far as the Chelni know). It should be obvious that civilized folk were involved in the combat here.

- The Guimi numbered about 15 people when last seen. Thus they all seem to be accounted for. The 4 dead laying around did not have the proper rights and should be buried soon.
- The many people and horses buried long ago suggest a strange occurrence that must have struck the Guimi. Why the remaining 4 did not seek aid, remains an open question, possibly they were ashamed to have all their horses die? Was it too fast?
- The conclusion should be that after some strange plague outsiders came and killed the remaining 4 survivors and took the Figurine with them and possibly any survivors. (Note that Chelni live relatively eastward and are not that accustomed to slavery.)

The General Assembly

Chief Atinrahdo is concerned. An important artifact, the Figurine of Fertility, which the sub-clan possessed has been stolen. The artifact must be recovered. The PCs are the group he has assembled to do exactly that. Probably because they have excelled at comprehending the grizzly circumstances at the deserted camp. Meanwhile he and the tribe's shaman will try to find out more about what has caused the Guimi demise and how others can avoid the same fate. The PCs will look for clues with the tribe and the chief and shaman give them any support they need. This is all the information available to the Imi, besides what they have found at the camp site. A little more circumstantial information may be gathered.



- The cause of death for the majority is unknown. Possibly food poisoning. The shaman will ask the spirits. (The thought that this has anything to do with the figurine is absurd at this point.)
- A few people remember an intrepid merchant that went into Chelni territory with guards some two years ago. He was a sympathetic person, as even fewer people remember from the Chelni moot before the event.
- It is uncommon, but not unheard of, that a sub-clan is not met for one or two years, particularly the more reclusive type. This is the reason an investigation was started only early this year.
- Other Chelni tribes would know little more. The chief discourages the PCs from disseminating the fact that the fertility charm was lost. Apart from the loss of face, it could possibly cause other Chelni tribes to look for it as well.

Flying Visit in Trobridge

As it is clear that the raid was by outsiders the obvious place to start an investigation is at Trobridge. Since Terlin, the innkeeper, and the other people in town have no interest in alienating the Chelni, they will be rather helpful and forthcoming. The following information can be obtained after some talking.

- Nothing resembling the figurine has been seen in Trobridge since the raid on the Guimi.
- Terlin is nervous about offending the Chelni but will tell them about a merchant by the name of Velen "the Viking" of Meren who has a reputation as a con man. He first obtains the trust of barbarian tribes and then steals their valuables – often through the use of force. He passed through Trobridge in the late autumn of 718 – about the right time to have then traveled on to where the Guimi were destroyed.
- Velen of Meren hasn't been seen since then and he has no regular timetable so there is no way of knowing if he will return soon; maybe if they waited until the next Moot. But that doesn't fit with the Chief's urging to find the Figurine quickly.

- Velen of Meren is not an Ivinian, his roots are unknown, he might originate from any place on Harn.

On the Road to Tashal

Crossing the Farin shouldn't be an option. The Tulwyn are not on friendly terms with the Chelni and Terlin's evidence suggests that Velen hasn't returned from the North. Terlin suggest Velen has probably headed to Tashal in Kaldor where he thinks "the Viking" usually went to sell his ill-gotten gains. He will even go so far as to recommend the Chelni to some friendly tavern in Tashal, so the foreigners will not be thrown out at first sight. (Though the PCs will most likely never reach Tashal, they don't know that yet.)

Encounters with a few traders or other travelers may reveal any of the following. The GM can use the information – and anything the PCs didn't pick up from Terlin – to ensure they have the information they need to make progress.

- Velen of Meren is known to many traders on the salt route for giving honest traders a bad reputation. For that reason he is not well liked even if he is technically a guilded mercantyleer.
- "The viking" was in Tashal late in 718.
- If the PCs give any details of the Figurine then a trader will reveal that Scoa, a small village just short of Tashal, is the proud owner of a Peonian charm.

Crossing the Border into Kaldor

No Chelni or Kath intervene on the path of the PCs, so they will reach Scoa in a few days. Note that the Kaldorans are uneasy about the Chelni but permit them to pass through their west bank territory. The riders are clearly not Kath with whom the village has a much less tolerant relationship.

The first Kaldoran village they enter is Kathane and there a garrulous group of merchants is camped. One of them is known to one of the PCs for a mutually beneficial trade at last year's Moot. He would be a good person to offer advice about Tashal and the route there, as well as what they might encounter on the way. He is a great story teller and says "... the best trade I've failed to

make this trip was up the way at Scoa ... I'd heard a tale in Tashal market that told of a farmer from Scoa who said they had never had such a good harvest but that they were now blessed by a Peonian charm that ensured crops grew well and over a longer season. All the animals bred true and well. He even claimed it was responsible for a couple of sets of twins born to women of the village. Turns out it was all talk. When we passed through the village yesterday I asked the local priest if I could have a blessing given the thing was so all powerful. He said that it had been stolen – I think he was just making excuses for spreading a rumor that he couldn't back up, you know what these priests are like! You can always tell when someone is covering up ... they add too much detail. He even described it to me in case I came across it in my travels". He then describes a small statuette which the PCs will instantly recognize as the Figurine.

This should ensure that when the PCs arrive at Scoa they seek out the priest or some other villager to get the full story.

Scoa

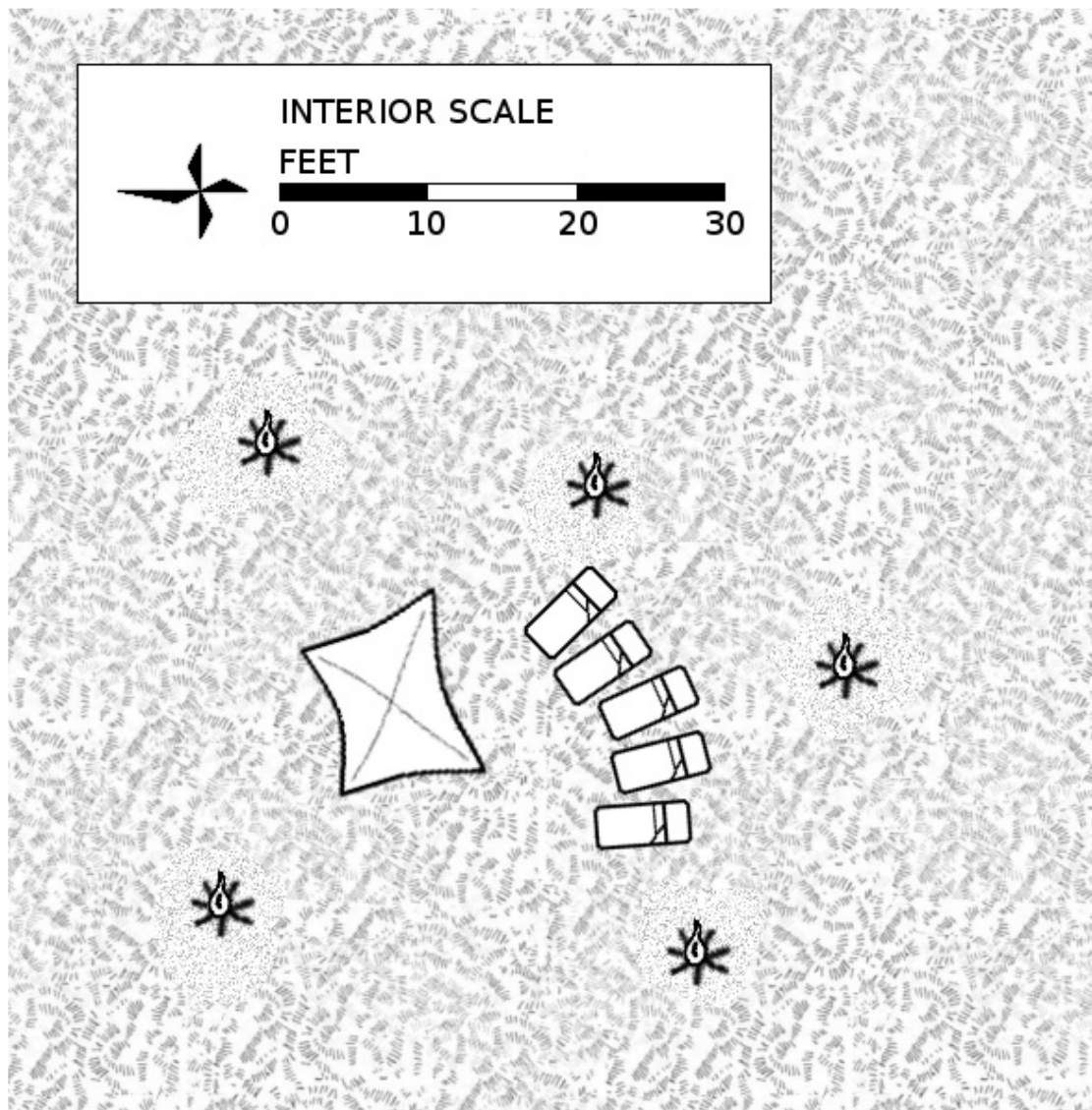
The PCs reach Scoa, where they are treated differently than in Kathane. Initial suspicions are higher but as long as they mind their manners they will be politely received after the initial challenge. Either the reeve or the yeoman will challenge the party as it enters along the south road. The road and fields are structured in a way to see approaching groups from some distance. Within minutes, whoever challenged the intruders first, is joined by more armed men armed with peasant weapons, but still dangerous in numbers. If the PCs are belligerent by nature then having a few Laranian warriors visiting the villagers from one of the nearby chapter-houses might discourage threatening behavior.

The village is on the frontier to Kath territory and has recently seen some incursions. While they may talk to any villagers, the yeoman or the reeve will always stay close and any Laranians will keep themselves to themselves but observe the PCs suspiciously. The overall feeling is one of a frontier town.

Either the reeve or the yeoman will provide information freely. If the PCs prefer to seek out the priest, they will find that Scoa has no resident priest. The mendicant priest is scheduled to arrive in about three days. The GM should make it clear that references to a priest by other NPCs, e. g. in Kathane, are to this mendicant priest – there is no priest "missing". The village is excited about the recent dispatch of mercenaries so they do not worry about revealing too much. Additionally, they feel quite secure with the attention they now have from their liege, represented by any visiting Laranians.

Approaching the manor will gain the PCs nothing. The lord of the manor will not meet with the Chelni as they are far beneath his station. He might condescend to meet with a chief were a treaty being negotiated but not with itinerant warriors on a quest.

- The history of the figurine as known in Scoa is related. Velen did not tell them, that the relic was taken by force.
- Velen of Meren is a sympathetic trader and the villagers think he's done them a great favor. He sold the charm for a low price and is held in high esteem.
- The figurine was stored with the Reeve in [7]. It is owned by the village as common property, all villagers chipped in.
- A mendicant Peonian priest held the statue in high esteem and asserted that Peoni's blessing could be felt on it.
- It was stolen by the Kath in late autumn during a sneak raid which the village didn't know about until it was over. Some Kath created a diversion while some other ransacked some of the cottages, including the reeve's, and made off with anything that looked valuable – including the figurine.
- The Kath are the vilest of people and the villagers will likely win any cursing contest, when the discipline is Kath name-calling.
- While the Laranian Reblena at Swune sympathized and made some effort to confirm in which direction the Kath had retreated with their booty he did not feel able to commit his own men to a pursuit. He said that the winter



was no time to pursue barbarians into their own territory. The Reeve took the case to him again last month and the Reblena agreed to lend the village sufficient funds to hire some mercenaries to search for the charm. While the Reeve knows that his lord will keep the charm until the villagers have repaid the loan it will be safe at Swune.

- The mercenaries were hired in Tashal and set off into Kath territory a couple of days before the PCs arrived in the village. Their trail is still fresh heading north and west; that's the way the Kath retreated in the Autumn. (The number of mercenaries should probably equal the number of PCs or be one or two men stronger.)

- The players may put up a tent or sleep on the commons on the other side of the hedge if they need to stay for the night. They are not allowed to camp in the village and nobody would take them in, the Scoans are polite but not naive enough to invite barbarians to live under their roof.

What can become apparent by talking to some military retainers – or even the yeoman of the village – is that the mercenary group is somewhat unreliable and it is good to have out of the way. The liege of Scoa would be happy with either outcome: the mercenaries return with the fertility charm or they die in Kath territory. The price he promised to pay will not be disclosed. No such offer will be made to the Chelni.

Into Kath Territory

The PCs will eventually enter the wilderness themselves in order to find what they are looking for. Just a few days before they enter, the mercenaries took the same route. The Chelni PCs are experienced hunters and it shouldn't pose a problem to follow the trail the mercenaries have followed.

The surrounding area is bereft of Kath for the reasons already known: the closest Kath have been decimated before and this mercenary group will do its share of killing as well. A few tracking roles should suffice to lead the band to the last stop before they encounter the figurine.

The journey takes about a day and a half. The first day is uphill mostly westward, after that the tracks of the Kaldoran party turns northward towards the camp. See the area map for details.

Encampment in the wild

The Kath who stole the figurine were not simply on a raid for booty. Merchants on the Salt route had told of Scoa's apparent good fortune and even described the "charm". When the Kath clan was struck by disease their headman proposed stealing the Figurine. He couldn't know that the positive powers of the figurine had no effect on diseases or that its' negative powers would simply weaken the tribe further.

The clan was, therefore, terribly weakened when the mercenary force encountered them and were negligible opposition. The slaughter was terrible as no quarter was given to the weak and sickly barbarians. The mercenaries did not escape entirely unscathed, however, and settled down to recover a short way beyond the camp, before heading home. At this time the PCs should have found their trail and either see the mercenary party in action or see the carrion birds circle the site of the massacre.

There are several ways to obtain the Figurine of Fertility now: kill the mercenaries and take it, steal it during the night, trade it from a superior position, or some other way. Dealing with the mercenaries should not prove too difficult. They do not expect an attack and they are wounded.

The number of surviving mercenaries should equal the number of PCs. While the combat statistics slightly favor the soldiers, the surprise should more than make up for it. If the GM needs to be easy on the players, guards are lax and the others are sound sleepers. If the GM wants to present a greater challenge than either have more mercenaries survive unscathed and/or have the camp properly set up with a wide perimeter and the guards more attentive. Remember that the PCs should return home successfully without too many wounds to tend. The people section contains details of Borbas, the leader of the band, and Ulgir, a local tracker.

Heading home

Assuming success, the Chelni band should head home with any minor encounter with the Kath giving them little trouble. In case some wounds need to be tended, the PCs may stay at the mercenary camp for a while, it might even be helpful to have a Kath hunting party find them just after they have 'taken revenge against the vile outsiders who struck down a helpless barbarian camp!'. If their rhetoric or Oratory can carry off that approach then they might well find themselves as Kath heroes given safe passage back to their own lands.

At this point the Kaldorans and the Kath are out of game. The Kath do not have the resources to keep looking for the figurine and the Kaldorans will take a while to understand what has happened. Once (and that is the GMs choice) they do, they also lack the resources to go to the Chelni and claim the figurine.

Playing Times

These are some time estimates you may find useful. Of course, the number of players involved, their abilities and their choices have a profound effect on such a schedule.

- General Assembly: 30-60 min. Includes getting to know each other, but not an introduction to Harnworld or Harnmaster rules.
- Flying Visit to Trobridge; 30 min. Do not get sidetracked by the many possibilities Trobridge provides by itself, unless you intend

to intertwine. Trobridge should remain an episode.

- On the Road/Entering Kaldor: 30 min. This may include providing information that would otherwise have been gathered at Trobridge. This may also be extended by adding in minor encounters. This depends on your balance of the desire to add color to the Salt route vs time constraints.
- Scoa: 60 min. Most intelligence is obtained here and planning will take place here. Play the expedition into civilization part.
- Into Kath Territory: 30 min. An uneventful journey that may be significantly less time consuming. Use this as a buffer to adjust your time constraints. On the other hand, adding hostile wildlife can increase time and tension.

- Encampment in the Wild: 60-90 min. This is the main encounter without much time variability.
- Back Home: 30 min. This depends on whether you immediately start with part II. In that case merge it with the Chelni moot and make it clear that the adventure is not over. Otherwise this is a standard aftermath affair, which may or may not include a cliffhanger.

The overall estimation is 4-5 hours. There are lots of possibilities to add red herrings, if things go too fast or speed things up for time lost before. Try not to press too much into this time frame and do not try to use less time. Otherwise this adventure will look more linear than it is and "force-marched". If in a tight spot, check (real) time often.



Part II: The Figurine Leaves

The second part of this adventure is structured differently. It is centered around three groups that vie for the Figurine of Fertility: the PCs, the Elves, and a Shek P'var Satia Mavar (Journeyman mage) with his companions. Each of these groups have different options at their disposal, which are described below.

After the eventful days in the beginning of the year, that saw the figurine change hands quite often, the next days pass uneventfully. At least as far as the adventure is concerned. The Chelni gather comes to an end, during which the PCs will be honored as heroes. Feasting and general goodwill attitudes will prevent an overly careful guard on the figurine and an unidentified thief sees his chance and steals it. (Do not let yourself be concerned with the official Trobridge module at this point, which describes a different mood. It is not applicable here.)

The main characters that are now introduced are described in more detail, and grouped together, in a separate section for GM convenience. If in doubt about motivations or other background information as well as Harnmaster rule values while reading through the

following material, please refer to the "People" section.

The chase that ensues should take about 7 days but it can be shorter, depending how fast the different scenes described pass. The scenes are there to give the PCs an understanding of the other groups powers as well as motivation so that they may better gauge them. If the GM feels that the PCs already understand their fellow treasure hunters, scenes can be left out. It is also not required to play them in the order presented; any order can be used.

The scenes assume that the elves joined the PCs. If not, they need to be modified accordingly. But see the last notes on the PCs' course; the elves should accompany them at least a few days before the climatic end.

Olgien and his Group

Olgien is a journeyman Shek P'var of Fyvrian convocation who is hunting down artifacts to advance in rank within the mages' guild. He assembled a band of adventurers that stole into the Chelni camp and got away with the figurine unmolested. Using magic it was difficult but not impossible to enter the Chelni camp and steal it.

He is aware of the fact that the Chelni will soon try to follow him. He would have been safer heading west to Tharda but his final destination will be the Fyvrian chantry at Gelimo in Melderyn. Now that he has the figurine he could not countenance the delay a detour to the west would entail. On the way to Tashal he has several options to keep the Chelni at a distance. His band is on foot.

- All his group are experienced in the wilderness and know how to hide their tracks. They will move off the trail, use river beds, etc before re-joining the Salt Route shortly before Kathane. Any tracking check by the players should be penalized with -10 or even -20, if the conditions for obfuscation are good.
- He will use his Fyvrian magic to hide tracks, in particular his self-researched spell [see below].
- He will bribe or convince travelers on the Salt route that his pursuers are brigands. Caravan guards already wary of Chelni ambushes do not require much convincing and will treat the PCs and their inquiries with great suspicion.

He knows of the rumors surrounding the Figurine; the common legends and that it is magically endowed. He knows that everyone who has possessed the Figurine has held it in high esteem for its healing powers, be they barbarians or civilized. He will only share information (even with his own group) on a "need to know" basis. He does not know about the elves. He has seen them in Trobridge, but not understood their presence there.

Note that the members of Olgien's group do not have the same motivation as Olgien himself. While Olgien intends to advance through the guild ranks, the rest of group are much more motivated by personal gain. They have been lured by gaining booty from the Chelni and selling goods from the Chelni in Tashal. The figurine is just part of the deal.

Use two standard soldier/mercenary and one wilderness type NPCs for Olgien's group, or whatever seems appropriate for a small travelling group on the Salt route. They are all seasoned adventurers and unwounded in any encounter. Also see the appendix for suggested characteristics and skills.

The Two Elves

The elves Sheenan and Loëlin have been following the trail of the Figurine for far longer than the PCs. They had passed through Scoa shortly after the Figurine had been stolen by the Kath. Having followed the Kath and observed them through the winter they also saw the mercenaries slaughter them and be overcome in turn by the PCs.

They have now followed the PCs to the Chelni Gather and, while carefully avoiding direct contact, have kept them under observation.

They have learned that Olgien is also interested in the figurine and that he is a Shek P'var. Their options are:

- They follow Olgien just in case he succeeds, not knowing that he now has the Figurine. If he does not come through Trodrige soon, they assume he went to Kaldor. This builds in a short head-start for Olgien and his band.
- If they are informed that a Shek P'var has taken the item, they have a short discussion among themselves and are determined that they can no longer play for time. The Shek P'var are known to keep items for long periods.
- They will join the PCs, because the two elves alone are no match for Olgien's group. They abhor violence, seeing it as a crude alternative to negotiation or manipulation. They will, though, defend themselves and their interests if necessary.
- They will tell their story to the PCs slowly. Once the party trusts the elves, they will reveal the truth about the figurine bearing a plague that outweighs any positive effects, in bite-sized pieces. They fear that revealing the truth outright would alienate the Chelni rather than gain their trust.
- That they are elves from Shava may not be apparent but since Chelni may have some interaction with elves the players should be allowed a folklore roll to see whether they recognize the elves as such.

How they go about their business will depend on how Sindarin are portrayed in the GMs campaign. They may make every effort to appear human with a scholarly interest in the Figurine willing to aid the PCs if they are simply allowed to study it

when it is recovered. Alternatively, they may appear the arrogant, original inhabitants of Harn condescending to have the PCs come with them so they may possibly learn what it means to be an intelligent entity!

They are skilled in survival in the woods and know their way around. They will never take any "short-cuts" through the Shava forest with the PCs. If given the choice of whether to use deadly force or rather let the Shek P'var have the Figurine of Fertility, they choose the latter option. The elves are on foot, but can acquire palfreys at Trobridge if needed.

The elves have some psionic abilities.

The PCs' course

The theft of the Figurine so soon after it had been recovered is difficult for the Chelni to accept – the PCs must find it again! The time from the initial discovery of the theft to the decision to send the PCs on another quest takes about a day, which is the head start Olgien has when the PCs begin their second investigation. The GM should keep careful track of the time as every hour the PCs spend in Trobridge before setting off adds to the Satia-Mavari's head start.

- The elves have been at Trobridge and everyone is quite sure they haven't left for the last week.
- There was a strange fellow called Olgien, who inquired about a Chelni fertility charm. During the gather information about the charm leaked and Olgien (and the elves) were interested in the story.
- The elves are willing to join the pursuit, They appear to be capable adventurers, if somewhat arrogant.

Tracking the escaping party will only slowly close the gap despite the potential speed of the hardy Chelni ponies. Many false trails have been laid some leading to snares and traps aimed at delaying pursuit. Also the palfreys the elves buy at Trobridge are much slower than the PCs ponies.

If the PCs still try to head off Olgien by leaving the road and heading across country to get ahead of him the elves will warn of the risk that he may then escape across the Kald at Jedes. Technically it is possible to have the climatic encounter before reaching the border with Kaldor. It just presents

the PCs with more options on "home ground" and should be considered for the final showdown (see below, why this is important). The PCs may also be reticent about heading up to the Salt route and visiting Scoa again; they may have made promises to the villagers that they have clearly failed to deliver!

If the PCs do not pass Trobridge or do not befriend the elves, the elves will start their journey to Tashal themselves, because they will have guessed why Olgien is not returning. Eventually, the GM should have the elves and PCs meet. They will have the same route and there is no reason to not be on friendly terms for now.

Some Scenes During the Chase

A Deserted Camp

The PCs find the remainder of a camp, which obviously stems from Olgien's group. They have followed their trail and the remains are in a state that show that the camp was broken in haste but was clearly made by experienced people. Describe a small animal that is hard to catch, but has been part of last night's meal for the party that left.

This is a chance for the elves to display their talent at woodcraft as they add details to what the PCs, themselves able trackers, find. It also demonstrates that Olgien has not recruited amateurs.

More Chelni

A group of nine Chelni have met Olgien's group several hours ago further down the Salt route. The group traded one of their axes for food, which they apparently were lacking. These Chelni are not at odds with the Imi coming up the trail so in an impromptu truce they talk with the PCs.

Obviously, they could have fought it out with the adventure group, but it did not seem worth the trouble and any casualties. After all, they didn't seem to have that much anyway but weren't weakened by hunger yet. The Chelni will relay the group's make up as they have seen it. (They know nothing about a Shek P'var.)

This is a chance for the elves to demonstrate their preference for negotiation over violence as they will seek to restrain the PCs from acting

aggressively to the other Chelni, and speak calmly and reassuringly to the other Chelni to encourage a peaceful exchange of information.

A Caravan

The PCs overtake a small caravan of three wagons heading for Kaldor. They left the Chelni gather early, in order to fetch better prices in Tashal, before the main caravan comes in.

They have been warned by Olgien about the Chelni, coming up as bandits, so they are highly suspicious of them. The elves will have no problem approaching and can ease tensions. After the nervousness has subsided, they will relate their experience with Olgien's motley crew – unless the Chelni give them indication to better not do so.

This is a chance for the PCs to get a hint of the elves 'otherworldly' powers (Psionics) as the caravan guards begin the encounter expecting a fight but then their mood transforms very quickly after the elves approach them. The GM should make sure that the PCs see the effort of the elves to approach the guards as near madness so that when smiles break out among them it seems most peculiar; and inexplicable.

"They did seem a bit odd. The green guy always huddling over his bags and all the others looking ever over their shoulders. I mean, they looked like a strong bunch without merchandise to steal, why would they be afraid of being plundered? It took just a few seconds after they left into the brush and turned invisible! If I hadn't seen them so close by the wagon, I would have wagered they were Chelni!"

This should hint at some of Olgien's magical powers.

Absentminded elves?

While hunting for food, one of the elves stumbles across an old, abandoned trap left behind by some hunters who left long ago. At least one of the Chelni accompanied him on the trip and he thought the trap was obvious and did not mention it. The elf, on the other hand, didn't see it and complains that the Chelni didn't warn him. The wound is not life threatening and will not become infected. It heals over time but should

still be slightly visible when the time for the showdown comes.

If the PCs propose to look for healing herbs, the elves will join of course, but they make no such move themselves. The Healing rate of elves with or without herbs is as would be expected for humans.

The GM should use this scene to show the players that elves are subject to several human emotions and indeed may even be too preoccupied too notice the obvious. Wound effects are not totally alien to humans – but still different. Use it when the elves seem overly alien.

Motive revealed

One night at the camp, one elf tells a story about how his son died in battle against a Gargun pack "a few years" ago. During the telling it becomes clear that he is speaking of a the time of Lothrim: "My son's mission was to trail the Foulspawner as he made a progress near the edge of Shava".

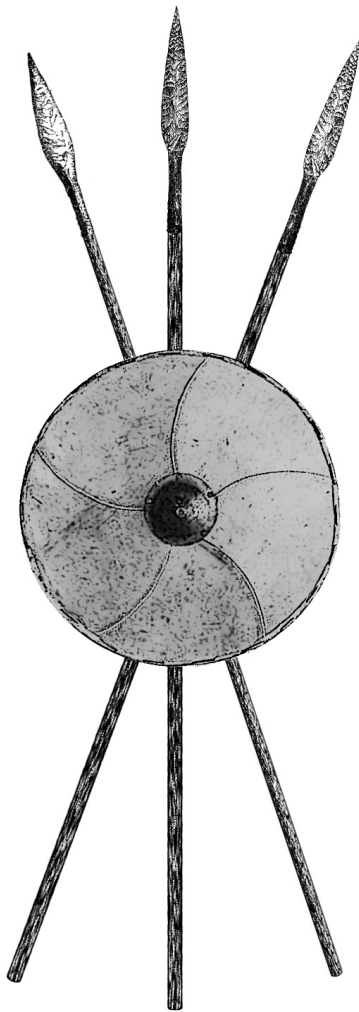
The Gargun had the Figurine of Fertility in their possession and bore it like a pennant. He wishes to avenge the folks that died in stalling Lothrim by removing this cursed item from circulation.

The elves will reveal more stories, if the hurried chase permits. All describe a generally benevolent nature of elves and how Sheenan and Loëlin are personally involved. How they are reluctant to trust the fickle humans and how on the other hand they can't do it alone.

Powers meet

Use this scene to give the players an understanding that both elves and Olgien have powers available that the PCs don't quite understand. The GM should not use it, if the PCs are already in awe of either group, as it is not intended that the PCs get the impression that either Olgien or the elves are too powerful to be confronted.

Following one of the dead leads from Olgien's Tracks [see below], one of the elves bows down and concentrates for a few minutes and then declares "the mage was not here", directly contradicting what the eyes seem to tell. The elf is



right, his psionic Sensitivity talent being used effectively. In the end, the PCs will know that Olgien is capable of laying false tracks even experienced trackers cannot make out as such and that the elves are still able to tell the difference.

The GM's path

Your goals in this part of the adventure are the following; keep the chase going until just about the time Olgien reaches civilization. This is the time of the showdown (see below) at which time you should present the

dilemma to the players, if you haven't done so before or the players have guessed.

Apart from using the powers that are at the disposal of Olgien or the elves at convenient times, you should use additional, potentially hostile encounters to slow the PCs' or Olgien's group down. As GM, you can fine-tune the speed of both groups this way such that they meet at the designated place and time. The reason for keeping the players on their toes during this phase is twofold.

The first intention is to show the players, that there are three relevant factions, each of which cannot win against the other two combined. The scenes above are meant as examples and should be elaborated or curtailed as the PCs begin to understand. It must be clear to the PCs that neither the "Shek P'var" nor the "Elves" are unbeatable. But challenging either should prove

dangerous. How misconceptions about the other parties are reduced depends on what they are. The Chelni tribes in general have some minor experience with the Shava forest people. Seeing an elf excite himself about some trifle or go to a lavatory, goes a long way to making them more down-to-earth. If they joined the PCs, let the elves make tracking rolls just as the PCs. Chances are that the players will see that the elves' scores are not outlandish. Since the Shek P'var group is not directly seen, this is more difficult. On the other hand they leave traces just as the one described above.

The other reason is to give the players some time to come up with a plan, once they have caught up with the mage's group. The way the story drifts, the climax should turn out to be a "Mexican standoff". The party that goes first may be the one that gets the attention of both others and loses.

The group may try to cut the chase by immediately heading for the border at Kathane and ambushing Olgien. Make it clear to them, that Olgien is not likely to stay on the Salt route at such a critical point. Any other short-cut or seeming tracking superiority should be countered with Olgien's spells. They are all detailed below, read them thoroughly.

Mexican Standoff

Depending on the PCs decision, part II may take several endings, but the most probably one is that all three parties meet in one place. Make sure that none of the groups surprise the other, so that the climax can properly unfold.

Should the Chelni have alienated (or even killed) the Elves, they don't have a chance against Olgien's party, unless through sheer luck; or the GM weakens the opposition by having one of the mage's comrades leave or get lost. That would lead to a more traditional final showdown. A synopsis of the motives: (a) The mage wants the artifact for himself and his chantry. His group supports him as long as they also profit. (b) The elves want to destroy the item, which is a testimony to Lothrim's evil deeds. (c) The motive of the PCs will have started out as wanting to return the Figurine to the Chelni but may have

changed during the chase. By the time they arrive at the climax they could believe that the Elves have been lying to them and still want the figurine. Alternatively they may decide that the Elves should destroy the figurine as it is too dangerous to anyone who owns it for long. More mercenary PCs may simply want to sell it to remove it from the Chelni where it can do harm or simply for profit! The GM should seek to confront them with these choices during the chase or at the climax, and ensure they realize that it is they that hold the balance and therefore that their decision and actions are important.

The following show three possible outcomes, but there are many more depending on the GMs intent; the PCs motives and their previous actions:

- The Elves will take it, bullying the Shek P'var with the help of the Chelni. They have promised the Chelni some rare healing herbs from the Shava forest as compensation.
- The Shek P'var keeps it. The Chelni consider that the mage that stole it will eventually get sick and that's what he gets for stealing. The elves do not enlighten the mage.
- The Chelni take it to bury it someplace. Maybe

one day they gift this to the Tulwyn. While both Mage and Elves object, they think they will rather take their chances with the other barbarians than tackle the Chelni now. The elves still have time and the mage knows a few other adventure sites.

More options: have the elves lied? The mage keeps it, so maybe one day the negative aspects can be understood and avoided? Maybe find an impartial fourth party? Maybe a follow-up adventure is in the queue as either the elves or the mage try to trade for one with treasure more lucrative? Is the discussion within sight or earshot of Kathane or another Kaldor village?

Playing Times

A rough estimation of the time needed to play the second part of the adventure is 2 hours, This is basically modified by how many of the scenes are played during the chase or the time needed to convince the players of the power levels of the various factions involved; and whether the GM adds more random encounters that delay the PCs.

You also may want to play out the Chelni gather to add color to Chelni life.

Locations

Village of Scoa

Population: 43 (10 HD)

Holder:

Acres: 520

The village has only recently been founded in an attempt to expand on the west bank of the Kald river. Historically, this site has seen many skirmishes between the Kath and Kaldorans with various outcomes until 702TR. In that year the Rekela of Swune decided to settle the place and persuaded a group of mercenary veterans to settle here. They were made villeins or freemen and since cleared the place.

The village and its roads were heavily patrolled initially but after the first few years the routine was relaxed. While the site remained relatively peaceful for another year, in 710 a raid by some Kath almost wiped out the place. The only villagers to survive were those that made it running to Swune. A retributive strike took place



immediately and probably the attacking clan was annihilated. But the harm was done: few people were willing to repopulate the ailing village of Scoa and become targets for barbarian war practice. But the fields were good and eventually things again turned normal, with patrols instantiated again.

In the winter of 718, however another attack was made by the Kath, which had mixed results. A Peonian artifact called the Figurine of Fertility was stolen and much of the town was destroyed. The townsfolk could flee though and none were killed or seriously injured. This was held as a good omen and when later a force was dispatched by the Laranians, that took care of the offending Kath clan, the future looked bright again. Strangely enough, the Figurine was stolen only a few months ago again. The tracks and marks left behind indicate Kath. Again.

The hedge next to the stream is well maintained and stands on top of the incline, which slopes downward some 4-5 feet. The clearing on the other side is the commons and also meticulously cleared. Recently the trees between the south and east fields are being cut to increase the arable land of the village. Already now, the underbrush has been eradicated as much as possible further into the woods.

Note that Scoa is managed by the Reeve and is controlled through the Reblena in Swune. Military personell is a common sight in Scoa and vicinity.

1 Villein Trullon of Parony (5): This Villein has recently joined this village from a neighboring one, closer to the Kald. He was offered this lot when he married and has proven that he can keep his own. He is 29 years old now and the couple has also been quite fertile (which Therun [4] attributes to the Figurine and Trullon tends to believe him – despite the fact that the figurine was not in the village for the births).

2 Villein Iaran of Oparun (5): Iaran has almost the same history as Trullon [1], but he is 3 years his senior. However, his wife was healed of a serious rash just when the Figurine arrived, which makes him a firm believer in its powers and a devout follower of Peoni.

3 Freeman Varnam of Ornel (3): is one of the original company that settled here. He is 50 years old now and has lost his oldest son ten years ago in the Kath attack. His younger son is now ready to take over the farm at age 22.

4 Half-Villein Therun of Kamer (4): A faithful follower of Peoni, he is throughly tried by his goddess. The blessings of the relic have not fully materialized for him. His youngest child has died just a few day ago of an unexplained fever.

5 Alehouse of (Villein) Urbolt of Silarden (6): The jolly man in his mid-thirties runs an alehouse on the Salt route. It is not frequented much, since most travelers try to reach Kathane when west-bound or the other side of the Kald when east-bound, but it is sufficient to give his income a boost and he can feed his increasing family without too much trouble.

6 Cottar Torl of Sarve (3): A villein of 39 years, his right leg is lame from the Kath attack and his formerly well-managed lots have deteriorated since then. His wife (30) and his daughter (14) help as best as they can.

7 Reeve (Villein) Jostum of Trell (5): Jostum (40) has been the Reeve since 711TR. The fields are good and the village is supported from the fief holder located in nearby Swune for strategic reasons. He usually is in a relaxed mood because of this comfortable situation. He kept the figurine while it was in the village.

8 Yeoman Torulf of Petys (4): This small family is the other group that survived from the beginning. Originally, Torulf was the captain of a mercenary band and was awarded this freeman position in 702TR. He himself is 54 and slowly feeling old age. But he has a strong son of 25 years that he is proud of. He keeps a pack of 4 hounds that should detect any Kath approach, so he thinks.

9 Half-Villein Protek of Sarve (5): A distant relative of Torl [6], he manages his acres for his family and tries to support the lame. But his

fields are farther away and with 4 mouths to feed he has enough troubles of his own. He is speculating on another plot when the clearing is sufficiently big.

10 Freeman Harome of Gyrtel (3): This man of age 30 has arrived in 711TR. He is the married son of a member of the mercenaries that originally settled here. His father died in the Kath attack just after he invited his son to come here. Harom talked with the fief holder and persuaded him to rent the patch that his father held before under the same terms.

Mercenary Campsite

The mercenaries that killed the remaining Kath have made a camp for the night on the border of the former Kath camp. They have lit some some small fires that illuminate the perimeter of the site. The camp is part of a greater clearing in this wood, The interior of the camp is dimly lit and targeting someone in the interior is difficult, but when aiming between two fires, this is simpler.

The band does not expect further resistance but they are not foolish. The camp is according to what can be expected in unknown territory: little lights, and some guard on duty all night. A tent covers the items that should no get wet, including food and the potentially seriously wounded (mark those bed rolls off of the map, if you decide there are some). If there is sufficient wind and rain, the tent walls will be lowered. Without wind and rain, they are raised to allow better visibility. The brush and trees are never closer than 30ft, on the site of the former Kath camp the closest obstacle is 50ft away.

The night routine depends on how tired the mercenaries are and this in turn depends on how hard the GM wishes for the PCs to struggle. Routines may range from two alert, moving patrols within, always scanning the exterior during full moon to one exhausted guard, struggling to stay awake in light rain.

Eastern Kathela Hills

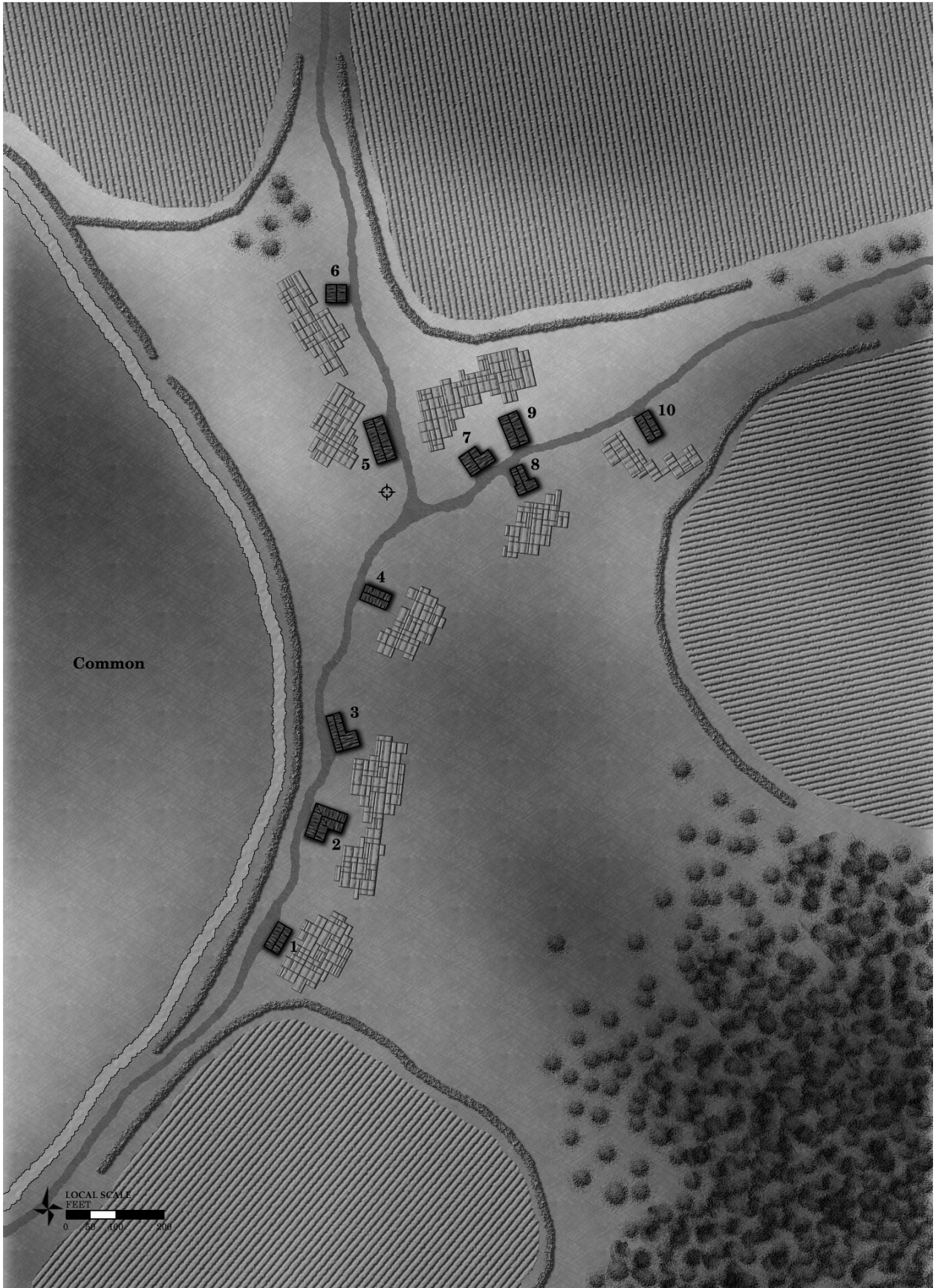
This map shows the deserted Kath camp in the north, at the boundary of which the mercenaries

have made their camp. The hills lend themselves to ambush and any description of the environment should state the thrill of being the hunters and possibly the hunted at the same time to the adventurous Chelni. This is not their terrain, although they are accustomed to woodland.

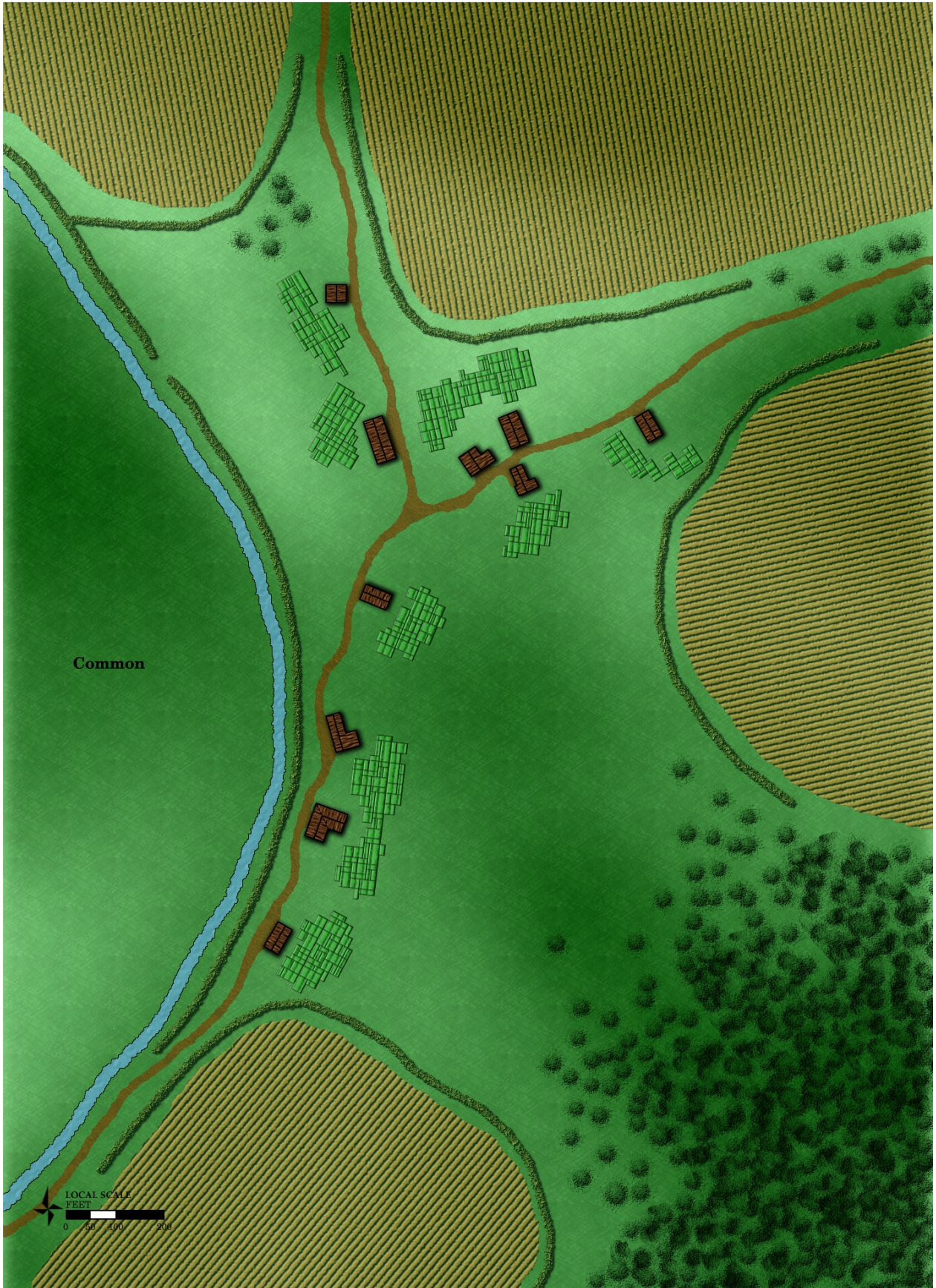
The dotted lines are more tracks than paths and they are increasingly difficult to follow the

further they lead away from Scoa. But at the time of this adventure the northern tracks should not pose a serious problem, since the mercenaries have expanded them a lot. Moreover the former Kath camp is not hard to identify, as carrion birds fly around it and a faint smell from the perimeter fires can be caught during the night by the barbarians if within a few hundred yards, depending on wind conditions.

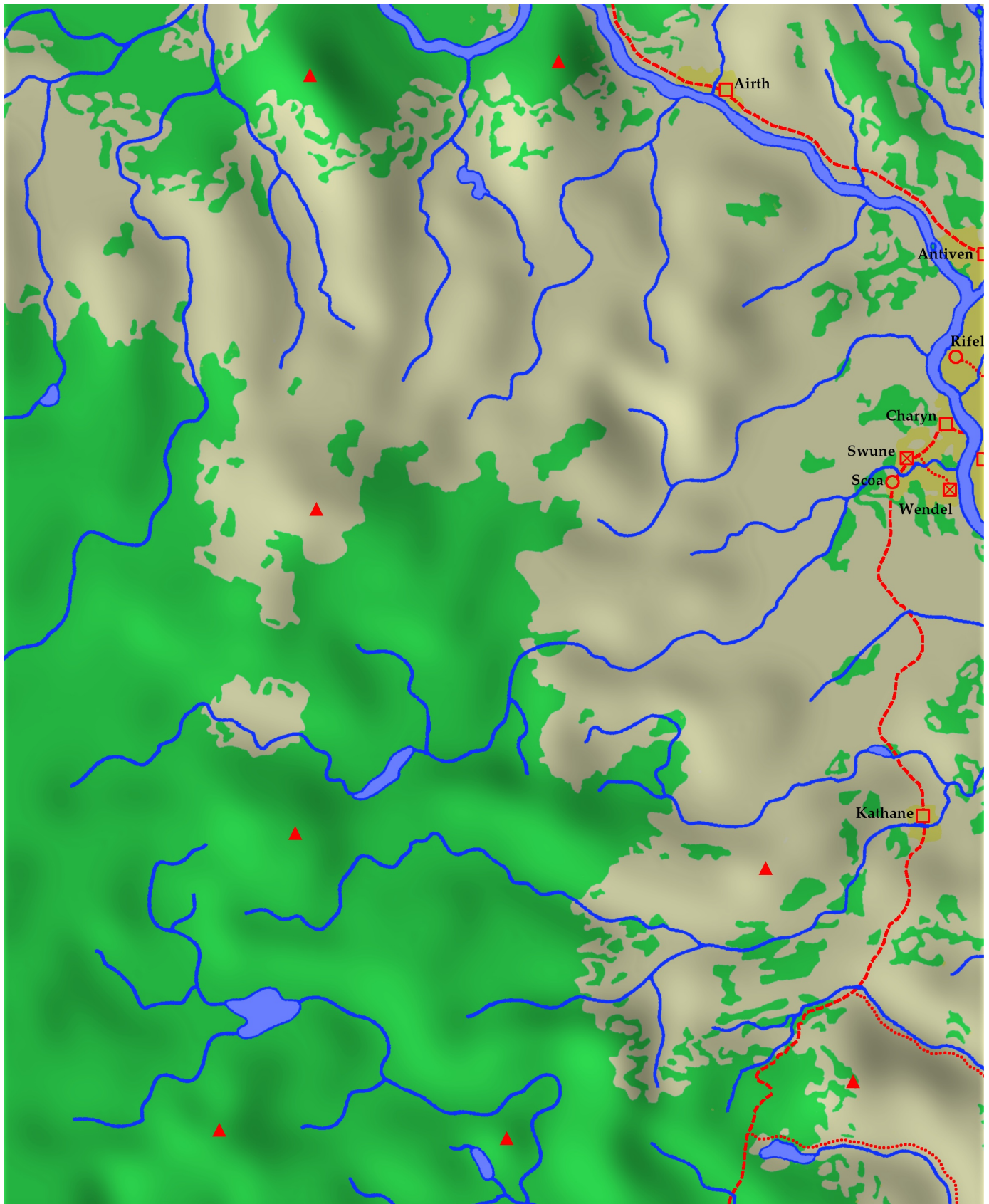
GM Map Scoa



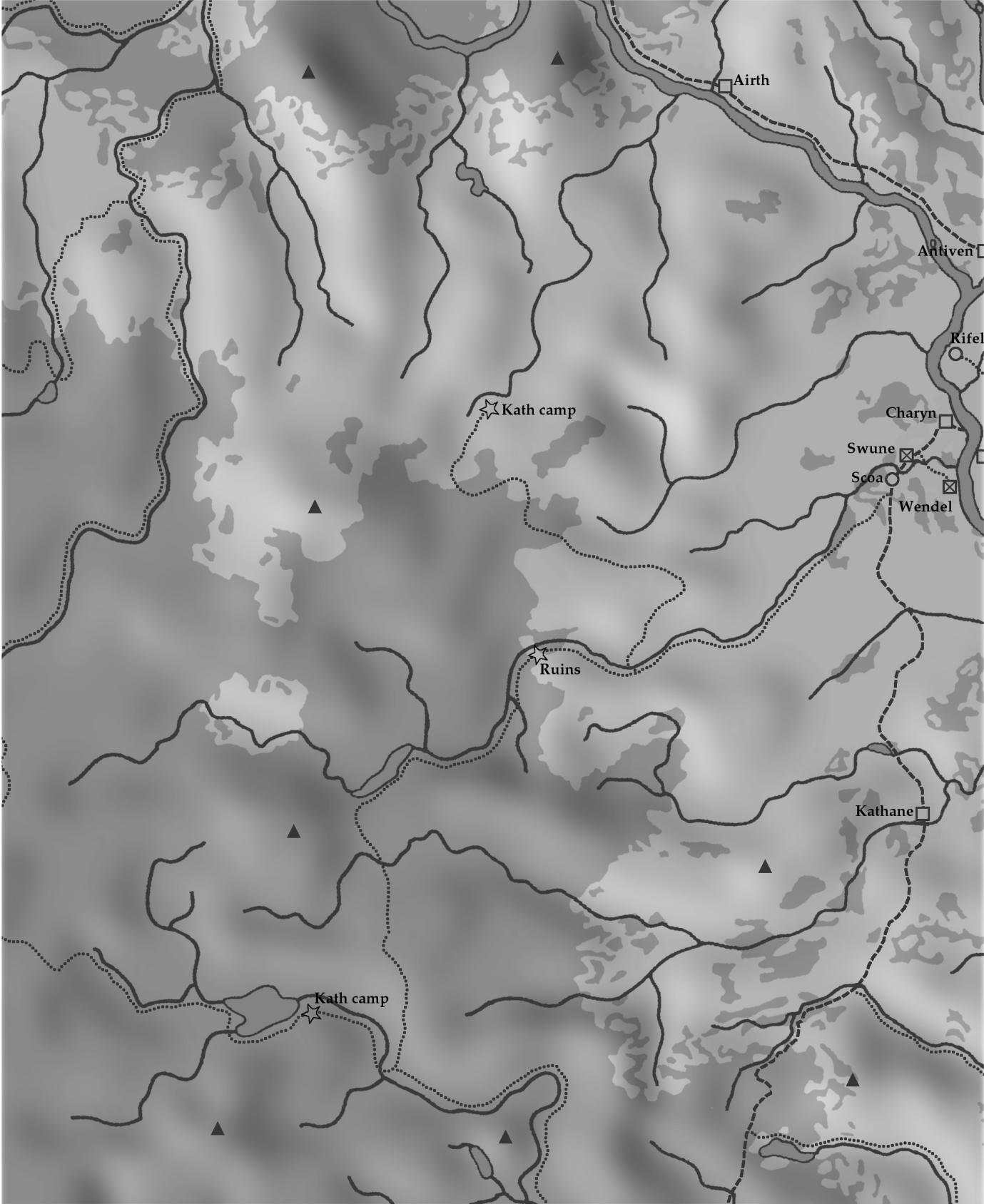
Scoa Player Map



Player Map Kathela Hills



Kathela Hills GM Map



Aratok

Chelni Hunter

Str	13	Eye	17	Int	12
Sta	12	Hrg	14	Aur	10
Dex	14	Sml	10	Wil	12
Agl	15	Voi	07	Mor	11
Cml	09	End	12	Mov	11

Skills

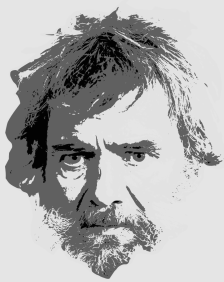
Animalcraft/44, Awareness/56, Climbing/56, Condition/60, Fishing/42, Fletching/32, Foraging/36, Herblore/23, Hidework/34, Intrigue/33, Jumping/64, Oratory/18, Rhetoric/30, Riding/70, Ritual(Chelni)/10, Singing/27, Stealth/47, Survival/57, Throwing/64, Tracking/77, Weatherlore/39, Hårnic/60

Combat

Dodge/75, Initiative/78, Unarmed/56, Bow/69, Spear/64

Armor/Weapons

Leather Shield, Short bow, Spear, Leather shoes and shirt, Serge pants, hood and shirt



Name	Aratok
Species	Human
Sex	Male
Age	25
Culture	Chelni
Height	6'6"
Frame	Heavy
Weight	160 lbs
Hair	Brown
Eyes	Hazel

Weapons	Short bow, Spear
Armour	Leather shirt and shoes, Serge hood, pants, and shirt

Aratok, PC

This 25-year old man is ready to become a regular member of the clans and marry a wife. He nervously awaits the next Moot at Trobridge, were he will be hunting in quite a different manner than what he is used to.

He is the most able tracker of the PC group and quite alert. He has spent some time in the wilderness alone all the while honing his skills.

He has a distaste for religious rituals and a moderate phobia against deistic display in particular; ceremonies and the like, which he

shuns. He fears that a god will eventually show up with all this praying, pleading, and what not; and gods are always angry.

He is from the same clan as the other PCs, the Imi Chelni. He knows them all well as they do him. They regularly meet each other.

Corman, PC

Corman is a 22-year old warrior. He has failed in the first round of proving his manhood six years ago, but has succeeded in the second. Still he strives to make that blot in his history disappear by being courageous and he always

Corman

Chelni Hunter

Str	13	Eye	10	Int	12
Sta	13	Hrg	11	Aur	10
Dex	11	Sml	16	Wil	11
Agl	10	Voi	06	Mor	12
Cml	15	End	12	Mov	09

Skills

Animalcraft/38, Awareness/50, Climbing/46, Condition/62, Fletching/22, Folklore/32, Foraging/41, Hidework/36, Intrigue/35, Jumping/46, Oratory/24, Rhetoric/32, Riding/64, Ritual(Chelni)/26, Singing/26, Stealth/40, Survival/50, Throwing/46, Tracking/48, Weatherlore/38, Hårnic/62

Combat

Dodge/67, Initiative/68, Unarmed/46, Bow/51, Spear/66, Sword/71

Armor/Weapons

Leather Shield, Short bow, Spear, Leather shoes and shirt, Serge pants, hood and shirt



Name	Corman
Species	Human
Sex	Male
Age	22
Culture	Chelni
Height	6'
Frame	Medium
Weight	171 lbs
Hair	Brown
Eyes	Hazel

Weapons	Short bow, Short sword, Spear
Armour	Leather shirt and shoes, Serge hood, pants, and shirt

volunteers for prestigious adventures. He is thus appears more foolhardy than would be expected of a seasoned warrior of his age, but this is actually not the case.

He strives to be a leader, but will soon step back, if someone who didn't "fail the first time" takes a stab at leading. If not prevented, he is a capable leader, since he knows that there is a

"second try", even in real life, so there is no need to let things get out of control.

He is from the same clan as the other PCs, the Imi Chelni. He knows them all well as they do him. They regularly meet each other.

Liamlik-on, PC

Liamlik's father was a mercenary that raped a daughter of the tribe. The father was killed but the offspring saved. Still, this keeps Liamlik-on an outsider and his appearance is telling.

He likes to prove his worth and lose the "-on" from his name, which shows that he is not fully integrated into the clan in several traditional respects. He often trafficked with civilized folks in Trobridge, so he is the most civilization-savvy of the group.

This adventure might be the chance for this "broken" character to gain the social status that he is craving for.

He is from the same clan as the other PCs, the Imi Chelni. He knows them all well as they do him. They regularly meet each other.

Lortek, PC

A young warrior of 20 years, Lortek wants to prove his worth – to both himself and others. He is color-blind and that is known to some. He sometimes has trouble making out certain wildlife, which every child can point out, which is awkward for a barbarian.

This predicament will obviously not go away, but Lortek is trying to get a reputation that makes it "dangerous" to tease him about it. By hanging around with Aratok and Corman, of which Aratok is the senior, he has made some friends that those that would scorn him need to reckon with.

He is from the same clan as the other PCs, the Imi Chelni. He knows them all well as they do him. They regularly meet each other.

Ownim, PC

Ownim is a Sarajinian, always eager to prove that the this faith brings out the best in warriors. Many clan members still view the foreign believe with skepticism but it is spreading. (Note that 20% of the Chelni are already Sarajin followers.)

Liamlik-on

Chelni Hunter

Str	14	Eye	17	Int	11
Sta	13	Hrg	15	Aur	18
Dex	13	Sml	12	Wil	16
Agl	15	Voi	11	Mor	12
Cml	10	End	14	Mov	11

Skills

Animalcraft/56, Awareness/68, Climbing/56, Condition/70, Fletching/32, Folklore/39, Foraging/39, Hidework/38, Intrigue/48, Jumping/68, Oratory/24, Rhetoric/42, Riding/75, Ritual(Chelni)/28, Singing/36, Stealth/56, Survival/56, Throwing/68, Tracking/55, Woodcraft/32, Weaponcraft/14, Hårnic/64

Combat

Dodge/75, Initiative/96, Unarmed/56, Bow/52, Dagger/56, Spear/81

Psionics

Charm/17, Clairvoyance/17, Hex/17, Medium/17, Prescience/17, Pyrokinesis/17, Telekinesis/17, Telepathy/17

Armor/Weapons

Leather Shield, Short bow, Spear, Leather shoes and shirt, Serge pants, hood and shirt



Name	Liamlik-on
Species	Human
Sex	Male
Age	24
Culture	Chelni
Height	5'1"
Frame	Medium
Weight	128 lbs
Hair	Black
Eyes	Black

Weapons	Short bow, Dagger, Spear
Armour	Leather shirt and shoes, Serge hood, pants, and shirt

Lortek

Chelni Hunter

Str	15	Eye	14	Int	17
Sta	12	Hrg	17	Aur	09
Dex	11	Sml	14	Wil	17
Agl	17	Voi	13	Mor	13
Cml	09	End	15	Mov	15

Skills

Animalcraft/64, Awareness/60, Climbing/56, Condition/75, Fletching/24, Foraging/42, Hidework/38, Intrigue/45, Jumping/64, Oratory/26, Rhetoric/51, Riding/75, Ritual(Chelni)/26, Singing/42, Stealth/56, Survival/56, Throwing/52, Tracking/55, Weatherlore/45, Woodcraft/30, Hârníc/66

Combat

Dodge/85, Initiative/102, Unarmed/56, Bow/57, Shield/48, Sword/69

Armor/Weapons

Leather Shield, Short bow, Spear, Short sword, Leather shoes and shirt, Serge pants, hood and shirt



Name	Lortek
Species	Human
Sex	Male
Age	20
Culture	Chelni
Height	5'11"
Frame	Medium
Weight	166 lbs
Hair	Blond
Eyes	Hazel

Weapons Short bow, Dagger, Spear
 Armour Leather shirt and shoes, Serge hood, pants, and shirt

Ownim is prone to start preaching when tongues loosen up at the campfire. But being 20 years old, his wisdom is seldom taken seriously. When with Aratok, he is often reigned in by the elder. But to a Sarajinian the actions count not the words. (Ownim is not a zealot.)

He is from the same clan as the other PCs, the Imi Chelni. He knows them all as well as they do him. They regularly meet each other and probably will have hunted together. Ownim is the closest relation to the Imi chieftain, although it is only by the degree of being cousins.

Ownim

Chelni Hunter

Str	14	Eye	13	Int	13
Sta	17	Hrg	13	Aur	12
Dex	11	Sml	11	Wil	08
Agl	17	Voi	07	Mor	13
Cml	11	End	13	Mov	13

Skills

Animalcraft/48, Awareness/48, Climbing/64, Condition/85, Fishing/39, Fletching/24, Foraging/42, Hidework/32, Intrigue/33, Jumping/64, Oratory/20, Rhetoric/27, Riding/78, Ritual(Sarajin)/12, Singing/27, Stealth/44, Survival/60, Throwing/52, Tracking/52, Hârníc/59

Combat

Dodge/90, Initiative/66, Unarmed/72, Shield/56, Spear/81, Sword/69

Psionics

Prescience/11

Armor/Weapons

Leather Shield, Short bow, Spear, Short sword, Leather shoes and shirt, Serge pants, hood and shirt



Name	Ownim
Species	Human
Sex	Male
Age	20
Culture	Chelni
Height	5'7"
Frame	Medium
Weight	150 lbs
Hair	Blond
Eyes	Green

Weapons Short bow, Dagger, Spear
 Armour Leather shirt and shoes, Serge hood, pants, and shirt

Borbas, Mercenary Captain

This captain of a mercenary group is 40 years old now and actually wants to settle down, but not as subordinate in the feudal chain. He will rather continue to work for money and die fighting than take orders from someone else.

His crew of 5 men think likewise and accept only the captain as the most eloquent in striking

deals. All of his men are merciless killers that the Kaldoran lords are happy to have sent into barbarian territory. It is likely their guide Ulgir (see below) will "accidentally" be killed in the attack on the camp; he served his purpose by then.

Their current job is to recovery a figurine from a Kath group that stole it from the village of Scoa. The money for this job hasn't been paid yet. After having found the Kath tribe, his team butchered the Kath clan in the wilderness and took the Figurine of Fertility from them. Apparently, the Kath already had some problems, because there weren't as many as Borbas expected from intelligence he had on Kath tribe sizes.

The members of his team are skilled but currently lax in their routines as they have just butchered everything around and taken some wounds to which they are attending. Their discipline is not good enough to prevent routing, if things turn bad.

Use standard soldier/mercenary type NPCs for the other members of Borbas' band, but make sure that Borbas skills are about 25% above those of the other members in key combat and social skills.

Borbas

Mercenary Captain

Human, male, 40 years, 5'7", 169 lbs, brown hair, gray eyes

Str	13	Eye	10	Int	12
Sta	14	Hrg	10	Aur	11
Dex	13	Sml	08	Wil	12
Agl	11	Voi	10	Mor	05
Cml	09	End	14	Mov	12

Skills

Awareness/55, Climbing/48, Intrigue/55, Jumping/54, Oratory/32, Rhetoric/45, Stealth/32, Survival/30, Throwing/60, Hårnic/62

Combat

Dodge/65, Initiative/90, Unarmed/65, Bow/46, Dagger/42, Shield/68, Spear/57, Sword/88

Armor/Weapons

Roundshield, Short bow, Short sword, Spear, Dagger, Leather Knee boots, shirt, and leggings, Ring vest and gauntlets, Kurbul helm and vambraces

Ulgir

Wilderness Guide

Human, male, 48 years, 5'4", 155 lbs, brown hair, brown eyes

Str	12	Eye	13	Int	08
Sta	13	Hrg	12	Aur	08
Dex	13	Sml	10	Wil	10
Agl	12	Voi	08	Mor	07
Cml	08	End	12	Mov	12

Skills

Awareness/71, Climbing/54, Foraging/42, Intrigue/36, Jumping/60, Oratory/18, Rhetoric/30, Stealth/47, Survival/54, Throwing/60, Tracking/50, Hårnic/60

Combat

Dodge/70, Initiative/84, Unarmed/44, Dagger/46, Shield/55, Spear/70

Armor/Weapons

Dagger, Roundshield, Spear, Leather shirt, leggings, and kneeboots, Cloth shirt

Ulgir, Wilderness Guide

Ulgir was a local aid to the royal forester and settled in proximity of Scoa. At the age of 48 he is now subject to gout, which does not allow extended wilderness activities any longer. He therefore decided to lead his remaining life by tending a small patch of land and using special forester's rights regarding foraging in the woods.

He knows its way around Kath grounds from his previous experience as forester. He dislikes civilization to the point that he refused being part of the census, and his plot of land is off to the east edge of the map. He has rumored to have Kath blood running in him and Ulgir has not denied this speculation. He had, however, established tentative relations with the Kath at one time, so also knows a few of their trails.

When Borbas and his group of mercenaries approached Ulgir and offered him a job guiding them through Kath territory, he jumped at the proposition to supplement his income. After a day watching the behavior of Borbas' group, he started having second thoughts and currently he outright detests his duty. He talks little and is very uneasy about this group he travels with. He is no longer here by choice.

Derin, Inudal, Poril

Mercenaries

Human, male, 23/29/35 years,
5'5"/5'10"/6'0", 150/154/161 lbs, brown hair,
green eyes

Str	13	Eye	10	Int	10
Sta	13	Hrg	10	Aur	08
Dex	13	Sml	08	Wil	12
Agl	12	Voi	08	Mor	05
Cml	07	End	13	Mov	11

Skills

Awareness/55, Climbing/50, Intrigue/36,
Jumping/64, Oratory/16, Rhetoric/30,
Stealth/32, Survival/24, Throwing/60,
Hârníc/60

Combat

Dodge/65, Initiative/84, Unarmed/60,
Bow/46, Dagger/46, Shield/62, Spear/52,
Sword/75

Armor/Weapons

Roundshield, Short bow, Short sword, Spear,
Dagger, Leather Knee boots, shirt, and
leggings, Ring vest and gauntlets, Kurbul helm
and vambraces

Derin, Inudal, and Poril, Mercenaries

Three standard mercenaries from Borbas' troop. They share the general outlook of Borbas and are adequately loyal. Currently they are not very attentive, believing that the local hills do not pose any danger after the Kath have been killed.

Sheenan and Loëlin, Two Elves

The two elves have grown up together in times long past. These childhood days are enshrouded by time, but for some years now they have been traveling together again. In particular, they have both lived through the foulspawner's reign and have both come to understand that the corruption of the land is deep. The Gargun are not the only evil that was left behind. Since then their motive to keep traveling Harn became to remove these evils as good as they can.

The figurine and its powers are known to both Sheenan and Loëlin. The two elves had found some evidence of the figurine among the remains of Lothrim and looked into the issue for a while.

But with much information being in the hand of dwarfs or lost altogether and the elves having retired from active campaigning on Harn by the time, the Sindarin buried thoughts about this item in the back of their minds, where so much else is already buried.

Still memory works differently among the Sindarin than among humans. For when the two of them came through the village Scoa, hearing about a fertility charm, they immediately understood that this charm might well be the Figurine of Fertility. Yet, they do not trust humans and will not disclose their information easily. How they could wrest the items from human hands to seal it off or destroy it, is another question. They have time. Currently, after centuries of obscurity, there is no need to rush.

However, being driven by a benevolent attitude towards the "lesser" races, they took a liking to the Chelni who so valiantly fought to bring home their own nemesis. They intend to rid the humans, and the Chelni in particular, of the

Sheenan and Loëlin

Travelers

Elves, male, adult age, 5'9"/5'11", 141/146
lbs, blond hair, green eyes

Str	12	Eye	13	Int	10
Sta	11	Hrg	10	Aur	16
Dex	16	Sml	12	Wil	14
Agl	15	Voi	12	Mor	15
Cml	11	End	12	Mov	13

Skills

Awareness/71, Climbing/54, Fletching/80,
Folklore/43, Foraging/65, Heraldry/41,
Intrigue/52, Jumping/62, Oratory/34,
Physician/63, Rhetoric/42, Ritual(Siem)/47,
Stealth/75, Survival/77, Throwing/62,
Tracking/60, Hârníc/80, Sindarin/87,
Lakise/78, Selenian/78

Combat

Dodge/70, Initiative/86, Unarmed/70,
Bow/93, Dagger/77, Spear/80

Psionics

Prescience/36, Sensitivity/46

Armor/Weapons

Buckler, Dagger, Hartbow, Buckram pants
and shirt, Leather hood, leggings, shirt, and
shoes

abominable item. The current opportunity, when Olgien stole it, they see as the best. They sternly believe that the Sindarin are the only ones capable of neutralizing this particular pawn of the foulspawner.

While not intentional, they show their arrogance with respect to humans throughout. They will hold a discussion about whether it is really worth to bother about a few years in a

find something better to do than caring about them."

The Elves have some wilderness skills at their disposal and rely on their mental prowess to survive, which includes psionic abilities. They are not Shek P'var but to the uneducated Chelni there is no difference. But any Shek P'var will perceive the differences soon enough. To any but the Sindarin themselves Sheenan and Loëlin are indistinguishable. They have identical stats.

Olgien, Shek P'var

Olgien is a Fyvrian Satia Mavar. He grew up in Oselshire, Kaldor. His arcane potential was discovered by a mendicant master passing through his home village when he was 10 years old. Being a Fyvrian, the mendicant master promised the parents of the boy a guilded profession. They trusted the man and soon Olgien began his apprenticeship.

The chantry was out of the way, as is customary with Fyvrian communities, and few know what the group of "hermits" really do on the border to Chybisa. Olgien did not have an aptitude for physician skills or the classical apothecary items. On the other hand, he would cause his masters some trouble when using evasive techniques, which he would later craft into magic.

During his lonely trips into Pageaelin territory, he learned a lot of what is happening there. He was never seen by either the barbarians or the foreign priests. Both he has met, although they have not seen him. His stories earned him some reputation in his chantry.

After his apprenticeship was over, Olgien was ready to start the "ox course" and refine his Fyvrian skills and gather magic artifacts from throughout Harn. He is a methodical fellow and soon he had assembled a band of wilderness types that would follow him. He set about his business, while his comrades were happy with selling furs and rare wildlife items. The occasional booty was taken as extra; Olgien would always have first choice.

It is now three years, that the group travels together for mutual benefit. Olgien has already submitted two items of value to his master at the

Olgien

Fyvria Satia Mavar

Human, male, 27 years, 5'9", 164 lbs, black hair, brown eyes

Str	11	Eye	14	Int	15
Sta	10	Hrg	13	Aur	17
Dex	12	Sml	15	Wil	14
Agl	09	Voi	10	Mor	09
Cml	13	End	11	Mov	12

Skills

Awareness/56, Climbing/50, Folklore/56, Foraging/43, Herblore/48, Intrigue/60, Jumping/55, Mathematics/40, Mental Conflict/60, Oratory/32, Physician/45, Rhetoric/45, Singing/33, Stealth/36, Survival/36, Throwing/56, Hårnic/85, Lakise/90

Convocation

Fyvria/55 Neutral/33

Spells

Balm of Gresan/I, Theron's Larder/I, Elmaron's Hiding Place/I, Hand of Illiam/II, Aenarin's Passage/II, Olgien's Tracks/III, Dispell/I, Tongue of Pvara/I, Ear of Pvara/I, Focus/III

Combat

Dodge/60, Initiative/56, Unarmed/56, Dagger/38, Staff/63

Psionics

Hex/17, Prescience/17, Telekinesis/17

Armor/Weapons

Dagger, Staff, Leather Knee boots, Cloth shirt, hood, and leggings

human lifetime and come to the conclusion, "we do not have anything better to do." out in the open. Moral of the story for them: "Show humans your appreciation by telling them how hard it is to

Gonthem, Sequan, Vorunia, Tethaj

Adventurers

Human, male/male/female/female,
25/30/26/28 years, 5'8"/5'10"/5'6"/5'10",
155/160/149/157 lbs, brown hair, brown eyes

Str	14	Eye	14	Int	09
Sta	12	Hrg	11	Aur	09
Dex	10	Sml	08	Wil	11
Agl	12	Voi	09	Mor	10
Cml	09	End	12	Mov	12

Skills

Awareness/59, Climbing/56, Cookery/17,
Fishing/24, Fletching/38, Foraging/50,
Hidework/38, Jumping/50, Oratory/22,
Physician/28, Rhetoric/33, Ritual(Peoni)/15,
Stealth/47, Survival/52, Throwing/58,
Tracking/65, Weatherlore/42, Hârnic/68

Convocations

Combat

Dodge/70, Initiative/73, Unarmed/58,
Axe/64, Bow/60, Dagger/48

Armor/Weapons

Handaxe, Dagger, Shortbow, Leather Knee
boots and vest, Cloth shirt, leggings and hood

chantry and now needs to find one more, hoping to become a Shenava soon. It is at this time that he heard about the figurine in Scoa while traveling to Trobridge from Tashal. He immediately sees his opportunity and speeds his travel. When he reaches Trobridge, the Chelni gather is almost over and he pushes his luck to use the general care-free attitude at the festivities. He indeed succeeds with his subterfuge attempt, but while the band flees from the pursuit sure to come, he finds that he has planned little for their return to Tashal. They are short on food and water.

His aim is to bring the figurine to his chantry for further study. He already knows the positive powers and correctly guesses that it has negative ones, although he does not know what they are.

He still needs to find a way to pay his companions for such a seemingly priceless artifact, but he hasn't found a way yet. Additionally the flight to civilization turns out to be quite difficult. Deadly afraid of any Chelni they meet – news may travel fast in Chelni land – he is still forced to barter at times. He will not give his life for the statue and will not risk the death of a companion either. But he will take some chances, as the daring theft sufficiently proves.

(Olgien's spells are listed in a later section.)

Gonthem, Sequan, Vorunia, Tethaj, Adventurers

These four characters are the members of Olgien's group. They have been recruited from the more adventurous rural folk. They may well be run-aways (or at least some of them) that have adapted to the life in the wild with Olgien's help. They all like this way of living but may well have their own motives in this affair. Whether there are any amorous couples among the four is left open for the GM.

The numbers provided here are samples only; these NPCs are all individuals and it is suggested to use other sources (e. g. Friends, Foes and Followers) to flesh them out. Use the stats here as gauge with respect to the power they are intended to have.

General Note:

Some of the player characters and Olgien have psionic ability. These skills are optional only and dormant. Use them at your discretion. They should not be treated as negligible for the elven NPCs.

1. Figurine powers

Consider additional minor shamanic enchantments.

- 1 extra healing roll for wounds, infections, or diseases. Range: touch.
- Infection healing rolls bonus 10%. Range: touch. Apply only once.
- Fertility increased by 25%. Range: touch.
- CI of any disease is increased by 1.
- HR of any disease or poison is reduced by 1.

2. Timetable

Late Autumn 718

Item taken from Guimi.

Sold in Scoa 8 days later.

Early Winter 718

Successful raid on Scoa, Kath take figurine.

Early Summer 719

Retaliation, recover figurine.

Late Autumn 719

Kath steal figurine from Scoa again.

Early Spring 720

Guimi remains found by PC's clan.

Mid-Spring 720

Chelni moot ends, Olgien steals figurine

3. Chelni tribes

The Chelni nation is comprised of 3 sub-nations: the Serachelni, Isochelni, and the Garachelni. A total of twenty-eight tribes roam the woodlands of the Chelni gap north of the Shava forest. Their size averages 120 members, but range from 60 to 200 overall. The Chelni are known to not only attack traders along the salt routes but also each other.

Tribes are further divided into clans of about 20-30 members. Any clan may wander the plains as long and far as it wants and it observes all customary limits and boundaries. Since the semi-nomadic style of the Chelni prevent frequent meetings, this is a hard tradition to observe and it becomes apparent why the Chelni are constantly at war with each other. The tribal moot at Trobridge helps to aid in settling disputes, but not every clan is required to attend.

The Imi tribe, which is the tribe the PCs originate from, has 140 members and is part of the Serachelni. It is divided into 5 clans. The Guimi formed such a sub-tribe or clan of about 25 people, which roamed the plain semi-independently.

4. Adventure Options

If you think this adventure is too straight-forward or have other reasons to add in a few twists, here is a small collection of ideas that have come up

- A few Kaldorans that have knowledge of the figurine's base powers or even come from Scoa itself stumble upon the Elves, PCs and Olgien, as they attempt to settle the dispute in one way or the other in part II, possibly turning this a four-way standoff. Or you can use them to tip the scales.
- The group around Velen of Meren sold the figurine to the villagers because they have

somehow leaked the information to the Kath before and they know the barbarians will want to steal it. Once the Kath have met with success, they offer their help in recovering the item in part I of this adventure. (Whether this intention is true, is up to you.) This makes this original group even more sinister.

- The guide of the mercenaries, Ulgir, may still be alive when the Chelni reach the group. Will they “rescue” him? What will happen then. Will they take him back to Chelni land as slave or set him free as witness to who has the relic? A small moral dilemma as side dish in part I.
- The Kaldorans did not take any note that the Chelni left into Kath territory, basically following the hired men-at-arms. Either the PCs were secretive about it, or the powers that be were relieved that the barbarians left, regardless which way. But then, they might care. Will they alert patrols on the Salt route? What will happen, if some clever observer notes that the Chelni will have the figurine if no news comes from the west? Maybe this observer was already Olgien?
- The character values describe are relatively low power. It may happen that more rolls fail, than expected. (Depending on how often you require them, of course.) Increase the values to suite your style of play, but make sure you conserve the relation between different PCs and NPCs. In other words, a skill higher for A than B now should remain higher for A than B after the adjustment.

5. Olgien's spells

Elmarons' Hiding Place (I)

(Author: André Strotmann)

With this spell the caster can adapt optically like a Chameleon to an organic (living) environment (e.g. forest) and become more difficult to see. Detection of possibly onlookers is reduced by 20% (MS) or 40% (CS) to their perception skills. In the basic version of the spell the target may not move. The spell does not work in a non-organic environment (city/stone desert).

Bonus Effects

ML41+: The charm can be put on another organism.

ML66+: The caster/target may move normally.

Fatigue: (15-SI) x 1.0

Time: (15 - SI) x 2.0 seconds

Range: Self/ML41+ SI inches

Duration: MS: SI x 1 minutes/CS: SI x 3 minutes

Aenarin's Passage (III)

(Author: Aaron Kavli)

This spell allows the caster to move through the wood silently and without trace. It does so by making the plants and underbrush softer and malleable so they are less likely to snap and scrape. Once the caster has passed, the spell causes the flora to try to return to its natural shape, erasing signs of passage. The effect works on both living and dead material, but will not affect soft dirt and mud; foot prints will not be erased. The practical effect is to increase the caster's stealth EML by 2 x SB (MS)/4 x SB (CS) for duration.

Attempts at tracking the caster through areas where the spell was used is made at -10 (MS)/ -20 (CS) EML.

Bonus Effects

ML51+: Earth (not stone) is also affected by the spell and the tracking penalty is applied as the earth returns to its shape before being stepped on. Spell can be cast on a willing person, giving them the bonuses.

ML71+: Tracking penalties are doubled.

ML91+: Tracking penalties are tripled.

Fatigue: (15-SI) x 2

Time: (15-SI) x 3 seconds.

Range: Self

Duration: MS: SI hours/CS: SI x 2 hours

Olgien's Tracks (III)

(Author: Michael Jung)

This spell creates false tracks. Starting from the point of casting these false tracks emerge from a single being's tracks and pass on for approximately a league. The caster does not need to know where the tracks lead and indeed does not. They will follow the path of least resistance, i. e. they will curve as little as possible.

If the tracks pass into another terrain type or pass into a town they end, even if the league has not been completed. This includes brooks wider than one (MS) or three (CS) foot.

Following these magical tracks is as difficult or easy as it would be to follow the original tracks. In fact the traces appear very similar to the original and a perceptive eye may catch this. i. e. tracks through wet terrain passing into dry terrain will still remain wet. Without additional clues only a CS in tracking will reveal this. Circumstances may increase this chance by allowing more than one tracking roll over the distance.

The false tracks effect sight, not smell and hearing.

Another spell can or indeed needs to be used to cover the real tracks.

Bonus Effects

ML36+: affects one more sense of choice, i.e. smell/taste or hearing.

ML51+: may create (combined) false tracks of SI beings.

ML96+: Track length is no longer limited by a league.

Fatigue: (15-SI) x 2

Time: (12-SI) Minutes

Range: Touch

Duration: Permanent.

6. Image References

Title page (some icons based on anonymous fanon), all maps, riders, spears, spears/shield:
Michael Jung

Figurine: wikimedia, Nataraja

Lortek: wikimedia, Tulkas

Apologies for the other references that I have lost. If you find one, let me know, so I can correct the omission and make the proper attribution.

7. Front Page Symbolism

The faded grass in the middle stands for the figurine that is absent most of the adventure. Aligned in a circle are the interested parties in the figurine: The Chelni horse, the Laranian village of Scoa, the totem feather of the Kath, the Fyvrian mage Olgien, the bowl of Siem for the Elves.

In search of a lost relic the players will find themselves amongst a host of other treasure hunters. As the artifact changes hands ever so often, a long-dead sorcerer fleers from his grave.