

# The Scriptorium

Field of Flowers

*A Marakush Adventure*

*by Stephen A Turner*



*Chivalry  
and  
Sorcery*<sup>TM</sup>

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We would like to thank all of our Patreons who with their support are allowing us to create additional material for C&S beyond our planned product listing. This adventure was first provided to Patreons in April 2020.

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## Writer's foreword

Back in 2002 we had the idea to introduce a living style campaign to C&S 4th edition. This campaign would be centred around the Kingdom of Solda in the Dragon Reaches of Marakush.

Players could hold fiefs, Counties and Shires would be assigned to Countries and regions as appropriate.

Field of Flowers was intended as an introductory adventure, to bring players together adventuring within the capital.

Alas it never really got off the drawing board beyond creating the list of fiefs and this adventure. We did create guidelines for character generation and how to register but this remain just that, proto guidelines.

In some respect the concept didnt go to waste, as the top tier backers of our Kickstarter for C&S 5 all received the benfir of a fief within Solda, a fief based on a Shell Keep. (These are slowly being issued.)

It has also given us the opportunity to dust of Field of Flowers, update it to 5th edition and present it here with the notes on the capital city Leganti.

## About the Author

Stephen came to role playing games from wargaming, having played in WW2, Napoleonic and Ancients periods. His introduction came in the autumn of 1979 with the first AD&D rule books. Over the years he has experienced a large amount of systems, encountering C&S in 1982. Cutting his teeth on writing with tournament scenarios for the RPGA, he was responsible for the Ravenloft tournament at Euro Gencon 1993 and the RPGA members only tournament at Euro Gencon 1994 as well as scenarios at his own convention Dudley Bug ball. He was a RPGA Regional Director from 1994 to 1997 when he resigned after founding Britannia Game Designs Ltd. Since then his writing has been focused on **Chivalry & Sorcery** being a Lead Designer of 4th edition with E E Simbalist and creator of the Dragon Reaches of Marakush (which originated in 1982/1983).



ANDREIAN DESIGNS

## BACKGROUND AND PLOTLINE

Duke Alphonse Wulfshund, Commander of the Order of the Black Tree of Vinlon, has taken it upon himself to subvert and conquer Solda as a gift to the Canus Cult.

Over the past few months Duke Alphonse has installed a spy network within Solda. Amongst this spy network is a group ensconced within the Capital Leganti itself. They have been tasked with causing disruption during the Spring fair; a great gathering of merchants and entertainers that gathers on the Field of Flowers outside the City walls; causing major unrest in advance of a small army heading deep into Solda. This army led by Baron Ulaf Casand has been secretly coming into Solda under the guise of merchant caravans. These caravans are now meeting up a short distance from the capital. The only thing standing in their way is the gateway and wall that lies around the city. It is hoped that the disruption within Leganti will stop any defence being formed allowing Baron Ulaf to take the gate and wall and take the city and thus allow passage for greater forces into Solda's heart.

Such a greater force will easily take the Kingdom from the centre out. Baron Ulaf has been instructed that if all goes well he is to take advantage of the situation after storming Leganti, and try to take the King hostage.

All these plans have been laid without taking into account any heroes present.

## RUNNING THE SCENARIO

This scenario is a very freeform adventure. It is intended that Players have free opportunity to wander around Leganti and explore the City. To this end a list of properties is provided which the referee should feel free to embellish.

Throughout the playing session a number of events will trigger at set times regardless of the players location. Some of these events will allow opportunities for players to react and respond and have an impact.

In addition, a number of locations have been provided in more detail where specific encounters may be made which have a bearing on the main plot line.

The list of events and encounters follow the opening encounter. The adventure should be geared to its conclusion at the Manor House just beyond Psychgrove.

## DAY BREAK

It is early morning and the PC's are heading towards the market of Leganti after a good night at the Hangmans Tree Inn. Read or paraphrase the following:

*You woke this morning to a fine spring day, ready to celebrate the festival of the Field of Flowers. You decided to keep company with the other travelers you met last night in your inn and now a small group of you head towards the central market. As you near the market you suddenly hear many screams and shouting and someone yelling out to you "look out its escaped, snapped its chains and gone berserk"*

*Charging towards you is a Bear, fully six foot tall with the remnants of a chain bouncing on the cobbles from its ankle.*

This is in fact a deliberately released bear, loosed by Harold one of the minor echelons of the Solda network. The intention is to spread chaos in the city. This has been enhanced by the inclusion of an band of leather worn around the bears neck.

It is in fact a simple magical device with the spell Berserker Rage cast upon it. It only had enough charges for one use and its trigger command word was Urto. The bear was a well trained and calm dancing bear but the chain had been fixed to snap easily once the trigger word was spoken. Harold had vacated the area very quickly once someone had inadvertently said Urto in the common greeting amongst the pious" May the servants of Beleryn pass to you her blessing and those of her Children and the Holy Urto."

Harold has actually fled to join with other comrades for the further deeds they plan on this day.

### Beserk Brown Bear (12)

<b>Height</b>	78"	<b>BAP</b>	11 (13)
<b>Weight</b>	425 lbs	<b>BOD</b>	61
		<b>FAT</b>	41
		<b>DT</b>	6
<b>BMR</b>	10	<b>SPRINT</b>	18

<b>Relevant Skills</b>	<b>Dmg</b>	<b>PSF%</b>	<b>TSC%</b>
M Bite	13 S	26%	66%
M Claws	15 S	35%	75%
Dodge	-	0%	40%
Stamina	-	38%	78%
Will	-	22%	62%

**Armour** - Hide (9 / 13 / 7 / 9 / 6)

#### **Description:**

This brown bear has been ensorcelled with a Berserker Rage spell that will last another 10 combat rounds upon encountering the PCs.

#### **Special Ability**

All Attacks receive a +2 to the crit die, if the crit die is 10 then the crit die damage is doubled. +2 to its BAP, immune to command magick, will fight for 3 rounds after body drops to below a negative figure of 30.

Honour: 68 Each

## 90 minutes into the adventure

A murder has taken place of the Mayor, Sir Ferdinand Hallson. This takes place while Sir Ferdinand is walking down King street. At this point Harold has quickly stepped out of the shadows of an alley and stabs Sir Ferdinand with a poisoned knife. If the PC's are in the area they may be able to rush to his aid but to no avail. The PC's may then be accused or requested to catch the miscreant.

## 120 minutes into the adventure

Rumours abound of the large numbers of merchant caravans coming south from the northern borders. One of them has some 20 wagons carrying foodstuffs, coming to the capital to trade, although its band of guards seems larger than usual.

## 150 minutes into the adventure

The PC's discover the evidence that the Canus Cult is in Leganti. This evidence takes the form of a scroll that is found dropped. It details the Manor House to the edge of Psychgrove as a meeting place for the cult. This is the final encounter for the adventure. Any NPC's not yet encountered who are members of the cult will be found at the Manor house.

The PC's will also discover here a number of messages that when put together give information pertaining to an army gathering to the north of the Raven Valley. Once they have this information they should be steered to passing this information to the authorities.

This ends the scenario. When Ars Bellica is released we will release army lists for the encounter between the two armies which the PCs can take part in.

## EVENTS

### 30 minutes into the adventure

Fire - a major fire is started, if the PC's are present they have the opportunity to lead the fire fighters. The fire is started at the Chapel dedicated to Hyandis within the temple Precincts. The fire takes hold very quickly and within a few minutes the whole chapel is in on fire unless something is done. A hue and cry will go up and many citizens will rush to put out the fire.

### 45 minutes into the adventure

A theft is discovered; someone has broken into the palace and stolen plans of the fortifications around the capital. This is shouted aloud and the search is on to find the missing plans. This takes place initially along high street but quickly spreads to the rest of the town. At this point the citizens are beginning to get edgy as panic starts to set in.

## Non Player Characters

These NPCs are the major encounters that the PC's may have within the City. The GM is urged to introduce as many minor citizens as necessary to provide amusing roleplay. This must be stressed is an opportunity for the GM to bring out as many roleplaying situations as possible.

### Jared

Jared spends most of his time wandering around the city trying to gather information to pass onto Father Gregory. He spends most of his time begging around the market place.

### Father Gregory

Father Gregory is a regular priest around the Temple Precincts and the Cathedral. He is very careful in who he approaches to convert to the worship of Canus. He was converted some 6 years ago and willingly went through the ritual of becoming a Werewolf and was accepted as a priest of Canus. He now only pays lip service to the Church of Urto using his knowledge to work from within. He has started to build a following within the City amongst the City Guards who he plans to use to cause disruption. He is also behind the fire in the chapel to Hyandis.

He has set up a temple to Canus in the abandoned Manor just on the western edges of the Psychgrove.

### Longarm

Longarm is a forester who normally ranges to the north of Leganti. However, he has wandered into the city to sell some braces of conies he has trapped. He was in the crowd when the Bear rampaged and is looking for somewhere to stay overnight. He is a bit of a gossip as he normally has no one to talk to out in the woods.

### Harold

Harold is a longtime convert to Canus, originally from Vinlon he has performed a number of tasks in the past for the Duke. The assassination of the mayor is the first stage in the planned disruption, designed to panic the Guild Syndics and other rich patrons. He will plan to meet up with Father Gregory as soon as possible if not caught.

### Jared

(6th Level Human Male Thief (Beggar))

<b>STR</b>	10 (58%)	<b>INT</b>	11 (62%)	<b>APP</b>	11 (62%)
<b>CON</b>	11 (62%)	<b>WIS</b>	12 (66%)	<b>BV</b>	15 (76%)
<b>DEX</b>	16 (79%)	<b>DISC</b>	11 (62%)	<b>SPR</b>	5 (35%)
<b>AGL</b>	12 (66%)	<b>FER</b>	11 (62%)	<b>CHA</b>	16 (79%)

<b>Height</b>	5' 11"	<b>BAP</b>	13
<b>Weight</b>	154 lbs	<b>BOD</b>	35
		<b>FAT</b>	22
<b>BIF</b>	17	<b>DT</b>	5'
<b>BMR</b>	0%	<b>SPRINT</b>	8'

<b>Thief Skills</b>	<b>Lvl</b>	<b>PSF%</b>	<b>TSC%</b>
Begging	5	42%	82%
Con	7	45%	75%
Disguises	5	35%	75%
Sleight of Hand	3	33%	63%
Acting:Perform	6	21%	51%
Storytelling	6	21%	51%

<b>Combat Skills</b>	<b>Dmg</b>	<b>PSF%</b>	<b>TSC%</b>
Knife Fighting	4P	26%	66%
Brawling	3C	0%	40%
Dodge	0	15%	55%
Stamina	0	0%	40%
Will	0	0%	40%

**Armour** - Velvet Tunic (1 / 0 / 0 / 0 / 0)

#### Equipment

A velvet tunic and leather boots, a knife and a purse containing 57 crowns.

#### Description:

A non-descript thief who has been hired by the Government of Vinlon to spy on the capital. He is one member of the Vinlon spy ring in the capital and is a hardened member of the Canus Cult. He is currently residing at the hovel mentioned below. If approached by the PC's he will try to avoid any conversation. If pushed by the PC's he will try to avoid this with force. If this encounter is used after event 2 then the PC's may have the opportunity of finding the missing plans.

### Father Gregory (Human Form)

(8th Level Human Ordained Priest of Urto (Werewolf))

<b>STR</b>	10 (58%)	<b>INT</b>	15 (76%)	<b>APP</b>	11 (62%)
<b>CON</b>	12 (66%)	<b>WIS</b>	14 (73%)	<b>BV</b>	15 (76%)
<b>DEX</b>	12 (66%)	<b>DISC</b>	16 (79%)	<b>SPR</b>	17 (82%)
<b>AGL</b>	11 (62%)	<b>FER</b>	13 (70%)	<b>CHA</b>	13 (70%)

<b>Height</b>	6' 1"	<b>BAP</b>	13
<b>Weight</b>	166 lbs	<b>BOD</b>	37
<b>BIF</b>	33	<b>FAT</b>	28
		<b>DT</b>	5'
<b>BMR</b>	15%	<b>SPRINT</b>	8'

<b>Urto</b>	<b>PFF</b>	45	Current Spirit	8
<b>Canus</b>	<b>PFF</b>	50	Current Spirit	30

<b>Priest Skills</b>	<b>Lvl</b>	<b>PSF%</b>	<b>TSC%</b>
Theology (Urto)	8	51%	81%
Theology (Canus)	7	38%	68%
Oratory	9	51%	81%
Faith (Canus)	12	66%	86%
Faith (Urto)	9	57%	77%

<b>Combat Skills</b>	<b>Dmg</b>	<b>PSF%</b>	<b>TSC%</b>
Fighting Staves	12C	6%	36%
Brawling	3C	0%	40%
Dodge	0	26%	66%
Stamina	0	0%	40%
Will	0	6%	46%

**Armour** - Linen Robes (1 / 0 / 0 / 0 / 0)

#### Equipment

A linen robes and leather sandals, an Iron holy symbol, a leather bound prayer book and a purse containing 24 silver pennies.

#### Description:

An ordained priest in the Church of Urto. He has actually been converted to the Canus Cult (and Bitten by a Werewolf) and is on a mission to convert other members of the Church of Urto in Solda to the worship of the Canus Cult. He is one of those priests in Solda who have been converted to be promised the Primacy of Solda should they succeed in converting a majority.

He can still perform Acts of Faith in the Church of Urto upto PFF 45 but can now perform Acts of Faith as a Priest of Canus upto PFF 50 and can also perform Profane Acts of Faith upto PFF 50.

Honour: 74

### Father Gregory (Werewolf Form)

(8th Level Human Ordained Priest of Urto (Werewolf))

<b>STR</b>	14 (73%)	<b>INT</b>	15 (76%)	<b>APP</b>	11 (62%)
<b>CON</b>	15 (76%)	<b>WIS</b>	14 (73%)	<b>BV</b>	15 (76%)
<b>DEX</b>	12 (66%)	<b>DISC</b>	16 (79%)	<b>SPR</b>	17 (82%)
<b>AGL</b>	16 (79%)	<b>FER</b>	13 (70%)	<b>CHA</b>	13 (70%)

<b>Height</b>	6' 1"	<b>BAP</b>	13
<b>Weight</b>	166 lbs	<b>BOD</b>	42
<b>BIF</b>	n/a	<b>FAT</b>	31
		<b>DT</b>	10'
<b>BMR</b>	15%	<b>SPRINT</b>	40'

<b>Combat Skills</b>	<b>Dmg</b>	<b>PSF%</b>	<b>TSC%</b>
Medium Bite	14P	6%	46%
Medium Claw	14S	6%	46%
Dodge	0	26%	66%
Stamina	0	36%	76%
Will	0	30%	70%

**Armour** - Linen Robes (3 / 4 / 2 / 2 / 2)

#### Description:

While in Were form Father Gregory cannot perform any Acts of Faith however any kills may be regarded as sacrifices in correlation to his current Spirit. He regenerates 2 Body per round from normal damage, armour halved vs Bite, Nightvision and Heightened Senses as per Nightwalkers.

Honour: 126

### Father Gregory (Wolf Form)

<b>Height</b>	36"	<b>BAP</b>	16
<b>Weight</b>	200 lbs	<b>BOD</b>	62
<b>Length</b>	60"	<b>FAT</b>	36
		<b>DT</b>	10
<b>BMR</b>	15	<b>SPRINT</b>	40

<b>Relevant Skills</b>	<b>Dmg</b>	<b>PSF%</b>	<b>TSC%</b>
M Bite	13S	40%	80%
Dodge	-	21%	61%
Stamina	-	36%	76%
Will	-	30%	70%

**Armour** - Hide (4 / 6 / 4 / 4 / 4)

Honour: 45

## Longarm

(4th Level Human Male Forester)

<b>STR</b>	15 (76%)	<b>INT</b>	12 (66%)	<b>APP</b>	8 (50%)
<b>CON</b>	12 (66%)	<b>WIS</b>	9 (54%)	<b>BV</b>	10 (58%)
<b>DEX</b>	14 (73%)	<b>DISC</b>	11 (62%)	<b>SPR</b>	3 (25%)
<b>AGL</b>	14 (73%)	<b>FER</b>	12 (66%)	<b>CHA</b>	9 (54%)

<b>Height</b>	5' 10"	<b>BAP</b>	13
<b>Weight</b>	172 lbs	<b>BOD</b>	39
		<b>FAT</b>	27
<b>BIF</b>	36	<b>DT</b>	5'
<b>BMR</b>	0%	<b>SPRINT</b>	8'

<b>Forester Skills</b>	<b>Lvl</b>	<b>PSF%</b>	<b>TSC%</b>
Foresters Stealth	7	42%	72%
Blending into Surroundings	5	36%	66%
Setting & Disarming Traps	3	31%	61%

<b>Combat Skills</b>	<b>Dmg</b>	<b>PSF%</b>	<b>TSC%</b>
Longbow	17P	33%	58%
Boar Spear (2H)	17P	25%	75%
Brawling	3C	5%	45%
Dodge	0	16%	56%
Stamina	0	3%	43%
Will	0	-1%	39%

**Armour** - Leather Jerkin (6 / 5 / 4 / 5 / 5)

### Equipment

A leather jerkin and boots, a longbow and quiver containing 20 War Arrows, a boar spear and a purse that contains 2 Crowns. velvet tunic and leather boots, a knife and a purse containing 57 crowns.

### Description:

A quiet Forester, who wields a Longbow with longer than normal arrows. He is aware that a number of armed men have been creeping over the border. he has also heard that some bands of Orcs have been seen to the north of the kingdom, heading south.

Honour: 28

## Harold

(5th Level Human Male Assassin)

<b>STR</b>	14 (73%)	<b>INT</b>	14 (73%)	<b>APP</b>	7 (45%)
<b>CON</b>	15 (76%)	<b>WIS</b>	11 (62%)	<b>BV</b>	8 (50%)
<b>DEX</b>	17 (79%)	<b>DISC</b>	14 (73%)	<b>SPR</b>	3 (25%)
<b>AGL</b>	15 (76%)	<b>FER</b>	13 (70%)	<b>CHA</b>	9 (54%)

<b>Height</b>	6' 4"	<b>BAP</b>	14
<b>Weight</b>	175 lbs	<b>BOD</b>	42
		<b>FAT</b>	29
<b>BIF</b>	36	<b>DT</b>	5'
<b>BMR</b>	0%	<b>SPRINT</b>	8'

<b>Assassin Skills</b>	<b>Lvl</b>	<b>PSF%</b>	<b>TSC%</b>
Backstabbing	7	46%	66%
Garroting	4	37%	67%
Disguises	3	31%	71%
Stealth of Thieves	4	37%	67%
Skulk in Shadows	3	34%	64%

<b>Combat Skills</b>	<b>Dmg</b>	<b>PSF%</b>	<b>TSC%</b>
Short Swords (M)	14P	33%	63%
Knife Fighting (L)	6P	46%	86%
Throwing Knives	2P	37%	67%
Brawling	3C	5%	45%
Dodge	0	18%	58%
Stamina	0	5%	45%
Will	0	2%	42%

**Armour** - Leather (6 / 5 / 4 / 5 / 5)

### Equipment

A leather jerkin and leather boots, a Saex (Short Sword), dagger (in left boot), 10 throwing knives and a purse containing 24 pennies.

### Description:

The missing bear handler is actually an Assassin and a member of the Canus spy ring in Leganti. It is unlikely that he will be encountered by the PC's unless they happen to be in the area where Harold assassinates the City Mayor. If not encountered by the PCs he will be with Father Gregory when the PCs get to the Manor House.

Honour: 79



## LOCATIONS

There are a number of locations that may be utilized throughout the city, these locations are indicated on the map of Leganti.

These are:

### The Kings Arm Tavern –

The haunt of Longarm and Jared. Despite the name this is a real dive, cheap for both food and drink. The main room is quite dingy with little light provided so very shadowy.

### The Hangmans Tree Inn –

The place where the PC's are staying but also where Harold has been drinking recently. Much better class of Inn with 12 double rooms. Prices are moderate but the food is good and carries some unique ales.

### Griffins Armoury –

A small armoury specializing in short swords, daggers and knives. The weaponcrafter Griffin is a very talented bladesmith specialising in small blades. He has been experimenting with some new techniques which create some patterning on his blade. (He can make blades of high quality +1 to +3.) Harold may be here as he is a regular customer.

### Hovel –

The home of Jared. This is a simple wattles and daub thatched hovel. The stolen plans may be found here. The PC's may come across the hovel after the second event, after following rumours which point to Jared. If they give a thorough search of the hovel they will find a secret trapdoor. Beneath the hovel is a secret chamber, dug out roughly with a wolf's paw on a small roughly cut stone. Any theological lore checks will identify this as related to the worship of Canus.

### Shrine to Hyandis

Within the Church of Urto Temple Precincts is this small shrine to Hyandis. The inside is of cream marble with a small altar at one end with wooden carved pictures of hunting scenes hang on the walls and a series of small wooden pews fill the space.

## Manor House

This largely abandoned Manor house has been utilized by Gregory as the main meeting place for his fellow worshippers. This should be the main encounter with Gregory and any other NPC's not yet dealt with. Gregory has converted 8 men at arms for his protection.

The Manor house itself is two storeys high but the floor to the top story has collapsed leaving a huge vacant space. Father Gregory has had some decorative tiles installed for the area that contains an altar and statue of Canus. The hall and the towers are littered with webs, and the south east tower contains in the lowest level a couple of skeletons chained to the wall (a horse skeleton lies half buried in the courtyard).

The Towers are three storeys high with wooden floors intact, ladders connect them through trapdoors. The three archers split themselves amongst the towers, one each and they keep watch from the roof battlements.

### Archers (3)

(3rd Level Human Retainer)

<b>STR</b>	15 (76%)	<b>INT</b>	12 (66%)	<b>APP</b>	08 (50%)
<b>CON</b>	12 (66%)	<b>WIS</b>	09 (54%)	<b>BV</b>	10 (58%)
<b>DEX</b>	14 (73%)	<b>DISC</b>	11 (62%)	<b>SPR</b>	03 (25%)
<b>AGL</b>	13 (70%)	<b>FER</b>	11 (62%)	<b>CHA</b>	09 (54%)

<b>Height</b>	5' 10"	<b>BAP</b>	12
<b>Weight</b>	172 lbs	<b>BOD</b>	28
		<b>FAT</b>	27

<b>Core Skills</b>	<b>Lvl</b>	<b>PSF%</b>	<b>TSC%</b>
Alertness-Sight	0	0%	5%
Alertness-Sound	0	0%	5%
Stamina	0	4%	44%
Dodge	5	15%	55%
Will Power	0	0%	40%
Language(Own)	0	2%	62%

### Master Skills

Longbow	4	39%	59%
Stealth	4	12%	42%

**Armour** - Brigandine (10 / 11 / 8 / 9 / 7)  
Longbow Dmg Base 12P / Crit +1

Honour: 9 Each



**Guards (5)**

(3rd Level Human Retainer)

<b>STR</b>	15 (76%)	<b>INT</b>	12 (66%)	<b>APP</b>	08 (50%)
<b>CON</b>	12 (66%)	<b>WIS</b>	09 (54%)	<b>BV</b>	10 (58%)
<b>DEX</b>	14 (73%)	<b>DISC</b>	11 (62%)	<b>SPR</b>	03 (25%)
<b>AGL</b>	13 (70%)	<b>FER</b>	11 (62%)	<b>CHA</b>	09 (54%)

<b>Height</b>	5' 10"	<b>BAP</b>	12
<b>Weight</b>	172 lbs	<b>BOD</b>	28
		<b>FAT</b>	27

<b>Core Skills</b>	<b>Lvl</b>	<b>PSF%</b>	<b>TSC%</b>
Alertness-Sight	0	0%	5%
Alertness-Sound	0	0%	5%
Stamina	0	4%	44%
Dodge	5	15%	55%
Will Power	0	0%	40%
Language(Own)	0	2%	62%

**Master Skills**

Spear	4	35%	65%
Heavy Shield Play	4	12%	62%

**Armour** - Brigandine (10 / 11 / 8 / 9 / 7)  
Lg Wooden Shield - (10 / 9 / 12 / 10 / 10)  
Inf Spear 12P, Bash 10

The other five guards will provide a body guard for Father Gregory. If the PCs reach the manor house during Dusk or later they will happen upon Father Gregory beginning a service with the five guards, Harold and Jared present and a drugged peasant for sacrifice.

Otherwise they will be present preparing for the evening ritual with the drugged peasant unconscious in the corner.

## The Religions

### The Church of Urto

The main organised religious church in the region, believing that Beleryn is the one and true God and that all other "gods" are merely her servants, drawig their power from her. They are regarded as Saints within the Church.

Beleryn is eicted as a fiery red head in green robes carrying a scales of justice and a sceptre of rulership

Hyandis is one of the minor gods recognised within the Church of Urto. Known as the lord of the hunt he appears as a huge well built man in pelts and wearing deer antlers. Revered by those who work in the woods and supporters of the hunt.

### The Canus Cult

The Cult of Canus, those who worship the Goddess Canus, who always appears as a 25 foot tall Werewolf, a hatred of Hyandis exists and was the progenitor of werewolves a corruption of the wolves so beloved by Hyandis.

Her Cult has enjoyed various periods of great power but at present it is at a low ebb. Directly opposed to the Church of Urto, it was the hidden power behind the break up of the Urtish Empire and has struggled to bring chaos to the region time and time again. Worshippers are seduced by the promise of power and once involved they find it difficult to escape. Those that join the Priesthood are trained in the Profane Acts of Faith as well as normal Acts of Faith and are "blessed" with Lycanthropy.

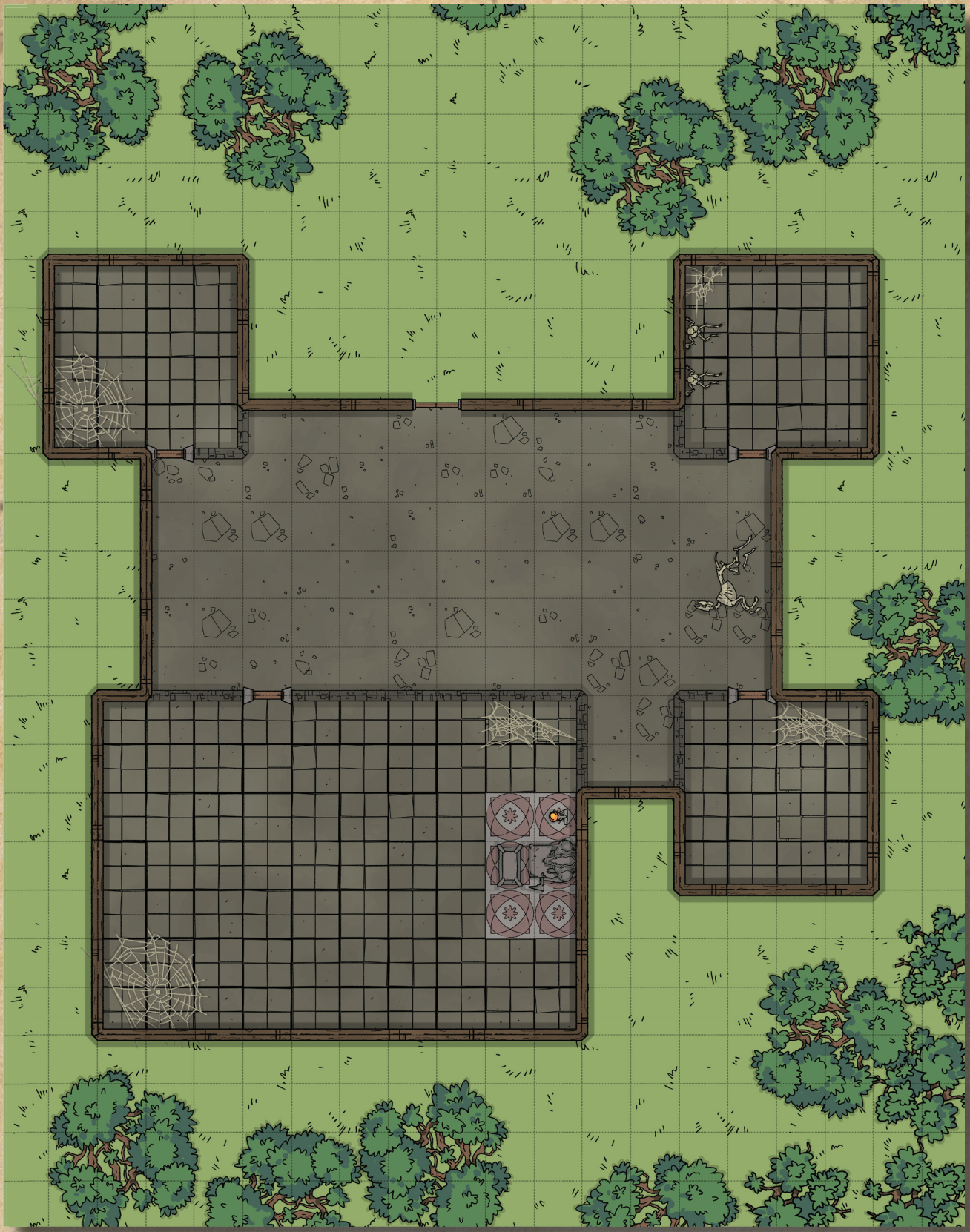
Most members try to keep their beliefs hidden from non-worshippers due to the hatred shown them. The holy symbol is a wolf's paw, which worshippers are granted if they survive the rite of initiation. They are sworn to the purpose of bringing about the downfall of all the kingdoms of the Reaches in order to create a single land ruled over by Canus.

### The Temple of Tyrith

This is a new cult that has grown up around the worship of the Goddess Lysenda, goddess of the dance, love and music. the Temple appears to be mainly benevolent it does seek to spread the word of Lysenda and has gained support amongst the youth of neighbouring realms.

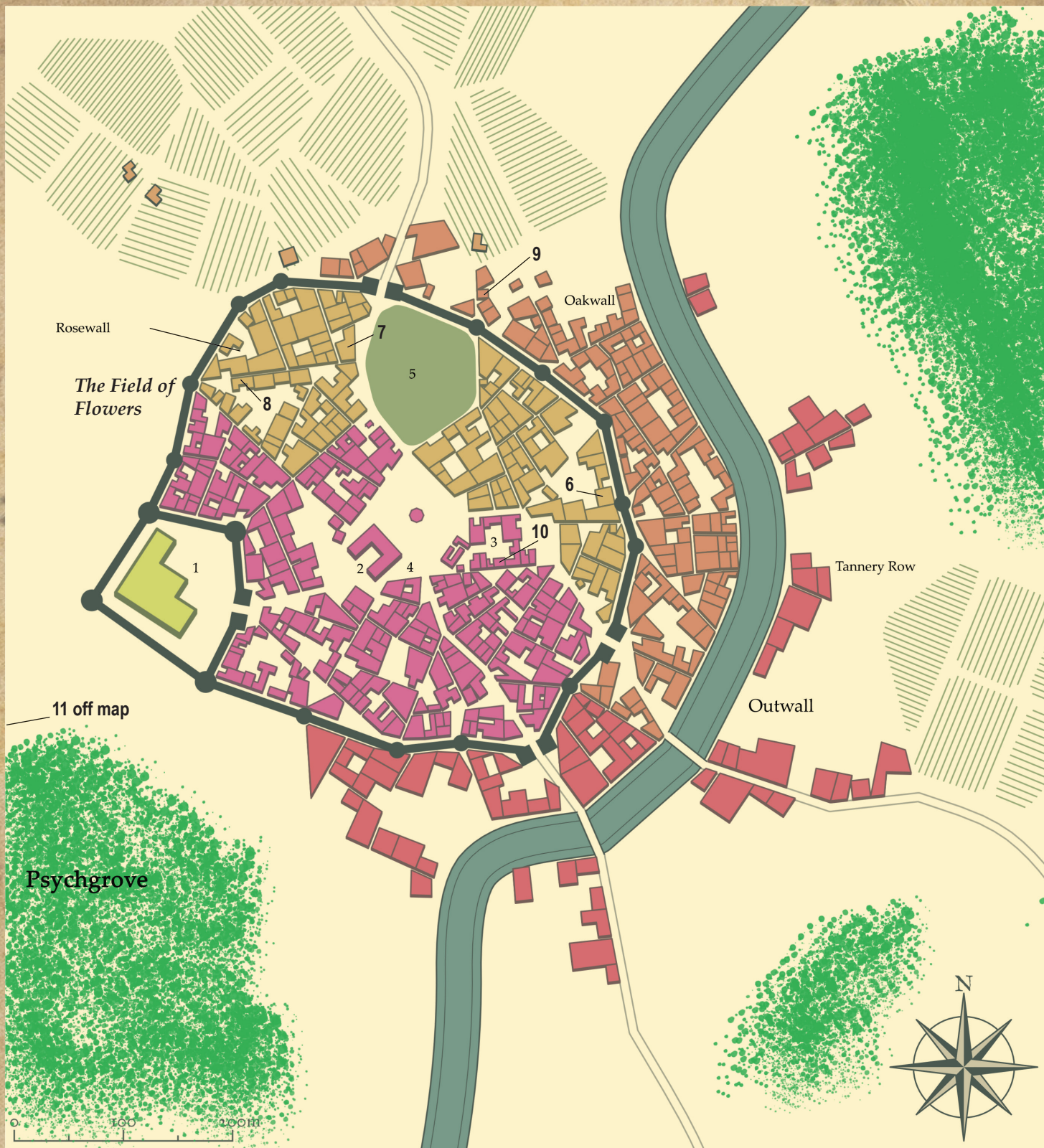
In Vinlon feasts to Lysenda have begun to increase amongst settlements near the border with Solda. In Solda itself, the Church of Urto is warning about the excesses of the religious festivals taking place claiming that some are suffering harm as a result.

This claim has been rejected by Jarynn, the High Priestess of the Temple, and claims that the founder, the Druid Tyrith only desired that the worshippers of Lysenda be allowed to follow the dance. Within Solda a rift between the youth of the realm and the establishment is beginning to appear.



# The Manor House

## Scriptorium



- 1 - Royal Castle
- 2 - Church of Urto Cathedral
- 3 - Church of Urto Temple Precincts
- 4 - Temple of Tyrith
- 5 - Church of Urto Holy Ground

- 6 - The Kings Arm Tavern
- 7 - The Hangmans Tree Inn
- 8 - Griffins Armoury
- 9 - Jareds Hovel
- 10 - Shrine to Hyandis
- 11 - Abandoned Manor House

# Leganti

## The Capital of Solda

Also known as the City of the Silver Stag, after the slaying of the great stag by King Siegfried, the ancestor of the current King, and Rose City after the Rosewall.

Leganti was founded by Siegfried, a Duke under Bara III in the first Urtish Empire, in 97 AU. While out hunting along the river he spied a Great White Stag, after a long and tiring chase Siegfried was finally able to catch the beast and slay it. Upon doing this dead Siegfried was suddenly filled with remorse for slaying the creature and recieved a vision of a glorious City. Whereupon Siegfried decided to build a new city for his home at that very spopt. The Stags head remained mounted at the head of his great hall. During the Succession wars Siegfried raises a strong army and although not allied to the Canus Cult, declares his Grand Duchy a Kingdom independent of Urtind. He defends the realm both against the Cult and any Urtish incursions and Leganti began to grow as the capital of the New Kingdom.

A defensive wall was built around the city with an area immediately within the walls designated as holy ground for the Church of Urto. the wall was covered with a series of rose bushes which were encouraged to grow up the wall. Thus forming an additional thorn barrier whilst binding earth used to fill the rock faced walls.

All was well within the capital and the descendents of Siegfried ruled well, until the Stags head was lost in 440 AU. Some say it was stolen by the Canus Cult because shortly after the Cult gained control of the ruling family. The Canus Cult remained in control of the ruling family until 599 AU when Solda capitulated to the forces of King Karonus. Karonus placed the old kings youngest son Grismol on the throne at the age of 28, lending military support to secure his rule. Solda now has a peaceful trade treaty with Urtind and Grismol has been King for 10 years and has two young children the Crown Prince Edward and Princess Elizabeth.

Between the walls and the River Gedney lies the wooden-palisaded "*poor*" district of Oakwall. Other areas are known collectively as the Outwall, although the grove and garden complex to the west is called Psychgrove.

## Rosewall

The main walls are thirty feet high with towers of the same height set into them. Each tower carries a number of mangonels and ballistae on two levels.

Inside the walls lies the Church of Urto Temple Precinct bounded by the Deity Drives, the Church of Urto Cathedral and the Temple of Tyrith. The Temple Precincts incorporate a number of buildings including a smaller church of Urto, a college of Theology and other lodgings. The few buildings which line Deity Drive are places of worship, and other buildings designed to provide hospital service to those within the City. The buildings of the Temple Precinct are thirty feet high with a rampart on the side facing the streets. The actual buildings have very wide walls with small doors and windows set into them – these can be closed using deadfall blocks fitted into the walls.

Buildings within the Rosewall are all of stone with walls a minimum of five feet thick. They have stone tile roofs. Many blocks have narrower internal stone walls to separate properties, and also external outhouses, again using the narrower walls. The streets are paved with stone "*crazy-paving*" made from offcuts.

Properties are not provided with toilet facilities or running water – these are provided to toilet blocks, from where householders can fetch and carry, or watercarriers serve more prosperous clients.

Rents are 12sp/sqft/annum for ground floor (first floor is free – second floor is charged at ground rate, third floor at ground-and-a-half, fourth at double ground).

## Oakwall

This is not so well drained as Rosewall, so many buildings are built on piles, especially those near to the riverbank. They are mainly of wattle-and-daub or wood-panelled walls, with tiled roofs. The roads are gravelled except for Marsh Road, which is paved to Rosewall standard. Alleys tend to be bare earth (mud) although some less trampled corners have sprouted colourful displays of wildflowers.

Toilet facilities are as Rosewall, but toilet blocks are not so frequently placed.

Rents are normally 6 sp/sqft/annum, but some entrepreneurs have negotiated reduced block rates and then sublet the property. Rent calculation is as Rosewall.

## Outwall

This is the general name for properties the other side of the river on Critwall Road and Tannery Road.

The buildings in Outwall are essentially industrial in nature – large solidly-walled warehouse-style construction. Some of the smaller properties are lean-tos or gaps between main buildings which have been enclosed for accommodation – these normally have wooden or wattle-and-daub panelling.

Rents are the same as Oakwall.

## Tannery Row

This area houses the local livestock pens and the city abattoir and basic curing sheds. Some local butchers and poulterers still prefer to slaughter their own, but this establishment minimises the disruption from herds and flocks of cattle, sheep, pigs, poultry, etc. wandering in the city streets.

## Psychgrove

Named after Psych, a mentally unstable druidic follower of Beleryn and colleague of Siegfried. During one of his forays he met a Tylwyth Teg priestess of Galeton named Nasholen Vatara. They became romantically linked and Nasholen has recently delivered their son. Psych was unfortunately unable to be present, having died on one of his excursions.

Psychgrove is run by Nasholen as a combined temple to Galeton for wandering Tylwyth Teg and to the Pagan worship of Beleryn, and a shrine to Psych's memory. The Church of Urto is aware of the sacred grove and has given its tacit approval.

## Wizards

Within Leganti there are only three major Mages, always willing to take on apprentices. From time to time wandering Mages may enter the City, but must register with the Triumvirate who represent the Guild of Esoteric Lore within the City. They have the power to declare renegade and outlaw any Mage who misuses Magic within the City.

## Religion

The City is the proud owner of a Cathedral of the Church of Urto, a small Church of Urto and a major Temple of Tyrith.

The Bishop of Leganti who is also the Primate of Solda runs the Cathedral. He is assisted by an Archdeacon, Canon and 6 ordained Priests along with 15 Deacons. The Church has staff provided from the Cathedral Staff, normally an Ordained Priest and 2 Deacons as assistants.

High Priestess Jarynn, the Druid High priestess of all Solda, assisted by 6 Druid Priestesses, runs the Temple of Tyrith

Additional members of the Priesthood are always accepted at either Novice or Acolyte status.

## Politics

Solda is ruled by King Grismol the “absolute” monarch. Grismol holds a Kings Council of the major Lords of his realm. Below this the Nobility administer the Law of the realm as part of their fealty to the King.

Leganti is the Shire capital of Legantshire and also the capital of Solda. It consists of the Kings castle as part of the walled city and the city itself. Outside of the walls are a number of other buildings forming the accommodation of the Cities lower classes. In the land surrounding the city are the rural communities of Legan, the Kings personal Demesne.

The city has a population of 5,458 at the time of writing and currently consists of the businesses listed below.

## TAXES

Examples are gate tolls (1cp/person, 2cp/horse, ox, etc., 5cp/wagon); the civic tithe of 10% of goods to be raised to 15%; weapons permit of 10gp/weapon/annum to wear a weapon in public; new foreign residents to pay 10gp/annum (current foreign residents to pay 10gp/annum) as poll tax. Rents have recently increased by 20%.

Guild	Business	No	Additional Workers
Apothecary	Apothecary's	3	
Armourers	Armourers/Weaponsmiths	6	with 11 journeymen Armourers / Weaponsmiths
Thieves	Assassins	3	
Carpenters	Barrelwrights	3	
Masons	Builders	3	
Carpenters	Cabinet Makers	3	
Carpenters	Carpenters	3	with 8 journeymen Carpenters
Carpenters	Cartwrights	3	
Clothiers	Cloth Merchants	3	with 6 Weavers and 3 Dyers
Goldsmiths	Engravers	3	
Entertainers	Entertainers	28	
Glaziers	Glassblowers	3	with 6 journeymen Glassblowers
Goldsmiths	Goldsmiths	3	with 8 journeymen Gold/Silversmiths and 3 journeymen Jewelsmiths
Arcane Lore	Mages	3	
Masons	Masons	3	with 11 journeymen Masons
Mercenaries	Mercenary Groups	3	with 11 Sergeants, 14 Men at Arms, 6 Archers and 6 Crossbowmen
Apothecary	Perfumeries	3	with 3 journeymen Perfumers
Physician	Physician	8	
Potters	Potteries	3	with 6 journeymen Potters
Scribes	Scholars	11	
Scribes	Scribes	11	
Thieves	Thieves	3	with 6 journeymen Thieves

Guild	Number of Members			
	Syndics	Masters	Journeymen	Townsmen
Apothecary	2	6	3	0
Arcane	1	3	0	0
Armourers	2	6	11	26
Carpenters	3	12	8	0
Clothiers	1	3	9	114
Entertainers	7	28	0	0
Glaziers	1	3	6	0
Goldsmiths	2	6	11	17
Masons	2	6	11	0
Mercenaries	1	3	37	0
Physicians	2	8	0	0
Potters	1	3	6	0

Guild Affiliate	Business	No	Additional Workers
n/a	Baker	44	The bakers form about 12 different businesses
n/a	Barber	26	
Thieves	Beggars	17	
Armourers	Blacksmiths	26	
Thieves	Brothel Keepers		
n/a	Butcher	44	
Clothiers	Clothmakers	70	
n/a	Cobblers	35	
n/a	Cook	17	
n/a	Harnessmaker	44	
n/a	Innkeepers	105	There are 37 Inns and Taverns, the remainder are micro breweries
n/a	Labourer	131	Self employed workmen who move from job to job.
Goldsmiths	Money Lender	17	
Thieves	Peddlers	44	44
n/a	Shopkeepers	44	
n/a	Stable Hands	35	Workers for the Stable owners
n/a	Stable Owners	9	
n/a	Stall-Keeper	44	Various goods sold at stalls at the open air market
Clothiers	Tailors	44	44
n/a	Tanners	26	26
n/a	Tinkers	17	17
n/a	Wine Merchant	26	

There are a number of Guild Syndics (officer positions within the Guilds) in the City of Leganti, which go to forming the City Council. This council runs the City and its elected leader is the Mayor, answerable only to the King. Only Masters of a Guild can become Guild Syndics and only Guild Syndics can be elected to the Council, one representative from each Guild (excepting the Thieves Guild).



## Afterword

We hope that you enjoy this one shot adventure and look out for more titles that will be released under the Scriptorium Product Line.

If you want to publish your own material for C&S contact us at [britgamedesigns@gmail.com](mailto:britgamedesigns@gmail.com) and we can provide you a Scriptorium contract which entitles you to 50% royalties on your products.

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