

# ***Two Doubles***

by Michael Jung and Charlie Winke

# Foreword

These adventures were written sometime around 2001-2003. At that point I was introducing players to Hârn at conventions. To be precise, at the Odyssee and the BurgCon in Berlin. I thought it would attract more people, if the adventures had an additional trait – thus they all became double features. You need two GMs for these adventures, who need to coordinate themselves during the course of play. They will lead groups A and B, respectively.

Conceptually they are rather simple due to the fact that the GMs were intended to introduce new players to the game, the two mentioned conventions were often adverse to concentrated play (depending on which tables were assigned) and the 4-5 hour time slot for play was limited. Players familiar with Hârn and able to concentrate should probably be able to finish each adventure in half the time that I and Charlie took.

I have therefore also combined the two adventures to make it worthwhile. On the other hand, I do not have the time to edit them thoroughly and create and format these adventures in the high quality people have come accustomed to. If anyone is interested in doing so (or even intersperse some graphics) please contact me. This includes providing statistics for the PCs. With the wealth of fanon material around it should not prove difficult to obtain suitable profiles.

The adventures may sometimes take some liberty at what is considered “canon”. You are welcome to change things to be more in line with published material. If this publication is edited by some kind community member, I will attempt to incorporate such corrections. At this time I want these adventures to be available to the community, rather than being them being honed to a level where there is no contradiction to “canon”. The same is true for other oddities you may find with the stories; I believe they are tolerable and this is not an attempt to win an award.

Finally, I would like to thank Karl “Charlie” Wienke for running these games together with me and making them a success. May these adventures prove as enjoyable to you as they were to us.

## Intrigue in Kaldor

Two knights with entourage in Kaldor on their way to a tourney with more than just jousting on their mind. The setting is the center of feudal Kaldor. Not everything is as it seems. This game can be played with as little as 4 (2x2) or as many as 10 (2x5) players.

## Prophecy in Melderyn

Two groups see totally different sides of the story as a city seems to be pitted against a manor lord. A double feature, non-standard crime solving adventure. This game can be played with as little as 2 (2x1) or as many as 10 (2x5) players.

# Intrigue in Kaldor

## History

Three years ago an assassin named Gutraz of Berban from the church of Naveh attempted to kill the Earl of Kiban, Troda Dariune. He failed and was killed himself. Fortunately for him (and this adventure) he died without leaking any information. All he left was a dagger that was noted for its design, but the nature of it being a ritual weapon was not discovered.

Since then the church of Naveh has tried to recover the dagger. A servant named Dubos of Henavo was planted in the household of the Earl and indeed has smuggled the assassin into the keep. The priests have waited for some time now, because recovering the dagger endangers the spy with Troda Dariune. However, the servant was recently asked to steal the dagger and deliver it to a priest waiting outside.

## Current Affairs

Marc of Mentiran, a Navehan priest, has ordered Dubos, the servant in the earl's household, to steal the ritual dagger and bring it to him. This has been done, but Dubos was discovered afterwards and is now incarcerated. He will only reveal evidence that does not incriminate the Navehan cult or Marc. Coincidentally, he may look Arlan of group A suspicious in order to relieve Marc. Meanwhile Marc has fled and out of Kiban in the direction of Kobing.

There Marc and Arlan met, after Marc has sold Frido the dagger in disguise. Marc is an expert so Frido and Marc will not suspect that they were talking to the same person. The story about the brigand band is correct and folklore will reveal that (make sure that at least one of the groups succeeds). But the brigands had nothing to do with the dagger.

Arlan and his group are traveling northbound, while Barnem and his are located in Kiban.

## Characters

Characters are listed first for groups A and then for group B in the order of importance. Each group should consist at least of the first two, although two groups of three at least should be preferred. Barnem Flekard of Geda starts the second group.

**Arlan Helgard of Onden** is a landless knight from Chybisa. His career is somewhat typical for a second son of a landed knight. He has little hope of inheriting anything from his father and has therefore taken to journeying and find a position in some other noble household or possibly even a land grant. Kaldor is a larger kingdom, his chances may be greater there, so this is where Arlan went. His father gave him a sum that should support him and a small retinue for a while – but not forever.

He is confident that he will make his fortune and his equipment is still in good condition. His people are not well fed and are supportive of his aims. But he knows this will not stay this way indefinitely. Maybe some noble lord will send him to provide some military service he is not willing to provide himself?

Half a day ago, he talked to a merchant Marc of Mentiran in Kobing. He was underway to Chybisa while Arlan is heading north to the tourney in Olokand. The famous tourney is held and Arlan wants to show his mettle there. At the fireside, Mark told a story of a brigand band that used to harass the area around Olokand approximately a year ago. While they were apprehended and consequently hanged, the treasure that they must have robbed over time was not recovered and is assumed to still be in the woods.

The story goes that one member has remained hidden and is looking for some way to get at the old

booty. However the area is much too dangerous now. In fact, he is supposed to be willing to relinquish his “claim” to the treasure to whoever presents the “dagger” of the former head of the gang to him. The dagger has a black and a white gem inlay. Mark has dismissed the story as the “typical fireside story”, probably not to be trusted.

But curiously, Frido came into the position of a dagger that looked like just like the one described. Whether or not there is truth to the story, that could possibly be found out in Olokand. Finding the hidden remains of a brigand band will certainly be a favorable situation for a knight seeking his fortune.

**Frido of Grosman** used to be a trader that has traveled in Kaldor and Chybisa. Unfortunately, his efforts were not met with success so he was forced to take on a more mundane employment. He is now the jack-of-all-trades for Arlan and his merry band. He will look for routes, talk to innkeepers, make other contacts, etc. Since he has traveled around this makes him suited for that job.

While traveling ahead of the group he met a fellow a few leagues north of Qualdris, who sold him a dagger at a very low price, as far as Frido can judge. It was a shady vagabond who apparently needed the money. Frido was taking advantage of the situation and thought not much of it, the offer was too good. The object may well be stolen, but it does not look to be the kind of weapon anybody would seek for long.

He showed the tool to Arlan when they met later and Arlan started to relate a story about a treasure. The story about brigands sounded plausibly, even though a treasure hoard somewhat construed. On the other hand, it wouldn't hurt to find out in Olokand.

**Degon of Werynal** is a henchman of Arlan. He is a longbow man that has served Arlan's father for some time and now travels the world with his son. He has spent time in feudal levies and rightfully considers himself a veteran. He is more familiar with the way the world turns than Arlan.

Since he has seen only a bit of Kaldor, he is aware of the fact that Chybisa wouldn't stand a chance, if the king were to force his claim to the throne of Chybisa. But this is big politics, which doesn't really concern him.

His employer is now heading for the largest tourney in Eastern Hârn. On the other hand, he has heard him mumbling about a brigand's treasure hoard. What this means, Arlan still has to tell Degon.

**Brogeus of Gethwa** used to be a Brigand in far away Tharda and scraped a living from robbing merchants. Somehow he drifted into Kaldor where he took up being a mercenary. This produces income on a more regular basis and is legal as well. He ended up in Chybisa where he was hired by Arlan. Consequently, when Arlan headed north, Degon returned to Kaldor.

Since then he is fed and clothed, but he knows that Arlan cannot continue this way of living forever. He is thus very keen of hearing more of this Bandit story that the other members of the group are talking about.

**Erebir of Geda** is a young man of 17 years who has hired on as a squire to Arlan. Erebir's father is a person of note in Chybisa, but here Erebir is treated like a child. But he will fulfill his duties and may then at some point in the future be knighted himself.

**Barnem Flekard of Geda** is a landless knight from Kaldor. His career is somewhat typical for a third son of a landed knight. He has little hope of inheriting anything from his father and has therefore taken to journeying and find a position in some other noble household or possibly even a land grant. His father gave him a sum that should support him and a small retinue for a while – but not forever.

He is confident that he will make his fortune and his equipment is still in good condition. His people are not well fed and are supportive of his aims. But he knows this will not stay this way indefinitely. Maybe some noble lord will send him to provide some military service he is not willing

to provide himself?

Currently he stays at Kiban at the expense of the earl, a friend of his father. Troda Dariune seems to enjoy the presence of the young knight. A servant has stolen a dagger, which was used in an assassination attempt on the earl about three years ago. Barnem considers it a matter of honor to investigate and clear up this issue and recover the dagger for the nobleman.

**Gradus of Tharda** used to be a Brigand in far away Tharda and scraped a living from robbing merchants. Somehow he drifted into Kaldor where he took to being a mercenary. This produces income on a more regular basis and is legal as well. He has hired on with Barnem.

Since then he is fed and clothed, but he knows that Barnem cannot continue this way of living forever. He is thus probably interested in finding the stolen dagger, even though the reward must be minor. But maybe there is more to the story that Barnem will share.

**Ensil of Leriell** is a well-traveled herald, who knows the ins and outs of eastern Hârníc nobility by heart. Whoever has a heraldic device, Ensil will know who he is – in principle. Unfortunately, Ensil himself is not noble, but he was chosen for his talent in Orbaal.

Ensil has hired on with Barnem, because he would otherwise have no income. Ensil can also serve as backup muscle for his master. Currently his group is trailing a thief of a dagger. Probably an old heirloom of the earl of Kiban, who currently supports the group.

**Lerima of Febarward** is a priest of Larani. He has made a few statements that his superiors considered not in line with canon. This is why he was ordered to travel the kingdom, a peregrination on which he should reconsider his opinion. Maybe he will find a monastery where his opinion is not thrown out wholesale. Larani at least has not forsaken him.

Lerima has joined Barnem, because he can protect him. Priests of Larani are not especially endangered, but they must also look out for their own protection when wandering. He considers himself the most independent of the group. He hopes that Barnem will turn to the Olokand tourney. Laranian priests are always welcome there.

**Redigan of Qualdris** is a young man of 17 years who has hired on as a squire to Barnem. Redigan's father is a person of note in Kaldor, but here Redigan is treated like a child. But he will fulfill his duties and may then at some point in the future be knighted himself.

## Up to Day 1

Some episode described in the characters' background or elsewhere can be handled as flashbacks. The outcome is determined, but certain circumstantial details may be queried afterwards.

This is mainly the case for group A but also to a lesser extent for group B. Group A may want to understand how the conversation with the vagabond and merchant went – GMs make sure that they are not identified as being the same person – while group B will be interested why a day has passed without querying all details with respect to the theft. The earl was out inspecting his fief and came back late and considers the dagger uninteresting as such. It is a petty theft and can be dealt with at the appropriate time. If Barnem is interested in this, he may well lead the investigations but the evening of day 0 is definitely late.

## Day 1

This is the day the final preparations for the tourney are made. Olokand and surroundings are a busy place. It will be difficult to find a place to eat or sleep. Kiban is only slightly distracted from its usual business – not many pay that much attention to a servant caught stealing. The Kaldoran politics are more interesting, as Earl Dariune plays a major role in them.

## **Group A**

Arlan will be looking for a place to stay. This should not prove too difficult. He is a noble, but the town is bustling with important people currently. He may stay at “The Hidden Scroll” or the “Drowning Maid Inn”. The latter being more expensive but is occupied by many local nobles. Finding space here requires intrigue and rhetoric rolls. The former inn will find space without such measures. But the patrons are less concerned with etiquette.

When the more shady characters of the group attempt to find someone from the brigand group or generally inquire into the affair, it becomes clear that no-one survived of that band. However, one Karnal of Morindo catches onto the players.

He hasn't been met directly by the characters, but will find them. He was told they were looking for information and he has something to offer. He claims to be the younger brother of the bandit chief but never was part of the band. (While it is unlikely that he will be pressed for this, he has an alibi. He was organizing the local militia and indeed was part of hunting him down. On the other hand nobody can verify that he was related to the chief.) He says he is interested in recovering the family dagger, which his brother stole from their father at the time. (Relatives all live further east, so this family business can not be checked with reasonable effort.) He will pay any amount, although he will haggle. Indeed, he will even attempt to have it stolen, should the group get cold feet.

He has heard of the hideout of the bandits but does not want to be associated with it, because of his involvement in the affair (and he being a brother!) This is why he suggests that the characters should uncover the hideout and either inform the authorities or look around before they do so. He also suggests to do so, after the tourney is over – effects on renown would be greater.

He will proffer a good plan (which actually lead nowhere but takes at least a day there, useless searching, and back again) and in a general cheerful mood bids them farewell. They will surely meet again at the tourney.

You can drop a clue – but make it casual – that Karnal has risen in the ranks and is now a body guard of the Sheriff Maldan Harabor.

## **Group B**

Dubos, who is being held in the dungeon, does not provide much information. He announces that a foreign knight gave him the job to steal the dagger and he was given money for it. The money is in his room. While the coins can be found in his room, the story about a knight is partially made up. He was told by the Navehan priest that he was leaving for Olokand (a lie), which Dubos turned into Kobing (another lie). Marc of Mentiran, the priest, also told him he should implicate foreigners in case he was arrested. This is what Dubos does. He does not know anything about Arlan and the trade Marc made.

Should Dubos be tortured or threatened with means he thinks he cannot withstand, he will commit suicide. He has been taught some techniques from his superiors, which should help him even if no utilities are available. (Obviously, there is no practice in this.) Dubos would avoid doing so, unless really necessary, lest his suicide would give something away.

Since no foreign knight was seen in Kiban in the last days, it should be noted that Arlan traveling northbound to Olokand has been noted and reported to Kiban, also it is only mentioned in passing. While the time-line does not match, the self-contradicting talk of the serf should make this the most probably route of investigation.

Information on Arlan's group should not be hard to obtain. Indeed, since Arlan is foreign, rumors abound. Anything from being a courteous knight to being a criminal on the run from Chybisa, having killed scores of children can be heard from the populace. Of course nobody knows anything but his name. The merchant Marc may have been remembered as having said some thing about him, but – alas – he is traveling the wrong way.

Barnem will get a letter, stating his business to anybody who cares. Along his route to Olokand this may or may not help him in his queries. Barnem should not reach Olokand today but will do so the next day.

## **Up to Day 2**

In order to keep the two groups synchronous, the GMs have to improvise. This should not prove to difficult, as usually only a few minutes or half an hour should need to be bridged. A minor tavern brawl, meeting shady figures while traveling, a dispute between two priests of differing convocation, fortune tellers with portents, or even a runaway serf. If not expanded too much, such things should be sufficient. Make clear they are red herrings, if the players get carried away.

## **Day 2**

### **Group A**

Final preparations are made – the first events are held today. Names are registered and the rules read out to the participants: first wound or surrender, weapons of loser are the prize; overall winner gets a young warhorse. Arlan is assumed to have registered. Minor games for commoners commence full scale now. Read the excellent article on the Olokand tourney for inspiration.

The town holds more than a thousand people. The groupings are scheduled by the herald of the tourney, who for a small sum will make available personal arrangements.

Drop the name Karnal once in a while. He is an important person around the Sheriff and responsible for a good part in the execution of the tourney. It is his job to keep law and order in the vicinity of Sheriff Maldan. While he is often cited or mentioned, it is impossible to see him. He is quite busy and intentionally avoids seeing Arlan and his group.

Additionally you can start to spread rumors about a knight looking for a Chybisian knight. Arlan is the only Chybisian knight at this year's tourney. Arlan can remember having defeated a Kaldoran knight 3 years ago. This has nothing to do with the current affair, of course. But the Kaldoran knight Barnem is not to be found. Play out the crowded streets and throngs of people everywhere.

As the last episode, let Brogeus know that Gradus is in town. (Gradus is a PC from the other group). A common acquaintance has seen both PCs and can try and arrange a meeting. If this meeting is to include more than just the two brigands of old, this meeting shall take place later. Otherwise this can happen at any time before the final scenes.

### **Group B**

Final preparations are made – the first events are held today. Names are registered and the rules read out to the participants: first wound or surrender, weapons of loser are the prize; overall winner gets a young warhorse. Arlan is assumed to have registered. Minor games for commoners commence full scale now. Read the excellent article on the Olokand tourney for inspiration.

The town holds more than a thousand people. The groupings are scheduled by the herald of the tourney, who for a small sum will make available personal arrangements.

Karnal of Morindo will lead Barnem through registration and the like, so Barnem should be registered in the tourney now and Karnal will be known to group B as an official as well. Let it be known that his job is to keep law and order in the vicinity of Sheriff Maldan. While he is often cited or mentioned, it is impossible to meet him after some time. He is quite a busy man.

As an added twist, you may mention to the shadiest character in group B that he has heard of a Navehan ritual to take place soon. There is not much more to be heard, probably out of fear by the

propagators. Navehan are quite deadly and proscribed too. Turn this into an official “red herring”, it is something to keep in mind later only. This information cannot be acted upon now.

It may also be possible that the information of Navehan rituals leaks to group B. The information is certainly to be had in Olokand at this time, as many knowledgeable people are also present at this important event. But be careful that group A does not get this information now, as it has the missing link to Karnal.

As the last episode, let Gradus know that Brogeus is in town. (Brogeus is a PC from the other group). A common acquaintance has seen both PCs and can try and arrange a meeting. If this meeting is to include more than just the two brigands of old, this meeting shall take place later. Otherwise this can happen at any time before the final scenes.

## **After Day 2**

Depending on the activities of both groups the last scenes may happen this day or the next. It would be preferable to have the knights meet each other early the next day, but depending on the ingenuity and perseverance of the groups this may happen before. Close cooperation between the two GMs is no needed. The two groups will meet now.

Depending on how they meet – by accident, as opponents in the tourney, or some other way – the two game masters should make sure that at least part of the group can complete the story of the other. The two Thardan mercenaries would be the right ones to initiate talk, even if the knights will be at each others throat. Leave them time to think and give them additional information that they may have overlooked but can plausibly remember. You may also want to let them roll heraldry, folklore, rhetoric and similar skills, when they inquire information not easily acquired.

The nature of a Navehan ritual dagger should be accessible now, even though it will burn valuable time. Finding a member of the guild of Arcane lore is easy or a theology question to some high-ranking priests (who may study the black churches in order to recognize them better) should be sufficient.

All in all, you should lead to a climax were both knights, or possibly only part of their groups, race to prevent the assassination of Sheriff Harabor. Maybe at the time that the knights indeed lash with their lances, the henchman step up the lords as Karnal makes his final move on a Sheriff that is preoccupied with the display of chivalry between a Kaldoran and Chybisian knight!

Since Karnal does not consider his scheme to be threatened, he will attack at any moment the GMs consider appropriate for their dramatic reasons. (Note that any information the Barnem may have leaked to Karnal at his registration will have slipped his mind, since his mind his pretty preoccupied with his official and not-so-official duties. Just make sure that Barnem does not suspect Arlan as a potential assassin in Karnal's face.)

It is now your choice whether the assassin is successful or not. If the groups have concluded the right things and have attempted to foil the evil plot, they should be successful. If they show indifference, hold (imagined) grudges, or otherwise obstruct the discovery of the Navehan, the Sheriff is murdered. Remember that Karnal is not the only body guard, but he is the only Navehan, so once any doubtful situation can be created, his plans are thwarted.

So depending how thing go, the (long awaited) civil war may erupt, one or both groups might be thrown in jail for conspiracy or even assassination and belonging to the cult of Naveh. The heroes may be ignored as irrelevant to the power game at hand. Or positions and high quality equipment may be offered to them and songs will be song of them forever more.



## The Dagger

This dagger is an enchanted dagger. It will have a black and a white precious stone inlaid, which can give a clue to Naveh for the observant. (When running this adventures for players being introduced to Hârn, I explained the pantheon mentioning all the names and placed the initials NVH on the dagger.) The symbolism is not obvious (for obvious reasons). The dagger otherwise appears to be an object of good workmanship but not priceless. Any knowledgeable person would appraise the weapon at 200% the value of a regular dagger.

The enchantment adds 1d6 to any kill-roll that is achieved when attacking or turns any endurance rolls to kill rolls. After that the weapon crumbles to dust.

## Time-line

-3 years	Assassination attempt on Earl Troda Dariune.
-3 days	Theft of ritual dagger by Dubos of Berban, given to Marc of Mentiran.
-2 days	Discovery of Dubos' theft, he is thrown in jail. Marc of Mentiran near Qualdris. Dagger changes hands to Frido.
-1 day	Marc of Mentiran and Arlan meet.
0	Arlan starts from Ternua. Barnem starts investigation. Marc of Mentiran "lost" on way south.
+1 day	Olokand tourney setup. Group A reaches Olokand.
+2 days	Group B reaches Olokand. First events take place.
+3 days	Climax. Arlan and Barnem duel. Karnal of Morindo's assassination attempt

# Prophecy in Melderyn

## History

It is late in the year and harvest was particularly bad. It looks like Famine will visit fair Melderyn. While vassals seek to cut down on their delivery, cities such as Thay look for other ways out of the upcoming disaster. Thay has chosen the following way: A contingent of rye and wheat that is shipped between a vassal and his liege is intercepted and to be brought secretly into the city. The plan was conceived by the few powerful rulers and enacted by the local Lia-Kavair.

## Current Affairs

Farnas is one of the council members and a good friend of Boligrad the head of the garrison. To keep the hungry folk in check, both have conspired to get some grain into the city without having to pay too much. Farnas uses his connections to the underworld, the underworld accepts the terms it gets with the garrison and all seem to be happy with this deal.

The first of Azura the delivery of Lord Enhargen is underway to Baron Wederine. From Thay an empty, but seemingly full wagon is dispatched to meet the other wagon on route. (See the map for the stations of the travel.) In order to make the wagons meet at the right spot, the Enhargen wagon has a minor incident. A boy was bribed to damage a leather thong. This is fixed fast on route, but causes sufficient delay for the loaded wagon. At 8pm the two wagons meet between Lyb and Moque. People have left the fields and the spot was lonely before.

The hired thugs subdue the surprised drivers of the wagon from Enhargen. The two men and the grain are put on the Lia-Kavair wagon. The wagon itself is left in the middle of the road. A 10 yard radius circle of ash is drawn around the wagon and runes are left on the wagon in an attempt to make it look like a ritual has taken place. The cloths of the drivers are also put in place, as if they vanished from their places.

The Lia-Kavair folk have turned around their wagon and added the oxen of the other wagon to theirs. Now going back, the tracks are professionally cleared. (See the drawing.) The drivers are handed over to the guards, who at this time happen to be those that are most loyal to Boligrad for some reason or the other. They will not ask questions when instructed so by their superior.

During all this time two men have been posted in a good distance at the entries to this secluded area in order to ward off any accidental passers-by. The wagon then returns to Thay. The guards on duty are informed to let the wagon pass without trouble.

Happily for the culprits, the situation is only discovered the next day, when peasants discover the lonely wagon. They did not dare touch anything or even get closer than a dozen yards or so. This information can be given to the PCs at any time you think it is necessary. Either group is able to get this information as news travels swift and Thay is not isolated.

## Characters

Characters are listed first for groups A and then for group B in the order of importance. Each group should consist at least of the first one, although two groups of three at least should be preferred. Arlan of Servyl starts the second group.

**Barnem of Moque** You are a messenger of Baron Wederine to Lord Enhargen. It has taken a good day for you to reach the manor of Lord Enhargen. You should remind him of his feudal obligation, in this case 100 bushels of rye. Currently some vassals of the Baron tend to “forget” their duties or cut it down. Usually an envoy inspecting the fields and a gently reminder serve quite well or at least

fosters a mutual agreement on the necessities of feudal life.

But this time, something has happened, but you do not know what. You are here under orders of the baron, but have no special rights invested in you. You are also not noble, but a yeoman. Relations with Lord Enhargen was on friendly terms so far.

**Gradun of Gexel** You are a Yeoman for Lord Enhargen and serve him as military in times of need for his feudal obligation to Baron Wederine (the liege of the lord). You sometimes aid in the policing of the fief. For this your rent is reduced. You sometimes feel like his right-hand man.

The lord has called you in to discuss the disappearance of a wagon full of grain. It disappeared a day ago and its whereabouts are unknown.

**Ensil of Pelenire** You are a Yeoman for Lord Enhargen and serve him as military in times of need for his feudal obligation to Baron Wederine (the liege of the lord). You sometimes aid in the policing of the fief. For this your rent is reduced. Your eldest son is Redigan and you are very proud of him.

The lord has called you in to discuss the disappearance of a wagon full of grain. It disappeared a day ago and its whereabouts are unknown.

**Lerima of Febarward** is a villein (peasant) in the fief of Lord Enhargen. Your brother Fridyn drove a wagon for the lord, usually he delivers any bulky goods, such as his grain delivery to the baron. Actually your brother should have returned by now but hasn't returned since. Your children can substitute you in your duties for a few days and you appeal to your lord to allow him that you may aid in the search of your brother.

**Redigan of Pelenire** You are the eldest son of Gradun and will hopefully soon take on some feudal obligations as your father did to hopefully also become a Yeoman. Until then you will learn from your father and support him.

**Arlan of Servyl** You act as a spy for Baron Wederine. Your official duty is to handle any trade that the baron conducts through Thay, but this is not much. You have been in Thay for a couple of weeks now, and the city is usually quite. But since the prophecy is spread, the city is nervous and tensions are noticeable.

Tensions have risen some more recently. Something is afoot, but you don't know what. One indication is the council member Farnas who does not have time to speak with you as he used to.

**Degon of Gybson** is a member of the garrison. Your usual duties consist of manning the gates, taking tolls and accompanying tax collectors. You haven't been with the guard when the Orbaalese attacked some years ago; the veterans constantly chat about it. But you expect a "raise" soon.

Since the prophecy even the garrison feels the tension. Why the officers of the guards should become nervous because of some mysterious rumour you don't understand. But your superior Turamen has given you leave for now, you had originally been assigned to gate duty.

**Brogeus of Tharda** is a veteran marine soldier. You consider yourself elite – a sailing and a fighting career are not common. You have been on different seas during your career. Unfortunately nobody here seems to care. When you turned sedentary as retirement you expected this to be easier.

Currently you are being hired as one of the first private eyes in the history of Hârn. Not really a well paying job, but maybe some noble will be impressed and offers a more permanent position. Or maybe the garrison will take you.

**Frido of Grosman** a priestess of Peoni, you value peace above all else. But something is going wrong currently. The primate of Peoni, who dwells in this city, shares your concerns.

**Erebir of Gybson** is the eldest son of Degon of Gybson. You intend to take up a regular position in the garrison in the near future, if everything turns out well. Until then you learn with your father and support him.

## **Piecing together Information**

Any of the information below needs to be obtained through role-playing. Any skills to be used are noted but be creative. Let the PCs work out things by themselves, but do not put too many obstacles in their path. Always keep in mind that two groups are working on this together and they should both be active. In the end, possibly only by adding two and two together, will they be able to uncover the plot.

### ***Ready Group A***

The group will soon be accepted as a unit on behalf of Lord Enhargen. The lord is very interested to recover the grain and have it delivered to its rightful owner. The additional PCs being interested may join the two men-at-arms he sends out. Any acceptable costs will be paid; on the grounds of the lord food and lodging is provided.

The lord cannot participate in this hunt, which he would have liked, because of some noble visitors he has to entertain. He himself considers this to be the work of some cultists, if asked. This may be the proper time to mention the prophecy. The area here depends on Thay as trade port and is concerned about anything that is doomed for Thay.

General suspicions from any people now or later are: cultists (as it is the favorite of the lord), bandits, monsters of the wild (such as gargun or dragons, both having never been seen in the vicinity), a mage (Melderyn is full of those, isn't it?), or poachers.

### ***Ready Group B***

The prophecy should be read to the PCs to give a feeling for the depressing atmosphere in Thay. It circulates widely and is already known outside of town.

Group B may not know, what they are supposed to do in the first place. Remember that they are friends (or even related) and something fishy is going on. Many people will not be approached and others will have been shuffled around just like some of the PCs. If all else fails, have a merchant contact them to investigate a missing wagon. His was stolen and indeed used for the set-up.

Circles of fire may be come by in many ways, but the ashes of the deeds committed yesterday may come in handy. If you have the feeling the group might leave Thay already, try to get them to investigate in Thay. After all, the ashes are someone else's problem.

### ***Scene of the Crime***

It should not be difficult to find the scene of the crime as the route is obvious. If the peasants already found the place, they may also help. Check the drawing and relate what can be seen obviously.

Looking for the right clues in the right places should give a bonus to tracking skill rolls. The reuse of the oxen (i. e. that they haven't really vanished) should not be hard, as well as finding out that parts of the tack and harness is missing.

Other items of note should be harder to find. Tracking the second wagon further than a couple of hundred yards should be impossible, unless the PCs are late in the adventure and are in need of help.

### ***Three tales from villagers***

Recently a poacher was caught. Since he wasn't caught red-handed, he was only fined for a first offense. But he is actually quite knowledgeable in the woods and is sure that there are neither bandits nor cultists anywhere. The forester would probably also know this, but he is currently not

reachable.

A child hanging around at the Smithy is pointed out by the local smith. “The never-do-well probably has something to do with this”. He is, in fact, right. When questioned, conscience bears the small child over and he admits to something he wasn't asked – he cut into a thong on the wagon headed for the baron. He was pressed into this by some thug he never saw before and he threatened to hurt his sister and so on. His story is believable, whether it is fully true is another matter.

A peasant that was going to move through that “meeting place” was stopped, when a knight was making camp for the night. He was irritated why a knight would camp out here, but when asked for help, he didn't want to deny help to the noble. After about an hour helping the seemingly incompetent knight, it was too late for him to travel across the woods and went back home. The knight disappeared without a trace – the camp ground can be found but nobody stayed there for a night.

### ***No Entry to Thay***

Anybody trying to enter the city with business of Lord Enhargen or Baron Wederine will be denied entry to the city. (Note that none of the guards know any of the “official” PCs personally.) This is very unsettling but there is nothing to do about it. Unless either noble appears in person or in force, which is unlikely at this point.

The intention is obvious, nobody is supposed to be poking around in the matter. If trying to enter unofficially, this may be possible, but only, if the faces are not fresh in memory of the guards. Anybody else entering the city is unlikely to help smuggle someone inside.

At a later time such orders will be denied and declared an unfortunate misunderstanding. There seemingly were some troublemakers posing as the nobles' retainers, but they have been apprehended meanwhile.

### ***The Lia-Kavair***

Most PCs that started in the city have contacts with the Lia-Kavair. These are all shady dealings as nobody will openly admit being part of the underground. But these days they are particularly quiet. If a considerate effort is made, either through large bribes, brute force or other means, one member will spill that there are people in the dungeon since yesterday that haven't committed any crime but for “certain other” reasons. Enough said.

### ***The Dungeons***

Two men in the dungeon are under rather strict guard. They are in fact the driver of the wagon and his companion. The city officials intend to send them on some vessel far away as “pressed” members of the crew. Currently they are waiting what fate has in store for them.

While it will be easy to ascertain that they are here since yesterday, it will be impossible to get any information from the guards and very hard to talk with the captives themselves. If one of the unsuspecting guards exchanges duty with one of the PCs that might work. Breaking into the prison will be extremely unlikely to succeed. If the PCs get at the prisoners this would make life simpler for them, since the driver will relate the story fully, as far as he knows it.

If any official involved gets wind of this questioning, Thay will become quite a tough spot for the PCs.

### ***Expulsion from Thay***

After too many questions and investigations the powers that know about this story will attempt to either expel the PCs (in any minor case) or either apprehend them and throw them in the same cell

as the drivers. They might even be killed, since in contrast to the drivers they may have friends in the city that may ask questions again.

This situation should only arise if the PCs have actually found out something. While being expelled is an information itself, this road should only be taken, if it is worth it. Only if time hasn't been used well and the other group is intent on solving the puzzle before the baron or lord, should the other PCs travel there as well.

### ***Red Herrings for Synchronizing***

There are various ways to throw the PCs off course, but try not to be too successful. A Peonian priestess may come along, tend some minor illnesses. She will claim to have healed a couple of violent wounds lately but she is mostly trying to be important and has not anybody in any way involved.

A sailor managed to have his sea chest on board his ship that sailed away, while he was drunk in the alley. He causes a lot of riot, being laughed at for his stupidity. He may start a brawl with the innkeeper who "obviously" had mixed some narcotic into his beer. The PCs may help the innkeeper or they get some information about the "prophet" from him, because the sailor was on the ship the scroll was from (which is true). You need to make something up and that it is the sailor that does so should become apparent after a while. The sailor is only milking the PCs.

### ***Climax***

This scene should be coupled for both groups as they piece together their puzzle. Any game time differences should be easily explained away as travel may be hampered and people are easily side-tracked by some event, lucky or unlucky. You should not allow it to come to more than one day difference, though.

If you intend to have a climactic fight, you should have either Farnas or Boligrad present at the meeting. Farnas will probably be willing to trade some grain or other wholesale items with the Baron, while Boligrad may be looking for men to add to his garrison or some man to retire as a yeoman into the countryside (even "wishing" away one of the PCs?)

Either of the two would flee for his life, when his plot is uncovered. However, it will in all probability be a very short flight. When the culprit dies, don't let the chance to hint at the prophecy pass by.

## **Prophecy**

The prophecy was written on a scroll as follows. It appeared about a week ago in the chest of a deceased seaman. The scroll is believed to be a hundred years old, the author anonymous. The section appears to be from a larger tract.

AND THE NORTHMAN'S ATTACK ON GENIN'S CITY WAS NOT THE LAST,  
BUT THE LAST THAT FAILED;

AND THE END IS NEAR

WHEN GENIN'S CITY LOSES A HEAD

THROUGH A RING OF WATER

WHEN GENIN'S CITY LOSES A HEAD

THROUGH A RING OF FIRE

WHEN GENIN'S CITY LOSES A HEAD

THROUGH A RING OF ORE

WHEN GENIN'S CITY LOSES A HEAD

THROUGH A RING OF EARTH

WHEN GENIN'S CITY LOSES A HEAD  
THROUGH A RING OF AIR  
WHEN GENIN'S CITY LOSES A HEAD  
THROUGH A RING OF SOULS

Three days ago a member of the council fell out of his window into a water-filled barrel and drowned. The ash pile of this adventure was formed into a circle. Maybe a council members dies or commits suicide over this affair?

## Drawings

The first shows the relevant information at the place where the wagons met and appropriate tracking rolls to gain that information. The dark spot is the place in question. It is a small, but dense wood of about 500m diameter.

The second drawing shows the general route the wagons traveled. None of the villages along the trail belong to the baron of Moque. The wagon from Rabint traveled at almost 3.5km/h, while the other was 4km/h fast. The delay because of the cut thong cost about 30 minutes. This is all calculated such that the wagons meet at 8pm in the woods.

