



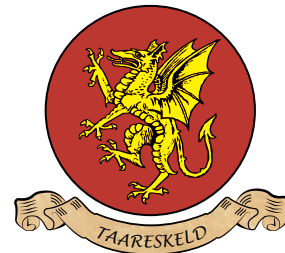
eldeheim is the seat of Alegar II, King of Orbaal. The castle is on the south shore of the Geldesfjord, the most populous region of the kingdom. Although Geldeheim isn't the largest settlement in the kingdom, it has the most Ivinian residents. They are outnumbered, however, by the town's oppressed Jarin population.

HISTORY

The area was settled around 300 BT by Jarin migrating north to escape increasing population pressure in the more fertile lands of Nuthela. The Jarin had few enemies and built small, unfortified villages. They depended primarily on fishing for sustenance and traded for other goods between their independent settlements.

In the 2nd century, the Jarin of the northern coast were plagued by gargun raids. These savage creatures found the Jahl Mountains a fine refuge and their unremitting attacks forced the Jarin to fortify their villages. Those living at the south end of Geldesfjord (then called Leith Inlet) built an earthen fort one league west of the present site of Geldeheim. Called Annwyn, it was the center of a tiny kingdom ruled until the middle of the 5th century by Clan Allythen.

The last ruler of Clan Allythen came to the throne in 437. The details of his reign are obscure and even his name is forgotten. When mentioned, he is known as "the doom that came to Annwyn." He is said to have been a fanatical follower of Ilvir who built a great temple and attempted to impose his vision of theology on his subjects by oppression and violence. It is believed that he was using Ivashu in his rites and there are dark legends of human sacrifice and victims of "slayers from the loam."



Location: Kingdom of Orbaal [H2]

Government: King of Orbaal (Clan Taareskeld)

Population: 285 Ivinians, 470 Jarin

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The fortress town was abandoned for unknown reasons in the middle of the 5th century; the ultimate fate of its last king and his Ilviran sect is unknown. The earthen mounds of Annwyn remain but are widely avoided.

According to legend, Haliesel Canwyr led the people of Annwyn after the downfall of Annwyn and built Lethwyn Tower, “free from supernal strife,” in 458. Clan Canwyr was blessed by a succession of energetic rulers and Lethwyn prospered. By 650, it was the largest settlement on the coast of Jara and one of the strongest fortifications.

When the Ivinians brought conquest and destruction to Lethwyn in 667, the fortifications proved wanting. Hagined Taareskeld struck boldly and in great force. The Ivinians outnumbered the defenders four to one, and the outcome was never in doubt. Within two days, Lethwyn was in the hands of the northmen and Clan Canwyr was wiped out. Savwyl, the last Prince of Lethwyn, was hanged and his body thrown into a mass grave.

After subjugating the neighboring Ivinian clans, Hagined proclaimed himself King of Orbaal in 686 and claimed overlordship of all Ivinian domains on Hårn. He was succeeded by his son Alegar I in 692.

The eldest son of Alegar I, named Hagined, died at Cape Renda in 707. A second son, also named Alegar, was left as the most viable candidate, despite his father’s low opinion. Since taking the throne in 714, Alegar II has taken measures to assert his dominance but nonetheless lacks the respect of most of his clan and vassals. The spirit of unity and fear that held the other clans in line under Alegar I is fading and Alegar II lacks the ability to inspire anyone to do anything but scheme against him.

CURRENT SITUATION

As things are measured in Orbaal, Geldeheim is peaceful. The Jarin Rebellion of 701–703 had little effect here and clan Taareskeld’s grip on power seems secure. Alegar II is an insecure and paranoid ruler, however, and several things keep him awake at night.

His first concern is the call of the mother country. Alegar knows that his grandfather Hagined once paid tribute to Clan Stahler of Menglana but none has been paid in 32 years. Alegar worries that the Stahlers might look for payment, with interest. This concern is amplified by current war between Menglana and Ibanvaal and its possible effect on his kingdom.

The Agrikan *Order of Kukshin* and *Order of the Crimson Dancer* are another outside influence. They came from Rethem at the invitation of Alegar I and are now powerful political players. The Earl of Tormau in Rethem is well informed of Orbaalese events and his agents openly recruit warriors from the lesser clans, either to settle in Rethem or as mercenaries. Alegar is intelligent enough to see many opportunities in the earl’s interests.

Alegar is not blind to internal threats. He knows that he sits atop a quarrelsome group of greatclans but feels safe as long as they remain divided, even as they view him as weak, vain, and untrustworthy. The conquered Jarin are even more fractious but Alegar pays little mind to reports of scattered assassinations.

The cultural division has worsened since the recent death of Mythyl Weymyss, Alegar’s fifth wife and sister of the Jarin lord of Pethwys. Mythyl’s body was found at the foot of the caer’s east tower in the winter of 719. Although the official explanation is that her death was accidental, Alegar fears it could become a rallying cry for Jarin fanatics.



King Alegar II

Alegar, 37, is a lean, balding man who often lets his vanity overrule the sound counsel of his advisors. He loves pomp and spectacle and goes overboard to portray himself as what he thinks a king should be like. He prefers to spend his days feasting, hunting, and sitting on his throne being entertained. He often changes clothes two or three times a day and makes sure that his agents get the best furs and cloth at the Fur Fair.

The king enjoys playing the role of majestic despot and makes regular visits to the town on his way to hunt or ride to a nearby thran for a meal and entertainment, accompanied by his inner circle of toadies and sycophants. The royal party rarely fails to be back at the caer before nightfall and the evening’s boisterous activities.

Although Alegar cultivates his public appearance, his personal life is cold and brutal. He treats his wives like property. He mourned the loss of his first wife as one might the loss of a favored tool or piece of clothing and the recent loss of Mythyl is more a political inconvenience than a personal tragedy. Although he refers to his three elder surviving wives as the “three hags,” he is not above fits of jealousy and houses them in the east tower to keep them away from him.

Alegar’s most recent wife, Bryna Telthaal, is cunning, manipulative, and ruthless. At just 14, she is young enough to keep her position as the king’s favorite for years to come. Lacking the wisdom of age, Bryna is often short-sighted and given to fits of rage when she feels that she’s threatened or crossed. Many suspect that Bryna instigated the murder of Mythyl Weymyss; it is well known that the two women hated each other.

GOVERNMENT

Geldeheim is governed by Alegar II and his lieutenants. The king spends most of his time here, often in the company of one or more of his vassals. Myrvolde Gydasael, the lord of Ebein, spends a great deal of time at Geldeheim and considers himself to be the king's confidant. Other valhakars attend Alegar's court, mostly to enjoy the boisterous drunken feasts that fill the castle's great hall.

While Myrvolde is widely seen as the king's toady, Melvold Saargax of Zynholm is a more subtle political player. Melvold is related to the king by marriage and a frequent visitor to his court. One of Melvold's advisors is his thran's priest, who is related to the Sarajinian clerical clan in Geldeheim. Melvold uses information gathered through this connection to gain himself favor or diminish others in the king's eyes.

Per Taareskeld, the town miller, sits on the Taareskeld thrangaad along with Vigor the harbormaster and Baltasar the shipwright. Many of Geldeheim's Ivinian craftsmen look to the miller to represent their interests before the king. Per has a long-standing dislike for Elmar Henjaal, the town warden and tax collector.

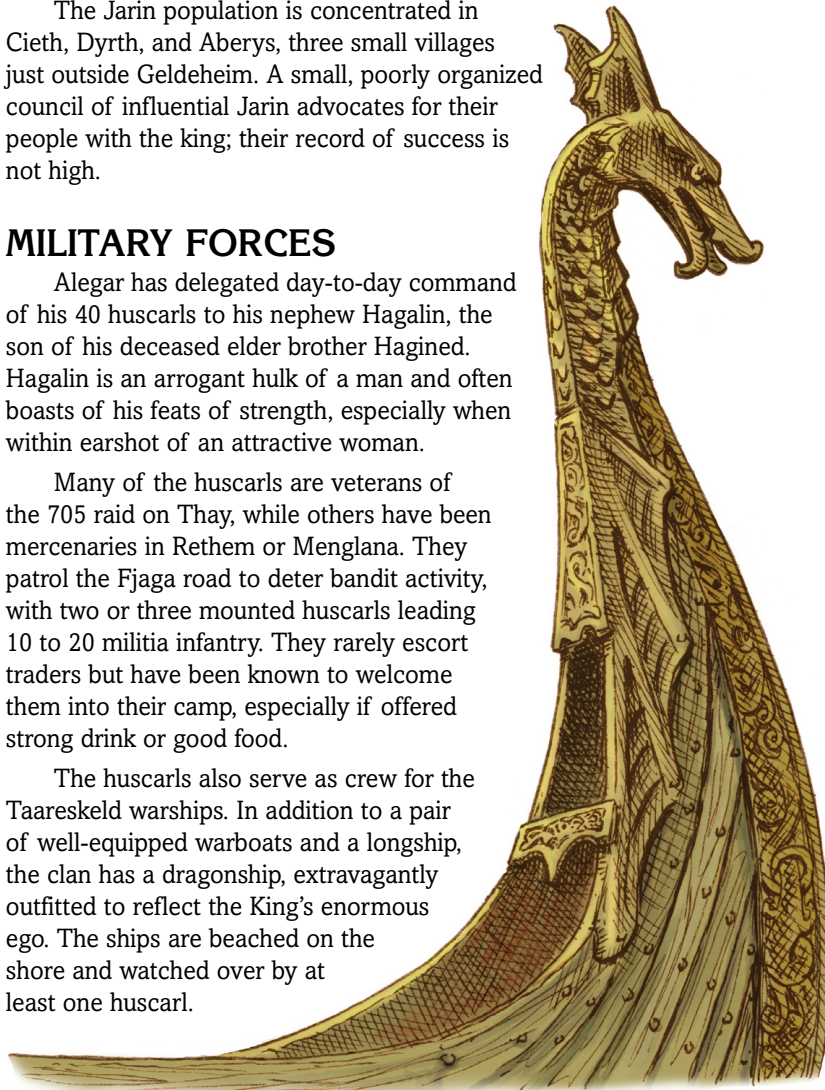
The Jarin population is concentrated in Cieth, Dyrth, and Aberys, three small villages just outside Geldeheim. A small, poorly organized council of influential Jarin advocates for their people with the king; their record of success is not high.

MILITARY FORCES

Alegar has delegated day-to-day command of his 40 huscarls to his nephew Hagalin, the son of his deceased elder brother Hagined. Hagalin is an arrogant hulk of a man and often boasts of his feats of strength, especially when within earshot of an attractive woman.

Many of the huscarls are veterans of the 705 raid on Thay, while others have been mercenaries in Rethem or Menglana. They patrol the Fjaga road to deter bandit activity, with two or three mounted huscarls leading 10 to 20 militia infantry. They rarely escort traders but have been known to welcome them into their camp, especially if offered strong drink or good food.

The huscarls also serve as crew for the Taareskeld warships. In addition to a pair of well-equipped warboats and a longship, the clan has a dragonship, extravagantly outfitted to reflect the King's enormous ego. The ships are beached on the shore and watched over by at least one huscarl.



Law and Order

Geldeheim is reasonably calm and prosperous despite Alegar's policy of cruel and public oppression of any who run afoul of his capricious decisions.

Like all Ivinian settlements, the tenets of vendetta law are followed and Alegar relies on the Sarajinian priest's interpretation of the Ljarl to make his judgments. Personal combat is a regular feature of justice.

The king likes the spectacle of executions and schedules them for the first market day of each tenday. The executioner, a tall, thin man named Skafti, has little concern for Alegar's love of spectacle and performs his duties in a quick and efficient manner.

Elmar Henjaal, the town warden, keeps the peace but focuses on collecting tolls and taxes, especially from visiting merchants. His thugs have a reputation for clubbing suspected rule-breakers and dragging the bloody unfortunates to the castle gaol.

Geldeheim's Jarin are careful to keep their troubles out of sight and prefer to deal with any legal issues amongst themselves. Clan Talies has administered Trehaen law in the settlement and nearby villages for generations.

Narin of Chateme

The son of a lexicographer from Thay, Narin was uninterested in his father's trade and left home at an early age. By 715, he was traveling throughout Kaldor representing himself as a master of arcane lore and telling fortunes for simple folk. He made extravagant claims but his skills seem to have been those of a confidence trickster.

Narin traveled to Leriell in 718 along with his brother Valstin. He was employed for a time by the Prince of Leriell as a court seer, although the prince did not take him very seriously. In 719, Narin claimed to have had a vision of King Alegar II being stabbed to death in a stairway. He left Leriell shortly thereafter and traveled to Geldeheim.

Going to Geldeheim proved a poor choice. His usual glibness failed him and he was slain at the entrance to the keep by an impatient archer as he babbled his vision of the king's murder. Alegar has been troubled by the event, torn between conflicting beliefs that the vision may come true or that Narin was part of some plot by the Prince of Leriell. Narin's brother nurses his hatred while hiding in the village of Vakem south of Geldeheim.

RELIGION

As in the land of their forefathers, almost 90 percent of Geldeheim's Ivinian population worships Sarajin. The Sarajinian temple is run by Clan Sweryn. Suri Sweryn, the clanhead, embodies the Sarajinian ideal and his every deed inspires the faithful to follow the Ljarl. His devotion to the religion and culture of his ancestors has given him cause for concern over the growing influence of the "devil women" of the Agrikan church.

When the Agrikans landed, few saw them as more than a group of shieldmaidens coming to share in the plunder. The tenets of their religion, especially their war-like ways, made them acceptable allies at the time, but rumors of strange practices and torture in Quimen, coupled with royal sponsorship of their temples, has Suri thinking on how he might be able to convince Alegar, or his successor, to show more support for his native faith.

Since 701, the clerical Order of the Kukshin has attracted some Ivinian adherents and a number of shieldmaidens have found a home in its associated fighting order. The influence that the Agrikans have enjoyed with the Orbaalese throne has resulted in the Church of Larani being proscribed, along with competing Agrikan orders.

The Ivinians subjugate the Jarin because they can, not because of their faith. Alegar pays no attention to their religion, neither persecuting nor protecting them because of it. Nonetheless, the Jarin keep their heads down and celebrate services in their homes or out of sight. Most are adherents of Ilvir or Siem.

Finnjon the Bent is the local Ilviran priest. He was an acolyte in the local temple when Alegar I gave it to the Agrikans. Witnessing the murder of his father, a temple priest, made Finnjon hate the Agrikans with a nearly pathological fury. His knowledge of ritual was spotty but the older villagers helped him through the parts he did not know. Today, what he lacks in theology he makes up for in fervor.

Finnjon holds services in the embalmer's shop [#34] where he works as an apprentice. He hears rumors of Jarin unrest and "holy warriors" striking back against the invaders as he nurses a pint at the Princeling's Rest. These stories make him smile but he knows that he is not a warrior and must wait for others to rise up before they can push the Ivinians back into the sea.



The doors to the Agrikan temple's hall of worship were donated by Alegar I to celebrate the temple's consecration in 701.

Winter Festival

The traditional Ivinian winter festival symbolizes the end of autumn and the start of the austere winter. Winter, although harsh, is seen as a time of spiritual and material preparation for the coming year, an opportunity to rest from the hard work of autumn and prepare for the labors of spring. For the Ivinian inhabitants of Geldeheim, winter is a time of kinship and craftsmanship.

The festival is held on 2 Ilvin, the day after the winter solstice. A perfect red ox is sacrificed at dawn, then roasted and fed to the community. A fine sleigh is drawn by two white horses from the caer through the town, with the king giving gifts to favorites and getting gifts from those who hope to improve their status. After an outdoor service at the temple, the sleigh is burned in a great bonfire, onto which the townsfolk throw used clothing, worn out tools, and other things symbolic of the passing autumn. There are bouts of boasting and mock combat and much dancing. Clanheads give gifts to their families and huscarls. The feast is also marked by the consumption of considerable quantities of mead.

Each inn brews a special midwinter mead for the festival, which is given free to revelers. A prize is awarded for the year's best holiday mead.

In 719, Alegar procured, at great expense, four fine reindeer from Altland to celebrate in the style of the Menglanan homeland.

The Araksin, the winter festival celebrated by the Ilvirans of the Jarin community later that same month (16–30 Ilvin), is considerably more subdued.

Followers of Siem

Geldeheim's Siemists have no priest among their number. Their observances, held in a clearing half a league northwest of Abery's, are led by Declan of Bavryl, the village charcoaler, unless he has been able to arrange for a proper Inthiar to visit.

Garegg Sweryn, nephew and student of Geldeheim's Sarajinian priest, witnessed a recent Siemist gathering and talked to Declan afterwards. He is fascinated by similarities he sees between Siem and Usnarl the Bearlord, who has a profound empathy for helpless creatures and loathes despoilers of the forest.

ECONOMICS

Geldeheim is self-sufficient in most commodities, either through local production or trade with the villages nearby. What cannot be sourced locally is brought by far-ranging traders. Maritime crafts such as shipbuilding, whaling, and sealing make the local market thrive.

The conquerors are skillful, energetic traders and they have radically changed the economy since their arrival. Coastal trade flourishes among the settlements and seafaring merchants travel to Ivinia, Shorkyne, southern Hårn, and beyond, bringing exotic items to Geldeheim's markets.

Land-based trade is much less common. A caravan is organized at Geldeheim every spring to take the region's goods down the Fur Road to Kaldor. It returns in late summer with much-needed salt, dyes, fine cloth, and other products of the southern kingdoms.

Small groups of traders carry goods from the port of Geldeheim to the kingdom's rough interior, returning with charcoal, herbs, and wool for the town's tradesmen. These products and other staples of life are sold in Geld Square, the primary market, and New Market, which caters to Ivinians.

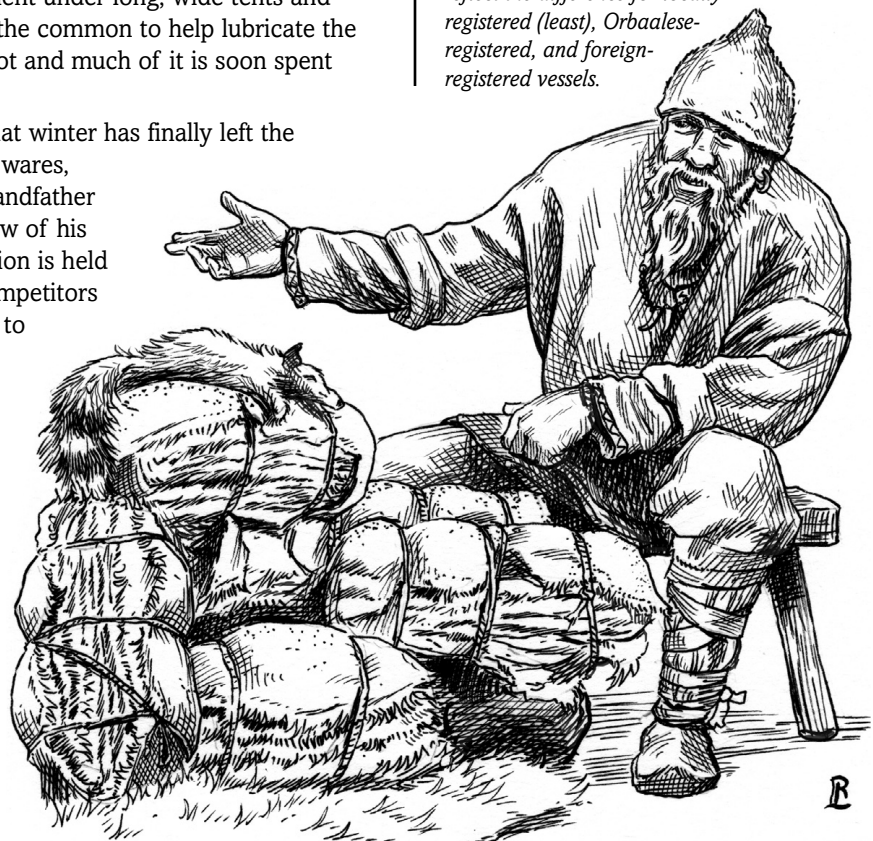
The villages of Cieth and Dyrth have markets in the mornings before the Geldeheim market. These markets are very limited and many people have to go to both to get what they need for the household.

The Fur Market

Geldeheim's major market fair is held in mid-Peonu, when traders and trappers assemble in Hagined Common to ship furs, copper, amber, whale products, and other exports south along the Fur Road to Tashal. Goods are graded, sorted, and packed for shipment under long, wide tents and all of the town's inns erect stalls around the common to help lubricate the negotiations. Payment is made on the spot and much of it is soon spent within the common.

The market fair is a welcome sign that winter has finally left the northlands. While merchants are trading wares, Alegar II follows a tradition set by his grandfather and holds a competition to select the crew of his dragonship, the *Sun Drake*. The competition is held on the second day of the fair and has competitors race through a series of obstacles meant to simulate a raid.

The race begins at noon in Geld Square with the competitors in full armor. When the start flag drops, they run north through the town to the bridge over Aceith Stream. There, they pick up heavy sacks filled with rocks and carry them to the beach at the mouth of the stream, where rowboats are waiting on the sand. Throwing the sacks into the boats, the competitors row to the beach south of the shipyard, land their craft, then carry their sack to the finish line in the square.



Taxes

Although the Jarin villages of Cieth, Dyrth, and Aberys are theoretically independent settlements, they are considered a part of Geldeheim for tax purposes. Alegar has followed his father's policy of forcing the villages to pay tribute at the start of Halane. This tribute is calculated against the health and size of the villagers' crops and herds and is usually taken in kind to help feed the castle through the winter. The inhabitants of Geldeheim also pay their tribute in goods and services.

All inhabitants are required to pay the annual head tax. Every resident over the age of seven is counted and the tax collected from the clanhead. Traditionally, this is collected on the fifth of Halane at the end of the summer fair.

Head Tax: 12d per year (Jarin)
8d per year (Ivinian)

Hawking: 9% of goods' value

Bonding: 2% of goods' value per month

Pilotage: 25d/40d/80d flat fee

Wharfage: 0.5d/1d/4d per foot per day

Registry: 50d per foot per year

Note: The three fees for pilotage and wharfage reflect the difference for locally registered (least), Orbaalese-registered, and foreign-registered vessels.

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GM MAP



1 CAER GELDEHEIM

Hagined's considerable ambitions led him to turn the existing Jarin fortress into a castle modeled on those he had seen during his travels. Construction began in 668 and took five years; it is now the strongest fortification in the north. Plans are on the following pages.

- [a] **East Tower:** Alegar's three older wives and their children have apartments here; nine huscarls live on the middle floor.
- [b] **South Tower:** Quarters for 18 huscarls fill the lower two floors. The top level is used to house guests and political prisoners.
- [c] **Stable:** Sigvin Hilstrom came from Hlen in Harbaal and has proven adept at managing Alegar's stable of hunting horses. She respects the town's Jarin ostler, Felix Plarysyn [36], and keeps the castle's draft animals with him.
- [d] **Granary:** Grain and other foodstuffs received as tribute are stored here.

2 TEMPLE OF AGRİK

This low, modest building was once a temple of Ilvir until Alegar I killed the priests, drove off the acolytes, and gave it to his mistress, Melkea Akarne, a priestess of the Agrikan Order of the Kukshin. Melkea is still the high priestess but has some political differences with her order's grandmistress in Quimen.

3 TEMPLE OF SARAJIN

The religious clanhouse of Clan Sweryn is decorated inside and out with symbols of the Cult of Elkyri. Suri Sweryn, the clanhead, allows Ivinian mercenaries returning from Rethem to stay at his longhouse until they leave for home. Worship services are held in the yard, with larger celebrations in New Market Square.

4 GREY WHALE COLLEGE OF ARMS

This complex of longhouses is home to Steinmar Taareskeld, the chief herald of Orbaal and nephew of King Alegar II. Its collection includes records from the pre-Invasion Jarin kingdoms, many of which are in bad condition. Steinmar places little importance on these records of Jarin clans lost in the Conquest but the college's Jarin heralds are slowly restoring them.

5 GELD SQUARE

Geldeheim's primary market for food and common goods is open daily from noon to dusk, except on holidays. The gibbet is used for public punishments.

6 NEW MARKET SQUARE

The "new" market is situated in the Ivinian quarter and is open noon to dusk, three days each tenday. This market caters to the more well-to-do; exotic goods are often available and only Ivinian merchants are welcome.

7 RUINS OF ANNWYN

Annwyn's ruins lie to the northwest off the Coast Road. The hillfort's ditches and earthen ramparts remain, along with numerous barrow graves. The site has a grim reputation and is widely avoided. Unearthly creatures have been sighted and livestock and people have disappeared, including a party of treasure hunters in 718.

8 THE BOOT (Oddkell Selbraal)

Size: 8 **Quality:** ☆☆☆ **Prices:** Average

The Boot caters to travelers and its common room is often full of strangers, including seamen, traders, huscarls, and mercenaries from far-flung places. Oddkell, a burly former sailor, welcomes Jarin and Ivinians but discourages fighting with his stout cudgel.

9 CLOTHIER (Kristofer Verswan)

Size: 4 **Quality:** ☆☆☆ **Prices:** Average

Kristofer struggles to keep King Alegar II looking majestic but fears that his skills are lacking. The Agrikan priestesses want his daughter to join their temple as an acolyte and Kristofer is frustrated that he can't convince Alegar to tell them to leave his little girl alone.

10 WEAPONCRAFTER (Reinhart Yrakaan)

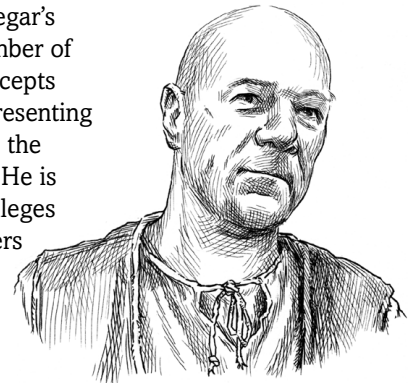
Size: 6 **Quality:** ☆☆☆☆ **Prices:** High

Reinhart crafts the finest swords and knives in the area. He has mastered the art of making sharp, flexible blades and will arrogantly tell everyone in earshot that he leaves lesser tasks to Tibor Rjandsen [29].

11 MILLER (Per Taareskeld)

Size: 6 **Quality:** ☆☆☆☆ **Prices:** High

Per is one of King Alegar's many cousins. A member of the thrangraad, he accepts remuneration for representing other tradespeople to the king and the council. He is protective of his privileges and often takes matters into his own hands with villagers he suspects of grinding their own grain.



12 CHANDLER (Berger Survensen)

Size: 5 **Quality:** ☆☆☆ **Prices:** Average

Most of Berger's candles are made with animal tallow but some are made from beeswax harvested from skeps in the nearby garden plots. His apprentices have seen odd tracks in the marsh when harvesting stalks for rushlights.

13 THE TILLERMAN INN (Arvin Zhardeff)

Size: 7 **Quality:** ☆☆ **Prices:** Low

A favorite of mariners, the Tillerman is the roughest bar in town. Brawls are common and losers are often

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thrown into the stream. The boisterous host owes his considerable wealth to viking raids and piracy in his youth.

14 HIDEWORKER (Mette Sokkol)

Size: 3 **Quality:** ☆☆☆ **Prices:** Average

Mette is Geldeheim's primary supplier of leather goods. She is known for driving hard but fair bargains. Never married and approaching 70, she is looking for someone to buy her business so she can go on a pilgrimage to Mount Ilbengaad.

15 HIDEWORKER (Jari Stahlrask)

Size: 3 **Quality:** ☆☆☆ **Prices:** Average

Jari is the town's largest dealer in furs and pelts. He makes a living slaughtering livestock in addition to tanning and curing skins in his tannery north of town [15a] in the village of Aberys. Jari's daughter recently ran away after being harassed by Agrikans for refusing to join their order. His partner, Knut, was killed almost two years ago after a similar incident and Jari now fears the priestesses may target him for retribution as well.

16 SALTER (Njall Reskeld)

Size: 4 **Quality:** ☆☆☆☆ **Prices:** Average

Njall sells cheeses, sausages, and dried fish. His goods are sought after by ship's crews, who claim that his fish do not spoil as quickly as those bought from other salters.

17 MERCANTYLER/USURER (Petr Aaldaar)

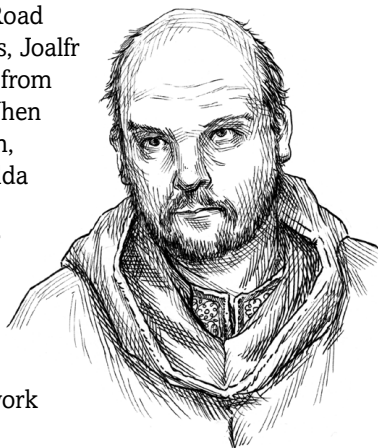
Size: 4 **Quality:** ☆☆☆☆☆ **Prices:** High

The Aaldaars are among the richest clans in the region. Petr owns shares in three niviks and has a brisk trade with Rethem, Chelemby, and Menglana. He also owns a share in a trading ship with his cousin in Zynholm.

18 MERCANTYLER/USURER (Joalfr Ramaalsen)

Size: 5 **Quality:** ☆☆☆☆ **Prices:** High

As master of the Fur Road caravan for many years, Joalfr has made himself rich from Orbaal's wilderness. When not leading the caravan, he trades with the Taelda and Ymodi tribes. His shieldmaiden daughter is recuperating from wounds received in an Anoa ambush last year; she is restless and eager to resume work before she grows soft.



19 CLOTHIER (Iain of Twenalyn)

Size: 5 **Quality:** ☆☆☆ **Prices:** Average

Iain is Jarin and, depending on one's point of view, either a stooge for the Ivinians or a loyal subject of the king. He is primarily a dyer and sells most of his cloth to Kristofer

Verswan [9]. Almost all finished garments he makes are sold to Ivinian townsfolk or the occasional visitor.

20 HARBORMASTER (Vigor Taareskeld)

Vigor is venal and corrupt. He just laughs and winks when accused of over-assessing the bonding fees of Jarin goods, as if persecuting the locals was all in good fun. Vigor is quarrelsome, even with other Ivinians, and relies on his clan ties to avoid repercussions. He oversees the adjacent bondhouse [a] and runs a small hostel for sailors between voyages [b], some of whom find temporary work as longshoremen or as Vigor's thugs.

21 SHIPWRIGHT (Baltasar Taareskeld)

Size: 9 **Quality:** ☆☆☆☆☆ **Prices:** High+
Geldeheim is home to Hårn's most skilled shipwright; his ships are very expensive, but sturdy and fast. Baltasar Taareskeld uses his royal connections with impunity as his factors buy the best materials, leaving other craftsmen to scabble after what is left. His residence [21a] and warehouse [21b] are nearby. Baltasar often finds himself at odds with his kinsman Vigor [20] and seeks to get King Alegar to see the harbormaster as a troublemaker.

22 CHANDLER (Klintr Charva)

Size: 6 **Quality:** ☆☆☆☆ **Prices:** Average
Klintr outfits maritime voyages and has business relationships with most merchant captains who regularly visit Geldeheim. He is related to the Taareskelds by marriage and is quick to announce this connection.

23 HARABO'S NET (Ivarr Harabo)

Size: 7 **Quality:** ☆☆☆ **Prices:** Average
The Net is a favored gathering spot for Ivinians. The food and accommodations are acceptable and Ivarr usually puts no more than three in a bed. The serving girls earn extra coin as prostitutes, half of which they must give to Ivarr. His brother Orm runs the stable.

24 LEXIGRAPHER (Aribert Drendraas)

Size: 2 **Quality:** ☆☆☆☆ **Prices:** High
Old Aribert and his son Forni are meticulous, but slow, craftsmen. They produce fine vellum, parchment, and inks, but at a low volume. Their beautiful and accurate maps of Hårn's coasts are prized by pilots.

25 WOODCRAFTER (Erno Mavraan)

Size: 8 **Quality:** ☆☆☆☆ **Prices:** High
Erno's skilled hands can carve almost anything out of wood. He specializes in furniture and is proud that the king and his wives all sleep in beds from his shop.

26 POTTER (Gedda Kalarsen)

Size: 6 **Quality:** ☆☆☆ **Prices:** Low
Gedda is brutish and unimaginative and produces serviceable but plain pottery. He could learn a thing or two from his Jarin assistants if he had a mind to try.

27 LOCKSMITH (Ymir Swadalaan)

Size: 3 **Quality:** ☆☆ **Prices:** Average

After losing both legs below the knee at Cape Renda, Ymir taught himself how to make locks. His work is basic and functional yet best not trusted for high-value items.

28 METALSMITH (Njall Henjaal)

Size: 5 **Quality:** ☆☆☆☆ **Prices:** High

Njall is highly skilled and very successful. He takes pains to decorate his work so that each piece is as beautiful as it is functional. He is disgusted by the brutal manner in which most of his countrymen treat the Jarin. He feels that the persecution needlessly impedes real work and causes unnecessary complications.

29 WEAPONCRAFTER (Tibor Rjandsen)

Size: 7 **Quality:** ☆☆☆ **Prices:** Average

Tibor lets Reinhart [10] brag because he knows that he makes more profit selling spears, arrowheads, and axe heads than Reinhart does from swords.

30 MASON (Budi Abjern)

Size: 3 **Quality:** ☆☆☆ **Prices:** High+

Budi brags that he is as good as any Khuzdul when it comes to building or drinking, but has never actually met a dwarf. He maintains the castle in excellent condition and knows all of its secrets.

31 PHYSICIAN (Karse Yravo)

Size: 1 **Quality:** ☆☆ **Prices:** High

Karse is a quack, good at pulling teeth and amputating limbs but little else. Much of his success is actually due to the medicines he buys from Tamys the apothecary [32].

JARIN VILLAGES

32 APOTHECARY (Tamys of Lyvan)

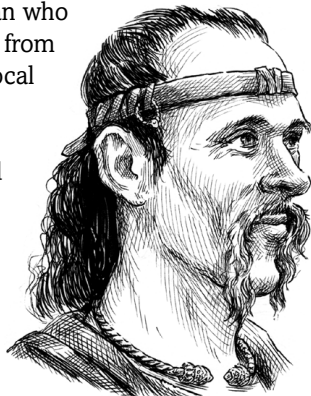
Size: 2 **Quality:** ☆☆☆ **Prices:** High

Tamys creates potions and balms for both of Geldeheim's physicians. He worries that Karse [31] will kill someone and he will get blamed.

33 PHYSICIAN (Colm of Talies)

Size: 2 **Quality:** ☆☆☆ **Prices:** Average

Colm is an adequate physician who works hard and tries to learn from his mistakes. He is also the local Trehaen (Jarin lawspeaker), a role his clan has held for generations. Colm's wife died in childbirth. His daughter, Emlyn, 14, is proving to be a gifted healer in her own right. Colm is looking to remarry and hopes for a son to carry on the clan tradition of lawspeaking.



34 EMBALMER (Bertag of Shanwyn)

Size: 3 **Quality:** ☆ **Prices:** Low

Bertie is an old drunk who spends considerable time at the Princeling's Rest, leaving his duties to his assistants. His apprentice Finnjon doubles as the local Ilviran priest and regularly holds services in the workshop.

35 THE PRINCELING'S REST (Eawan of Kynyg)

Size: 5 **Quality:** ☆☆☆ **Prices:** Low

Eawan runs the favored watering hole of Geldeheim's Jarin residents with his son and three daughters. The Princeling's Rest takes its name from Savwyl Canwyr, the last Jarin lord of Lethwyn. Talk of rebellion is common. Alegar's huscarls make periodic raids to arrest agitators but the king allows the inn to remain open because he believes it allows the Jarin to harmlessly vent their anger. Eawan runs the local chapter of the Lia-Kavair. Most Jarin are too poor to attract their attention so they prey primarily on Ivinians and other foreigners.

36 OSTLER (Felix of Plarysyn)

Size: 4 **Quality:** ☆☆ **Prices:** Average

Felix supplies mules for the caravan trade and his prized possession is his breeding jenny, Briggita. He is related by marriage to Leriell's ostler, Mertyn of Berret.

37 WOODCRAFTER (Keivyn of Kawyn)

Size: 6 **Quality:** ☆☆☆ **Prices:** Average

Keivyn recently lost a dispute with an Ivinian customer and feels that he was victimized by King Alegar's legal system. He holds a grudge but realizes that lashing out publicly would be suicidal. He is looking for revenge against the Taareskelds and would welcome allies.

38 THE WEEPING DOWN

The Jarin killed during the sack of Lethwyn were buried in a mass grave here. Many believe the site is haunted by Savwyl Canwyr, the last Jarin lord. Birds and animals seem to avoid the site.

39 CHARCOALER (Declan of Bavryl)

Size: 2 **Quality:** ☆☆☆ **Prices:** Average

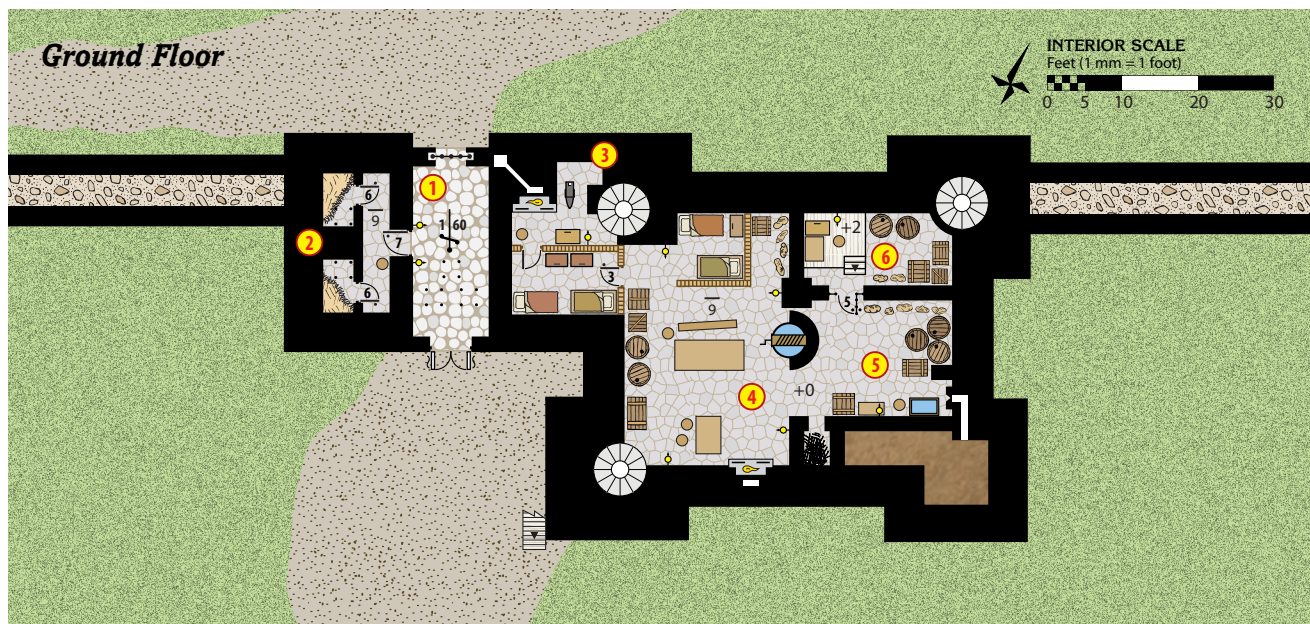
Declan supplies fuel to the caer and the local smiths, which has protected him from harassment by Elmar the town warden. He and his son spend much of their time in woods and have never been bothered by outlaws. Declan leads worship for Geldeheim's small community of Siemists in a clearing northwest of Aberys.

40 HIDEWORKER (Eteca of Chawyn)

Size: 3 **Quality:** ☆☆☆ **Prices:** Average

Eteca specializes in making belts, although she carries a general stock of leather and hide goods. The Ivinian-run tannery [15] won't sell to her because she is Jarin, so Eteca buys her stock from her distant kin, Clan Wyllams of Leriell. Three Jarin rebels are hiding in her loft; they are wanted by the king's men and she wants them gone.

GELDEHEIM 10



GROUND FLOOR

- [1] **Gatehouse:** Alegar I designed the gatehouse to secure the keep and bailey with a minimum number of guards. The courtyard gate is kept closed and visitors are questioned inside the passageway, where the portcullis can trap them.
- [2] **Gaol:** Prisoners of low status are interrogated and incarcerated here; torches provide the only light. They are fed once a day by a kitchen thrall under the watchful eye of a guard.
- [3] **Armoury:** Alvir Yrakaa has little experience and can do little more than mend armor and sharpen weapons. He frequently visits his uncle Reinhart [village 10] to learn new skills. The armoury has little ventilation and is oppressively hot. Alvir begrudgingly shares the adjacent sleeping chamber with two male Jarin household servants.
- [4] **Kitchen:** Gyrna the cook has worked in the caer's kitchen for almost 30 years, having started as a scullery maid. She and her two Ivinian assistants have beds in the alcove; the overworked Jarin thralls sleep on the kitchen floor.
- [5] **Scullery:** Despite Gyrna's insistence on cleanliness, a foul miasma of kitchen waste and emptied chamber pots often wafts into this area from the cesspit chute.
- [6] **Storage:** Foodstuffs and supplies are stored here. The stairway was walled off during the construction of Alegar I's secret passage. The wall is not thick and kitchen thralls occasionally hear faint voices from the other side. Alegar II is thinking of connecting this room to his secret passage.

SECOND FLOOR

- [1] **Gatehouse:** The guard room contains the portcullis winch and three murder holes. Bored guards have been known to dump chamber pots on unfortunate prisoners through the trap doors over the cells.
- [2] **Entrance:** The keep is accessed via a wooden walkway that connects this platform to the guard room; it is normally in place during the day and withdrawn into the guardroom at night. A cruciform loophole allows an archer to fire at the platform and walkway. Alegar II's paranoia has resulted in many visitors undergoing lengthy examination here before being admitted to the keep.
- [3] **Great Hall:** The hall is lit in the morning by windows behind the dais, while the setting sun illuminates the dais through the west windows on the third floor. Alegar is fond of referring to the lighting as evidence that "the sun shines from me and upon me." At meal times, the hall is a tumult of drunken warriors, hungry hounds, and skittish servants.
- [4] **Audience Chamber:** King Alegar II uses this small chamber for private meetings with his tributary lords and other important visitors. Wanting to emphasize his "regal might" after taking the throne in 714, Alegar commissioned an elaborate throne and modified one of the two garderobes on this level to make this chamber. Although the window provides ventilation and a view onto the bailey, the room reeks from the cesspit below, especially during warm weather. Alegar's somewhat foolish ego has resulted in many puns on "throne" among the servants.

GELDEHEIM 11

[5] **Secret Passage:** The secret passage connects the dais to the king's chamber above. Hagined's design for the caer included a door on the east wall of the keep to allow access to the curtain wall. This door was eliminated when Alegar I, fearing that he might be assassinated by guests in the great hall, added the secret passage in 696.

[6] **Chamberlain:** Kristmar Taareskeld, Alegar's cousin and long-time friend, is one of the few people the king actually trusts. A middling warrior at best, he nonetheless commands respect through his confidence and ruthless efficiency.

[7] **Sleeping Chambers:** These rooms are often granted to those guests or huscarls who win Alegar's approval through brawling, fawning, or spinning tales.

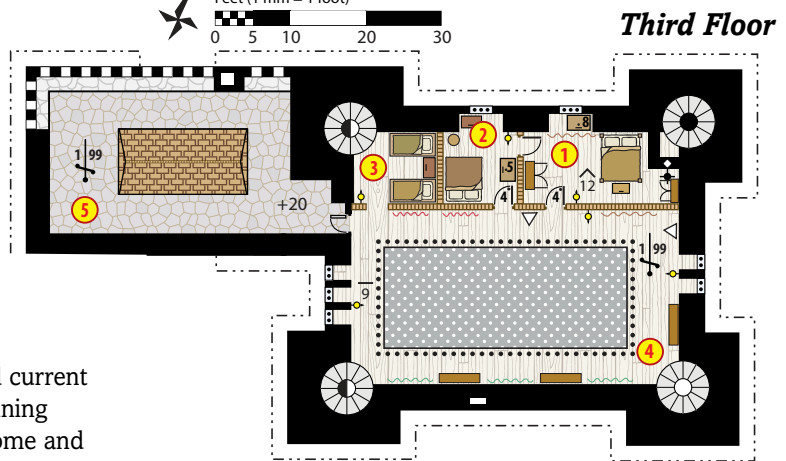
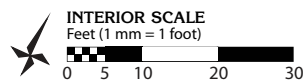
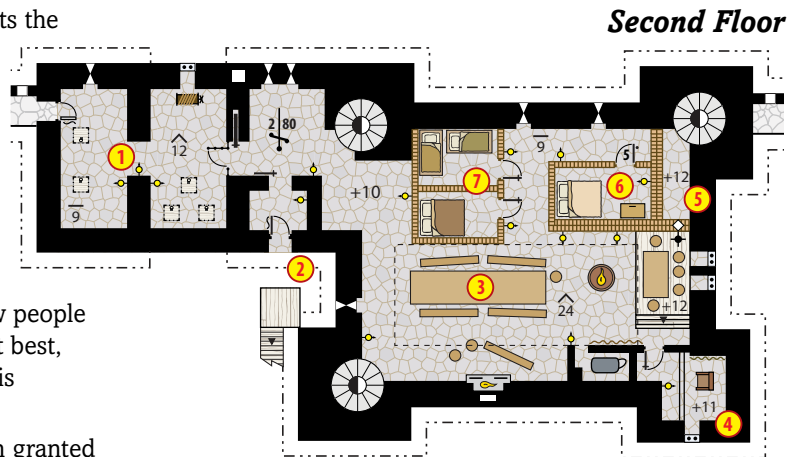
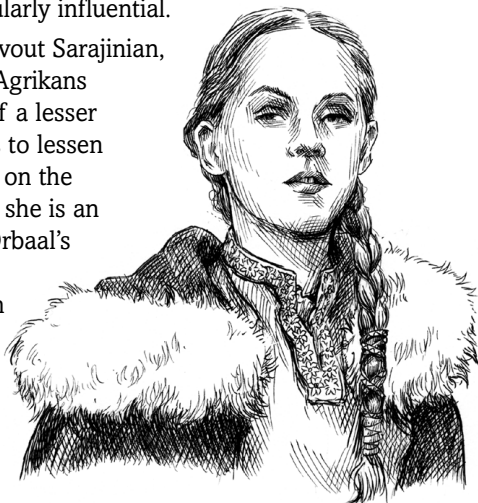
THIRD FLOOR

[1] **King's Bedchamber:** Chests and cabinets contain the king's considerable wardrobe. His equally considerable treasury is held in locked chests under the bed. When not on his head, Alegar's crown, his most prized possession, is in a locked, iron-bound wooden box fastened to the floor with iron pins. Alegar rarely sleeps alone.

[2] **Bryna Telthaal:** Although Alegar's latest and current favorite wife, Bryna, is only 14, her innate cunning and ruthlessness has inspired admiration in some and fear in many others. Many suspect she was behind the death of Mythyl Weymyss, Alegar's fifth wife.

Alegar married Bryna, beautiful but without powerful connections, as a sign of independence from his father. His first five marriages were arranged by his father for political means and although Bryna's father is a nephew of the King of Rogna, he is not seen as particularly influential.

Bryna, a devout Sarajinian, dismisses the Agrikans as adherents of a lesser god and works to lessen their influence on the king. Although she is an advocate for Orbaal's independence, especially from Menglana, she discourages her husband from any actions that she sees as



against the interests of King Haakis of Rogna. Her overall goal, however, is to keep herself in a position of wealth, power, and security.

[3] **Huscarls:** The four huscarls quartered here are Alegar's personal bodyguard. All are related to the king in some fashion and are fanatically loyal to him. Farulf Taareskeld is their leader.

[4] **Gallery:** The gallery is decorated with tapestries and other works of art taken on viking raids. Alegar is fond of examining these stolen treasures and can often be found here; a huscarl is almost always on duty. Alegar's favorite piece, a statue of a female dancer that was looted from the home of a rich merchant, stands out from the usual weapons and war trophies.

[5] **Battlements:** The roof of the gatehouse shows signs of the hasty rebuilding of the original Jarin keep. The walls facing the bailey lack machicolations, the result of a desire to finish the defenses quickly and one of Geldeheim's many minor defensive weaknesses.

GELDEHEIM 12

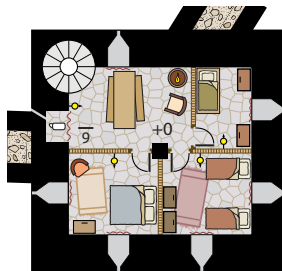
ROOF

The stairwell openings are covered by heavy cowhide curtains to cut down on drafts but the near-constant breeze is an annoyance to the castle's inhabitants. In the event of an attack, the peaked roofs would limit mobility and impair an effective defense of the keep.

EAST TOWER

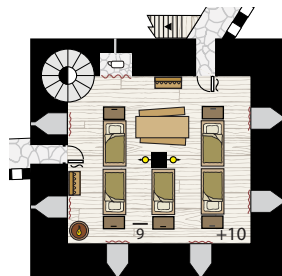
Ground Floor

Alegar's second wife, Tesla Geldestaar, 39, lives here with her daughter Teala, 8, and son Meraag, 11, Alegar II's oldest surviving boy. Tesla was a shieldmaiden until being married off to Alegar. Physically imposing and with all the charm of a yelgri, Tesla was not attractive in her youth and has not improved with age. She hates Jarin and showed no sorrow at Mythyl's death. She looks after the two surviving children of Alegar's first wife, Yrilin: daughter Varina, 13, and son Raabaas, 10.



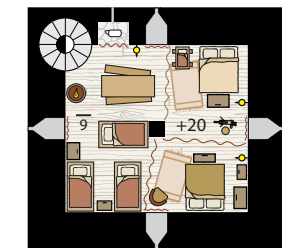
Second Floor

Although the tower is warm and dry, the occupants of the other floors can make it quite noisy. The nine huscarls quartered here spend little time in their barracks, preferring the relative peace of the great hall when not on duty. Bunks here are usually assigned to younger or newer huscarls.

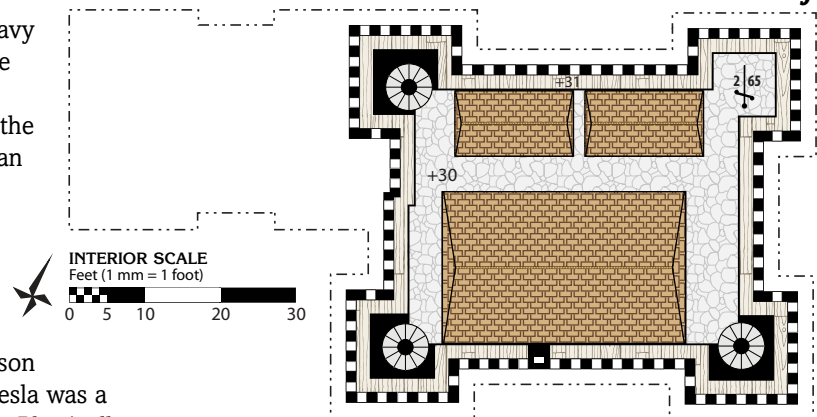


Third Floor

Sanlise Hurnal, 35, and Venea Saargax, 28, share this floor. The quiet and submissive Sanlise has two daughters, Tabryn, 7, and Lystyl, 5; her son Hagined (Alegar's first-born son) died in 718 at age 11 after falling from the tower roof while playing with his brothers. Venea is as cunning and ruthless as Tesla but more attractive and not as physically strong. She was Alegar's favorite until he married Bryna last year and has now been relegated to the tower with the other "old wives." She has sons Alegar, 9, and Varined, 4, and daughters Falinea, 6, and Naryl, 1. She is caring for Mythyl's son, Jorni, 4, until Alegar decides where best to foster him. Jorni's uncle, Lord Felan Weymyss of Pethwys, has asked for the boy, as have the



Roof

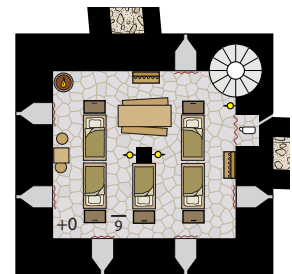


Jarin lords of Leriell and Gwaeryn, but Alegar is looking to use him as a bargaining chip.

SOUTH TOWER

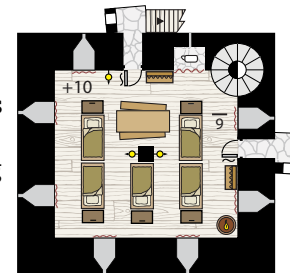
Ground and Second Floors

This tower is considerably quieter than the East Tower. The first two floors are barracks for 18 huscarls. These open rooms are spartan but reasonably comfortable. The huscarls take their meals in the Great Hall.

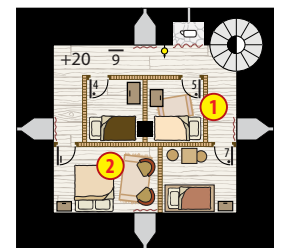


Third Floor

The chambers of this level are used to accommodate guests or political prisoners. Two occupants are currently enjoying the king's enforced hospitality.



[1] **Ainmire Fegyn:** Ainmire, 17, was arrested after criticizing the king at the Princeling's Rest. He is the son of Lord Ailfrid Fegyn, a vassal of Leriell, and Alegar has demanded a ransom. Ainmire occasionally takes his meals in the great hall but is shadowed by two huscarls who do not allow him to talk to strangers or local Jarin.



[2] **Moina Weymyss:** Moina, 22, was lady in waiting to her cousin, Mythyl Weymyss, with whom she shared this chamber. Since Mythyl's death, Moina has been kept here "for her protection," yet still fears for her life. On the occasions when Venea Saargax has her escorted to the east tower to help care for little Jorni, she places flowers where Mythyl's body was found.

GELDEHEIM 13

Excerpt from Atlas Hårnica Map H2



Geldeheim

Location: Kingdom of Orbaal [H2]

Government: King of Orbaal (Clan Taareskeld)

Population: 285 Ivinians, 470 Jarin

RELATED PRODUCTS

- Atlas Hårnica Map H2 (COL #5000-H2)
- Kingdom of Orbaal (COL #5800)
- Arathel Castle (COL #5807)
- Leriell Castle (COL #5815)
- Marby Castle (COL #5821)
- Pled Castle (COL #5824)
- Sherwyn Castle (COL #5828)
- Zynholm Thran (COL #5806)
- Jarin (COL #5849)
- Afarezir Islands (COL #5892)
- Peran Wilderness (COL #5891)
- Araka-Kalai (COL #5880)
- Misyn Wilderness (COL #5881)
- Ochrynn Abbey (COL #5882)
- HårnMaster Barbarians (COL #4761)
- Hunting (COL #4841)
- Seals (COL #4623)
- Related fan-produced material can be downloaded from Lythia.com.

Scale: 1 hex = 5 Hårnic leagues (12.5 miles)



[2] TEMPLE OF AGRİK

This temple of the Order of the Kukshin was once a temple to Ilvir. The temple was never wealthy, nor even influential, and Hagined allowed its priests to continue to minister to the local Jarin after he took Lethwyn.

In 700, King Alegar I began a liaison with Melkea Akarne, an Agrikan priestess from Rethem who had come north seeking a new home for the Order of the Kukshin and the Order of the Crimson Dancer. Alegar saw the Agrikans as a way to get rid of a troublesome Jarin lord and the two orders settled in Quimen after taking it in early 701. Later that year, Alegar let the Terahni (warriors) of the Crimson Dancer forcibly evict the Ilvirans from their Geldeheim temple; many priests and acolytes were killed. The temple was consecrated to Agrik the next year, with Melkea as its high priestess.

The temple structure is quite small and consists of a two-story stone hall with a two-story half-timbered addition. This appearance is deceiving, however, as the hall of worship is in a cavern below, where the Ilvirans once practiced their own mysterious rites. The buildings contain only the living quarters for the clerics, acolytes, and guards, all of whom are women.

The clerical order has attracted some adherents and a number of shieldmaidens have found a home among the Crimson Dancer guards. Nonetheless, many of Geldeheim's Ivinian and Jarin residents are wary of the Agrikans. There have been no serious attacks and the palisade offers some protection. Two soldiers guard the gate and at least two others are on the grounds at all times.

The Order of the Kukshin is based at Quimen and has few priestesses in Geldeheim. Although they seek to spread the word of the Immortal Warlord of Balgashang and find adherents among the warlike Ivinians, their primary mission is to influence King Alegar II and the powerful valhakars who visit his court.

In addition to Melkea Akarne, who was Alegar I's lover, a second temple priestess has a royal connection. From 700 to 703, Alysia Morretar, now Mistress of Maintenance, was mistress to Arech Araku, who later became King Chafin III of Rethem. When Alysia relocated with the rest of her order, Arech, a cousin of King Chafin I, was so infatuated with her that he purchased a mercenary company and a ship and followed her to Orbaal. His company helped Alegar I put down the Jarin Rebellion of 701–703.



Melkea Akarne

The Temple Priestesses

Melkea Akarne, 43, is high priestess and leads all ceremonies at the temple except those for the Terahni. She is aware that Marene of Tusyne, the order's grandmistress, hates Baliela Shernath, who leads the Order of the Crimson Dancer. She hopes to leverage their power struggle to move the seat of the clerical order to Geldeheim, with herself at its head.

Melkea's son, Methgar, 18, is the product of her liaison with Alegar I. Melkea, Marene, and Baliela all see Methgar as a potential claimant to the throne of Orbaal and thus a useful political pawn.

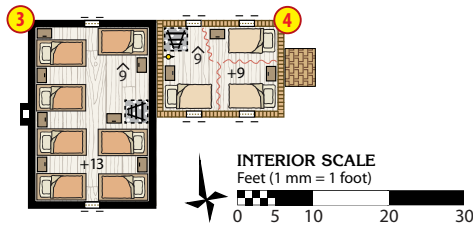
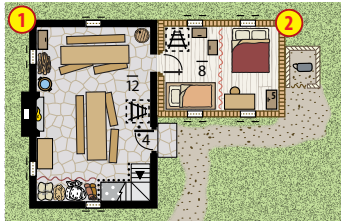
Alysia Morretar, 48, is the Mistress of Maintenance and manages the temple's day-to-day operation. She doubles as Mistress of Acolytes, although there are currently only four of them.

Seyla Henjaal, 30, Mistress of the Middle Discipline, ministers to the temple's Crimson Dancer guards and helps recruit shieldmaidens to Agrik's service. The daughter of a metalsmith, Seyla is a powerful woman who personally scourges the Terahni for any doctrinal infractions.

Frida Maartok, 58, serves as Mistress of Archives and Mistress of Treasures. A shieldmaiden in her youth, she became a shrewd trader traveling with her husband on numerous voyages. After he was killed in the Jarin Rebellion, she became one of the first Ivinian converts to join the order.

Falyne Raldar, 31, the Mistress of Propagation, is sister to the lord of Fjorn, a thran near Ebein. The temple's primary missionary, Falyne is familiar with all the Ivinian clans in the area and travels widely throughout the region seeking converts.

GELDEHEIM #2²



- [1] **Main Hall:** The temple residents crowd into this small hall for meals; acolytes and guards share cooking and cleaning duty. The four acolytes sleep on floor. The stairs on the south wall lead to the worship hall.
- [2] **High Priestess:** Like the other rooms in the temple, Melkea's chamber is small and unadorned. A fine robe hangs on the wall and a locked chest contains ceremonial jewelry and some treasured gifts from Alear I. Falyne Raldar, Mistress of Propagation, uses a bunk in the antechamber when not on one of her frequent missionary journeys.
- [3] **Barracks:** The Order of the Crimson Dancer owes the king a company of Terahni in tribute. The company is under-strength, with two knights and 12 common soldiers. Alear II has only occasional use for them.
- [4] **Priestesses:** The temple's other three priestesses are quartered here. The chests contain spare clothing and their few personal possessions.
- [5] **Entry Chamber:** The entry chamber is dominated by a pair of brass and wood doors donated by Alear I to celebrate the temple's consecration. The alcove provides cool storage for foodstuffs and other kitchen supplies.
- [6] **Worship Hall:** Although Agrikan rituals are now performed here around the granite-curbed hearth that holds Agrik's sacred flame, Ilviran symbols can still be found carved into the walls and floor. Eight small statues line the walls and tapestries cover the entrances to a number of tunnels. Having heard rumors of hidden treasure and Ivashu, the Agrikans explored the tunnels years ago but most haven't been visited in years.
- [7] **Treasury/Archive:** Frida Maartok oversees the temple's small collection of religious tomes and the accoutrements used during rituals. One of the chests contains silver collected as donations from the congregation. The grandmistress in Quimen demands 80 percent of all donated coin be sent to her monthly; Frida plays a dangerous game of balancing how much she can hold back for the temple's own use.
- [8] **Marsh Door:** These heavy wooden doors have hung here since the Ilvirans first used the cave for worship and are rarely opened now. The ground outside drops off steeply about six feet down to the marshy bank of Acieth Stream. Deep claw marks on the outside lend credence to the legends that the Ilviran priests used to open the doors when summoning Ivashu from the marsh.
- [9] **Cells:** These dank, low-ceilinged cells are used to hold prisoners or sacrifices and were part of the original Ilviran temple.



ADVENTURE HOOKS

Old Comrades

While instructing the acolytes in the main hall one day, Alysia looks up to see a grizzled, old warrior standing in the doorway with one of the guards. He meets her eyes and opens his tunic to show a large black claw hanging from a greasy leather thong. Alysia feels the blood drain from her face. It has been years since she saw an old comrade from Arech's Company of the Black Talon, and she knows she will have to repay an old debt.

The Secret Message

The shouting of the guards wakes the temple residents in the middle of the night. A seriously injured Falyne has just staggered to the gate, saying she was attacked by enraged Ivinians while returning from a missionary trip. She has a message for the grandmistress that must be taken to Quimen immediately. Furthermore, the temple must be protected in case her attackers come in pursuit.

Creature from the Marsh

The marsh door is found forced open one morning. Some of the statues have been knocked over and deep scratches mar the inside of the entry chamber door. Large, wet footprints of an unknown creature are seen in many of the tunnels. Did the creature go back outside or is it now down one of the tunnels?

The Horn of Acieth

Finnjon the Bent, the Ilviran priest, was an acolyte when the Agrikans seized the temple and killed many of its residents, including his father. The desire for revenge has simmered in him ever since. He knows that the priests had a secret cache of coin and ritual items hidden somewhere in the tunnels and doesn't believe the Agrikans ever discovered it. Finnjon wants to recover a relic called the Horn of Acieth, which the priests are said to have sounded to summon and control Ivashu. The years have dimmed his memories and he needs capable help to find the cache; he will promise treasure to whoever will aid him.

[3] TEMPLE OF SARAJIN

The center of Geldeheim's Sarajinian religious community is the longhouse of Clan Sweryn. The clerical clan has served the faithful in Geldeheim since the Conquest, when Jungar Sweryn accompanied Haged Taareskeld from across the Sea of Ivae.

The clanhouse, which is of traditional design and very well maintained, is the residence of the clanhead, Suri Sweryn, his four wives, and their many children. There is plenty of room for guests and Suri often allows Ivinian mercenaries to stay here while they find work.

Suri is instructing three students in the mysteries and rituals of the faith. Of his own children, only his daughter Hemna, 15, has shown an interest in the clergy. She is a diligent student and capable swordswoman, eager to set sail as cleric to a ship's crew. His nephew Garegg, 13, has developed a devotion to Usnarl, the Lord of Bears, and spends hours wandering the woods. The third student is Igon Seld, 14, son of the lord of Seldholm, a nearby thran. Igon is a very talented skald; his recitations of the eddas can make the most hardened warriors weep.

The entryway to the clanhouse was converted into a shrine a few years ago. Before that, visitors entered the clanhouse for personal prayer and to consult with Suri. When his wives complained that the number of worshipers was becoming disruptive to the household, Suri decided to convert the vestibule into a shelter for the temple's statues so that people can visit them and pray without coming inside.

The inside of the house is decorated with tapestries that depict sagas of the Elkyri and souvenirs from Suri's pilgrimage to Kyrriheim. Much of the furniture, including some finely carved chests, was given to the clan as payment for performing ceremonies. Both interior columns are beautifully carved with motifs to the Elkyri Maarne and Eynwif, the chosen patrons of the household.

The faithful gather in the yard in front of the shrine for rituals and ceremonies, and Suri will often bring out a pair of stools for personal discussions. On special feast days, the temple's prized statue, a six-foot-tall wooden carving of the King of the Icy Wind in gilded armor, is paraded through the town before ending at New Market Square. Suri preaches from beside the statue or walks among the crowd while his wives and children sell beaded bracelets and refreshments.



Suri Sweryn

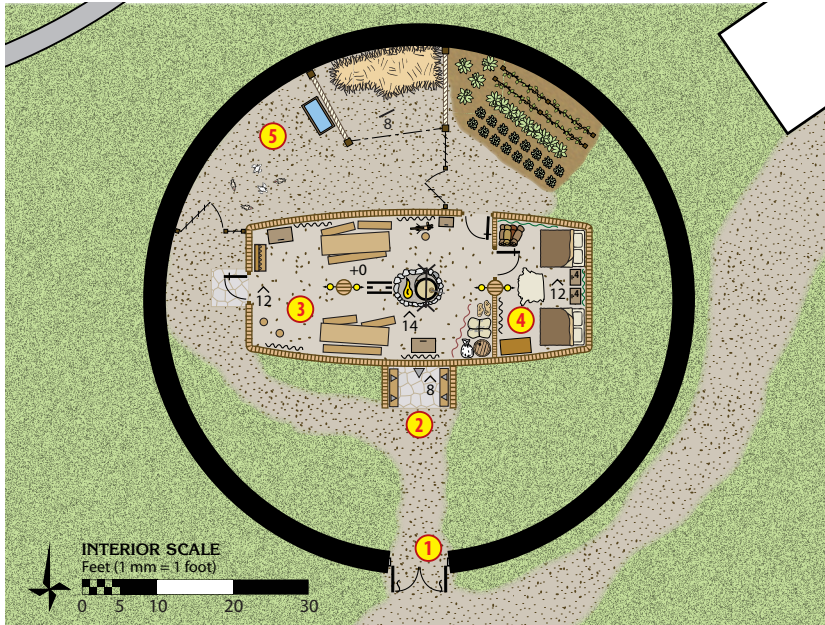
Suri, 51, is an earnestly devoted man. Clan Sweryn have been clerics for generations so it was no surprise when Suri heard the call when he was 16. He joined several trading and raiding expeditions as a priest before returning to Orbaal to run the temple after the death of his father. He devotes his life to exemplifying the Ljarl through his deeds and well-considered words. Since his visit to Kyrriheim in 712, he has vowed to live the life of a man worthy of being buried at the sacred site.

Suri is very influential in the Geldesjford region. Priests from Ebein, Shien, and Fjaga visit regularly. His cousin Kildarn is the priest in Zynholm and the two talk frequently about the spiritual lives of their thranaals and the kingdom. Suri is well known to the valhakars of all of Orbaal's greatclans. Most show him respect, if for no other reason than his influence with King Alegar.

Inside his clanhouse, Suri is a stern, bear-like father to nine young children; he has four older children no longer at home. His four wives keep the busy household clean and presentable at all times. They pride themselves on never having run out of ale, no matter how many or how thirsty the visitors happen to be.

Suri's fourth wife is Mabil Stahler, 26. Mabil was married to King Alegar I for four years before his death in 714. Suri counseled the young widow and then married her four years ago. She has no surviving children from her first husband but has given Suri twin sons, now three years old. Suri truly cares for Mabil but also appreciates the ties she brings to the royal clan.

GELDEHEIM #3²



- [1] Gate and Wall:** The gates are intricately carved with the crossed axes symbol of Sarajin. They are shut but unguarded between sundown and dawn. The wall is of dry stone and between six and eight feet high. As a sign of thanksgiving for a safe voyage, sailors bring back rocks from their travels for Suri to add to the top of the wall.
- [2] Shrine:** The shelter was constructed to resemble a ship's prow, thanks to the efforts of Baltasar the shipwright [21] and Erno the woodcrafter [25]. The large statue of Sarajin dominates the shrine. Poles can be attached to the base so it can be carried around during festivals. Smaller icons on the side shelves depict four of the Elkyri: Alaryr, Deanaal, Freana, and Lynraal. The image of Alaryr once graced the prow of a ship lost at Cape Renda and was given to Suri by a sailor who survived. That of Freana is almost smothered in a thick flowering vine that must be pruned every summer. The shelves also hold scrimshaws of Usnarl, Njehu, and Jarlak, miniatures of Sarajin's axe and sled, and a rock Suri picked up in the grotto of the oracle at Kyriheim. Baskets under the shelves hold food and other offerings left by the faithful.
- [3] Great Room:** The clanhouse's main room has a central fire pit and two long tables. Here the cooks prepare meals, Suri's wives weave cloth or spin thread, and children and thralls tend to their chores. Suri's students and retainers sleep on the floor in blankets and furs. For small ceremonies or when teaching in bad weather, the furniture is moved to allow listeners to sit closer and hear Suri's words.
- [4] Bedchamber:** This well-appointed room is kept warm in the winter by thick tapestries, each representing a different Elkyri. Suri sleeps in the large bed with one, or sometimes two, of his wives but the other bed comfortably holds the others. The young children sleep on blankets and furs around the room, but the older ones find space in the great room with the retainers and guests.
- [5] Byre:** Suri doesn't own a horse but keeps a pair of milk cows and some goats. Chickens roost in the byre's rafters, where the children search for eggs.

ADVENTURE HOOKS

Smite Them!

As the community is celebrating a feast day, a young woman runs through the temple gates bringing news of an altercation in New Market Square [6]. A Crimson Dancer warrior has dragged Kristofer the clothier [9] from his shop and beat him in the square while her squad kept other Ivinians from intervening; tensions are rising. The inebriated crowd at the temple begin to arm themselves to teach the Agrikans a lesson. Knowing that the Agrikans have the support of the king, Suri must weigh his personal feelings against the wisdom of defusing the situation before more blood is shed.

Holmgang

A stranger to Geldeheim visits the temple. He is wearing a wolf's pelt with the head as his hood and carries a long-hafted axe. He gives his name as Hrolf and tells Suri he has come to Geldeheim to avenge his clan's honor by challenging Vigor Taareskeld, Geldeheim's harbormaster and member of his clan's thrangaad, to the ritual duel known as holmgang. He asks the priest to act as intermediary in arranging the duel. PCs can get involved in a few ways, all of which are likely to bring them to the attention of the king, for better or worse. Vigor may be injured or otherwise unable to fight and is in need of a champion. Vigor or his kinsman King Alegar may wish Hrolf to disappear before the day of the duel. Or Vigor may choose to run away and Hrolf, not content to see his foe thus dishonored, engages the PCs to track him down and return him to Geldeheim to fight.

Lynraal is Missing!

The shrine's statue of the Elkyri Lynraal is missing. It is about 18 inches long and carved from a walrus tusk. As Lynraal is considered a patron of luck amongst sailors, Suri suspects it was taken by either a less-than-honorable local fisherman or someone from a visiting boat. His wife Mabil, however, suspects that Melkea Akarne, her dead husband's mistress and high priestess of the Agrikan temple, is behind it. She tells Suri that Melkea often tried to convert shieldmaidens to her faith by comparing the violent-tempered, conflict-loving Lynraal to the warriors of the Order of the Crimson Dancer.

[4] GREY WHALE COLLEGE OF ARMS



Before the Ivinian invasion, the practice of heraldry in the kingdoms of Jara was centered in the Hall of the Silver Torc in Lethwyn. The Hall was ransacked in 667 during the capture of Lethwyn by the forces of Hagined Taareskeld and most of the heralds died protecting the records. Some records were lost but many survived, scorched and damaged.

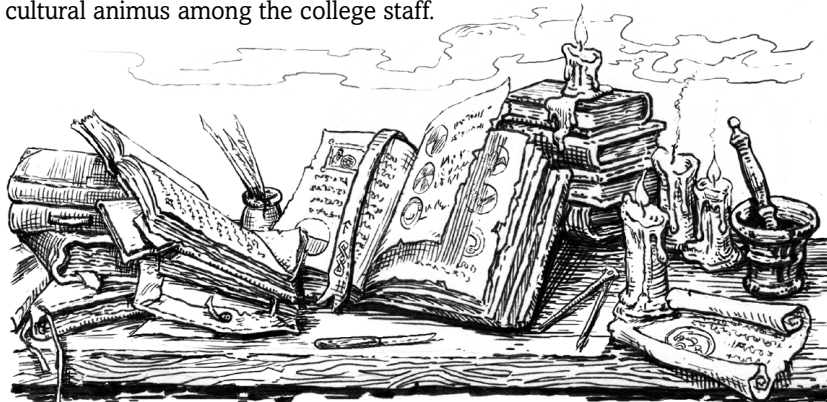
Understanding the influence such an institution could give him, Hagined had the college rebuilt and renamed but left its administration to the surviving Jarin heralds. The Sunrise King of Arms in Cherafir recognized Hagined's chosen name and the chief herald became known as the Orbaal Herald, much to the distaste of the Jarin incumbent.

In 701, Alegar I pressured the college's master heralds to select his nephew Steinmar as the Orbaal Herald. Steinmar was a junior herald of middling abilities and is still more concerned with looking the part than knowing his job; he trusts his staff to save him from serious embarrassment. The two Jarin heralds, Ewan of Talies and Wyllin of Wethy, represent the college's true vault of skill and knowledge and see to its efficient operation.

The college continues to file new grants of arms with the Enclave of the Golden Orb, paying one tenth of its revenue to the Melderyn college for this service. The Enclave archives contain duplicates of documents damaged or lost during the taking of Lethwyn. While under Jarin leadership, some college funds were spent on copying these manuscripts but Steinmar refuses to waste coin on records of Jarin clans lost in the Conquest. Ewan and Wyllin see these records as part of their cultural heritage and spend their few free hours organizing and restoring the college's originals.

Today, an increasing number of Ivinian rulers view heraldry and the college as a means to legitimize their clans and their right to rule, effectively erasing their bloody history of piracy and clanless ancestors under sheets of fine vellum and expensive ink. Alegar II supports the college, viewing it as a necessary part of any "real" kingdom. He wants more Ivinian heralds and encourages greatclan valhakars to send their lesser sons to apprentice.

The college's four halls include work spaces and living quarters for Chief Herald Steinmar Taareskeld, three master and three apprentice heralds, two lexicographers and their two apprentices, two huscarl guards, a few servants, and various family members. In addition to Steinmar and his family, the only Ivinians are one herald, two apprentice heralds, and the huscarls. Despite the general climate in Geldeheim, there is relatively little cultural animus among the college staff.



The Grey Whale Herald

The Orbaal Herald, Steinmar Taareskeld, 48, is weak and reedy. He loves heraldry and is a decent diplomat but lacks true talent; his elevation was solely due to the influence of his uncle, King Alegar II. Steinmar is tall and thin with soft hands that flutter when he speaks. Despite his office and royal connections, he knows that he is the butt of many cruel jokes in the caer and prefers to remain at the college.

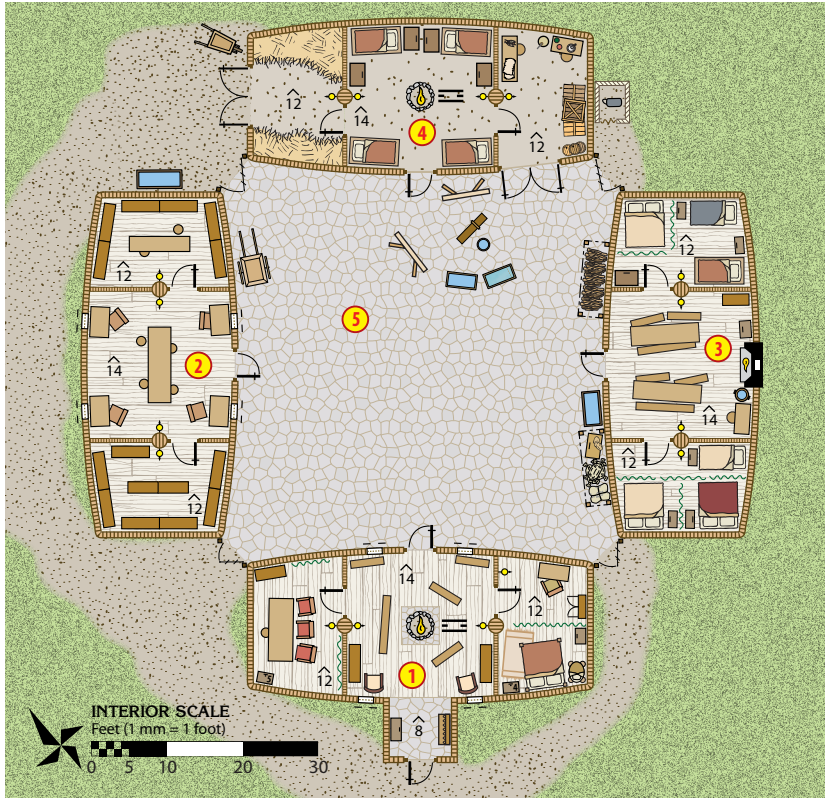
Steinmar and his first wife, Olgana, 44, have three grown daughters. His second wife, Ealdwyn, 24, is Jarin and bore him a son last year. Despite being happy with his current wives, he is eager for the spot on the clan thrangaad that a third wife will earn him. Ealdwyn helps the other Jarin wives with cooking and sewing but Olgana sees herself above household tasks other than greeting important guests.

Master Herald Ewan of Talies, 50, has an unflinching memory for clan history and a talent for administration. He expected to become chief herald when the previous one died in 701 but voted for Steinmar when Alegar I's huscarls threatened to smash his fingers. He and his wife, Meryl, have two grown children. His brother Colm is a physician and lawspeaker [33].

Wyllin of Wethy, 36, has the keenest eye and steadiest hand at the college. His twin brother holds the village of Beden from the Prince of Leriei. Wyllin and his wife, Gwenith, 32, have one child, Rogin, 14, who cares for the college's livestock.

Steinmar's nephew Hrothgar Taareskeld, 22, is far more skilled and promising than his uncle. He spends much of his free time socializing with the huscarls.

GELDEHEIM #4²



- [1] **Greeting Hall:** Visitors wishing to consult with the heralds wait in this plain but comfortable chamber before being ushered into the adjacent room to view their clan records, always accompanied by a herald. The eastern room is the private office of Steinmar Taareskeld, which is curtained off from the bedchamber he shares with his wives and infant son. One of the other heralds is often in the office, seeing to business Steinmar is unable to handle.
- [2] **Records Hall:** This hall contains the scriptorium where the heralds work and instruct the apprentices. When not researching and recording genealogies and achievements, they attempt to categorize and preserve the old pre-Conquest records that fill the shelves in the southern room. Documents created or restored since the new college was founded are kept in the northern room; the shelves here are much less crowded.
- [3] **Living Hall:** This hall holds quarters for the staff and their families. The three heralds share the southern chamber and the two lexigraphers and their apprentices share the north. The two older heralds and one of the lexigraphers are married; their wives manage the cooking and cleaning.
- [4] **Back Hall:** The apprentices bunk here with the college's two huscarl guards and three servants. The byre is home to a donkey, two milk cows, a few goats, and some chickens. The other end of the hall is the workshop where the lexigraphers prepare ink and quills and bind restored records or new grants of arms into books to be stored in the archives or sent to Cherafir.
- [5] **Courtyard:** Much of the soaking, scraping, and stretching that turns hides into parchment and vellum is done here. The Jarin heralds say that sheepskins from the highlands around Leriell make better vellum but Steinmar prefers to buy from his friend Jari Stahlrask [village #15].

ADVENTURE HOOKS

The Visiting Herald

A woman arrives at the college and presents credentials from the Enclave of the Holy Oak in Tashal. She claims to be researching a Jarin clan that emigrated to Kaldor during the Conquest. She spends the day in the archives, occasionally asking Ewan for assistance. At the end of the day, she declines Steinmar's offer of dinner and a bed and is seen heading to The Boot [8]. The next morning, one of the servants discovers the woman's body on the scriptorium floor amidst scattered sheets of vellum, bludgeoned to death with a piece of firewood that was found beside her. No one heard or saw the woman return in the night. The distraught heralds are sure one or two of the old volumes are missing but don't know what they contained. Steinmar is looking for someone to help his huscarls find the killer and return the records.

Peacemaker

King Alegar has grown tired of the feuding between Clan Serewyn of Marby and Clan Sherwyn of Sherwyn. He has formally asked the Orbaal Herald to intervene and seek a diplomatic resolution before more blood is shed. Steinmar plans to take his nephew Hrothgar and one of the huscarls with him. He has little faith that the violent Sherwyn valhakar will respect the immunity due his office and is looking to hire additional guards for the journey.

Road Trip

Each year, the Grey Whale College sends copies of its new grants of arms to the Enclave of the Golden Orb in Cherafir. Most of these shipments are made by trusted mercantylers but this year Steinmar intends to finally travel to Cherafir himself to meet with the Sunrise King of Arms. He needs reliable men to ensure that he, his entourage, their valuable records, and the college's dues to the Melderyn college, all arrive safely.

Runaway Apprentice

Njall Zwaiga, 20, has been an apprentice herald for six years and has little aptitude for the craft. He has run off and Steinmar wants him returned, as he is reluctant to give up the 72d per month his kinsman, the lord of Tawheim, pays for Njall's tuition.

[7] THE RUINS OF ANNWYN

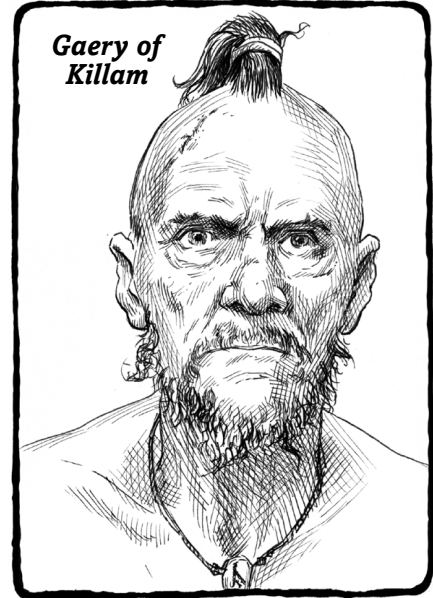
Annwyn is a long-abandoned hillfort along the southern Geldesfjord, lying less than two leagues west of Geldeheim. The fort was built during the 2nd century and was the center of a small Jarin kingdom ruled by Clan Allythen that lasted until the middle of the 5th century.

Little evidence remains that Annwyn was once home to several hundred people. The limestone hill rises about 100' above the surrounding terrain, topped by a 40' motte. The overgrown remnants of several defensive rings of alternating ditches and steep earthen ramparts surround the site. Each ring once had a gate, with a path running along the ditch to the gate giving access to the level above. The lower gates were on the north side but have disappeared as sections of the ramparts collapsed, ditches filled in, and the hillside was covered in trees.

At the top, the relatively flat enclosed area covers about 15 acres. The low stone rubble of walls and scattered debris are all that survives of the structures that once stood here. Around the hillfort are many barrows, the graves of the lords of Annwyn. Although fields now encroach on Annwyn and flocks of sheep sometimes graze atop the ancient mounds, the site has few visitors. Annwyn's last days have kept their mystery and secrets.

Most tales dwell on the despotism of Annwyn's last king. Although his name is lost to time, he is still referred to as "the doom that came to Annwyn." This king is said to have been a fanatical worshipper of Ilvir who imposed his extreme ideology on his subjects during a brief but oppressive reign. His temple, "pillared in gold and ebon stone," was the scene of horrible rites involving human sacrifice. His terrible minions are described as "slayers from the loam," a term believed to refer to Ivashu.

Strange, unearthly creatures have been reported lurking near the ruin. Herders and livestock sometimes disappear in the area; many have been found mutilated and half eaten. It is unknown whether these events are the depredations of wolves, gargun, or as most Jarin believe, malevolent Ivashu. The disappearance of occasional parties of treasure hunters, the most recent in 718, has only enhanced the grim reputation of Annwyn.



The Hounds of Lethwyn

Although the "Hounds of Lethwyn" style themselves as rebels, they are as yet little more than idealistic part-time brigands. The group consists of a handful of local Jarin farmers and herders. They are not short on spirit but have no military experience and little idea of how to effectively strike back at their overlords.

The Hounds have managed to pull off a few successful robberies of Ivinian merchants but hope to strike a more telling blow soon. They use one of the ancient barrows as a hideout and weapons cache, trusting the reputation of the place to keep them from discovery.

The group's leader, Gaery of Killam, is a hot-tempered herder, driven to seek vengeance for the rape and murder of his wife by Ivinian huscarls.

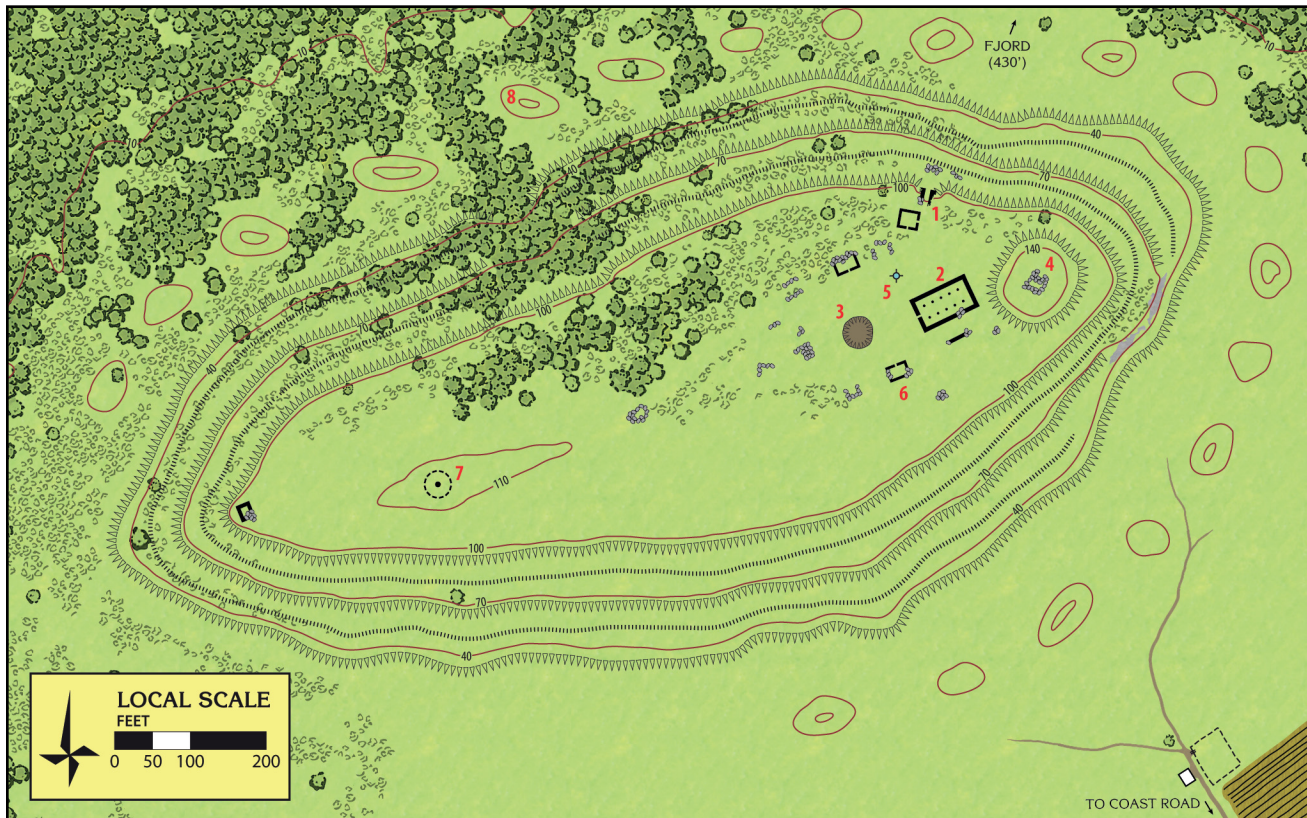
Jolak of Testyr, who claims to be a priest of the Ilviran *Order of Chuchlaen Wheelwright*, ministers to the group's spiritual needs as well as taking an active role in their plans.

Cyman of Wherry is a small mountain of a man, the son of a dispossessed blacksmith who starved to death after the Ivinians forbid him from practicing his craft.

Maera of Eanor is a young widow who was shunned by her fearful family after her husband was killed by an Ivinian clansman.

Niam of Selvyr, an orphaned teen with a death wish, is growing impatient with what he sees as the inaction of the Hounds and would welcome the chance to kill an Ivinian himself.

GELDEHEIM #7²



LOCAL MAP

In its day, Annwyn's defenses were formidable. A series of steep 30' ramparts circled the site, each topped by a log palisade and separated by 10' deep ditches. The palisades have long since rotted away and the earthworks are now overgrown and damaged by erosion.

1 MAIN GATE

A large timber gatehouse once filled this gap in the rampart. There is little trace of the wooden structure but the cut stones that reinforced the sides of the opening remain mostly intact.

2 TEMPLE

The large temple to Ilvir that once stood here was said to be "pillared in gold and ebon stone;" the remnants of walls, columns, and floors hint at its lost splendor. Traces of religious art can still be found on the stonework, including disturbing images of strange creatures and human sacrifice. A miasma of despair seems to hang over the place and people sensitive to psychic phenomena may find the ruins uncomfortable.

3 SACRIFICIAL PIT

This steep-sided pit descends more than 30 feet to the cavern below (see location 3 on the next page). During the final days of Annwyn, it was used for ritual sacrifices, with victims thrown or pushed to their deaths.

4 CAER ANNWYN

Although little remains where the timber keep once stood, the motte still offers an excellent vantage point from which to survey the southern Geldesfjord.

5 WELL

This stone well is the only evidence of where the market square stood. Although not evident from above, the well shaft connects to the tunnels below.

6 CAMPSITE

Occasional parties of treasure hunters have sought their fortunes at Annwyn; not all have returned. This camp belonged to the most recent group, which disappeared in 718. The elements have taken a toll but a few useful items may remain.

7 STANDING STONES

A circle of 12 stone monoliths, each nearly 15' in height, occupies this isolated mound. The circular stone altar that sits at the center has a concave surface that is often filled with rainwater.

8 BARROWS

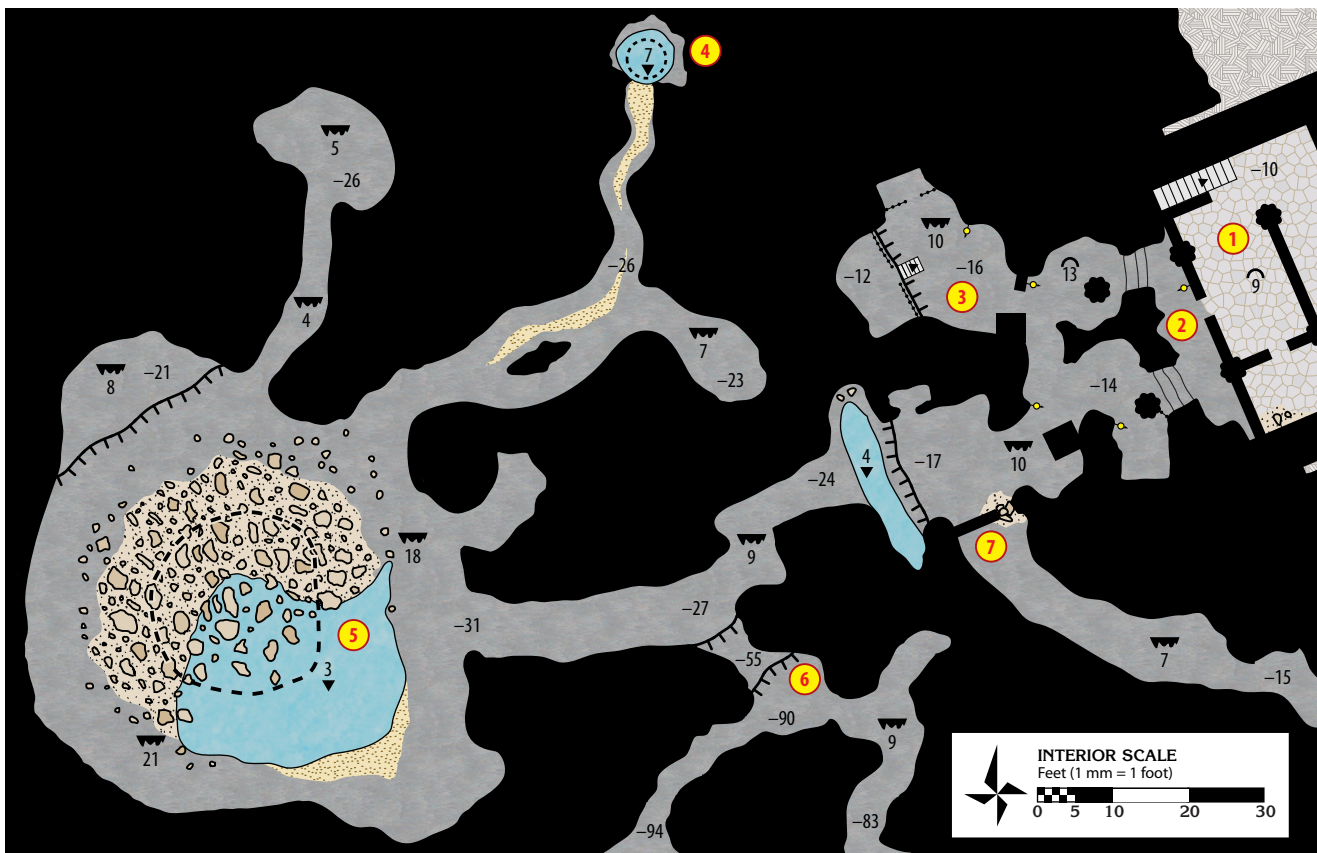
These barrow mounds hold the graves of the lords of Annwyn. Although most remain sealed, a few have been plundered over the centuries. The numbered mound is being used by a group of Jarin rebels calling themselves the Hounds of Lethwyn.

THE TUNNELS BELOW ANNWYN

The cellar of the Ilviran temple connects to a series of natural caves that can also be accessed through the sacrificial pit and the old market well.

- [1] **Temple Cellar:** The cellar level of the temple was primarily used for storage and, later, to house prisoners condemned to be sacrificed. The condition of the artwork on the walls and columns is better here than on the surface, but no less disturbing. The cellar has been used as a den by various animals and Ivashu over the centuries and is thick with damp mud and assorted filth.
- [2] **Cavern Entrance:** The construction of the temple cellar revealed the existence of the caverns, and those nearest the cellar were expanded to provide additional space. Several stone columns help support the floor of the temple above. This area was still being expanded when Annwyn was abandoned. In some areas, the stonework is finished with decorative carvings and Ivashu-shaped sconces; in others, it remains rough and plain, with the remnants of tools still lying about. The western end of the chamber drops into a tunnel leading to the Sacrifice Cavern [5]. The wooden steps that once allowed access to the tunnel rotted away long ago, but it is an easy climb.

- [3] **Ivashu Pens:** Various types of Ivashu were kept here by the temple priests. The metal bars are badly rusted and the doors have long since fallen off their hinges.
- [4] **Well Entrance:** An opening in the side of the well shaft allows access to the tunnels. The passage may be partially flooded depending on the season; the overflow drains to the Sacrifice Cavern [5]. Climbing the well shaft is risky; the stones are usually slick and some are quite loose.
- [5] **Sacrifice Cavern:** The bottom of the Sacrifice Pit is partially flooded. The cavern floor is littered with debris and the remains of various sacrifices can be found in the stagnant, foul-smelling pool. A careful search may reveal any items the GM feels are appropriate, but few will remain in good condition. This cave is home to a small colony of bats as well as the Gwyllon (see page 4).
- [6] **Lower Level Access:** The ground descends more than 60' to a lower level of caverns.
- [7] **Tunnels:** This passage was walled off for unknown reasons before Annwyn was abandoned, but someone (or something) has since broken through. The tunnels beyond, as well as the lower level caverns [6], may be expanded as the GM sees fit.



GELDEHEIM #7⁴

GWYLLON *Lurker Above*

The Gwyllon is an extremely rare type of Ivashu. Although some references to it may be found in old manuscripts in the library of Ochrynn Abbey, few—even among the Ilviran clergy—will have heard of the creature, let alone survived an encounter with one.

Physically, the creature's body is shaped like a flattened sphere and consists of dozens of membranous, gas-filled bladders joined by spongy connective tissue. Descending from this central mass are a dozen or more long tentacles, each bristling with small stingers. The tentacles are arranged around a beak-like mouth on the underside of the body. The creature floats along, given buoyancy by the gas-filled bladders and using the tentacles to direct its movement. It has no sense of sight but the numerous wispy sensory filaments provide it with superior ability to detect odors, vibrations, and warmth.

The Gwyllon is not intelligent and is motivated by a desire to eat and survive. It emerges from its lair at night to hunt, drifting silently until it senses prey and then maneuvering over it. If it achieves surprise, it descends on the prey, paralyzing it with the stingers located along its tentacles, then consumes what it can, often leaving half-eaten carcasses.

While the Gwyllon can easily detect the warmth, scent, or heartbeat of potential prey, it can also be confused by vibrations, odors, or other sources of heat. They may be distracted or lured away by torches, loud noises, music, or strong smells. Open flames will tend to burn more brightly in close proximity to the Gwyllon, as it routinely expels small amounts of the flammable gas that provides buoyancy. If a Gwyllon is set afire, however, the result is likely to be a powerful, messy explosion.



GWYLLON

Habitat: Caverns
Height: 6' (excluding tentacles)
Length: 10' (excluding tail)
Diet: Carnivore
Lifespan: 60 years
Group: Solitary
Size: Large/d8

ATTRIBUTES

04 STR	• EYE	01 INT	10 END
15 STA	18 HRG	01 AUR	08 MOV
06 DEX	18 SML	10 WIL	
08 AGL			

SKILLS

45 INITIATIVE	65 AWARENESS
45 TENTACLE 2P	36 STEALTH
36 BITE 5P	

VENOM

If a tentacle strike succeeds in causing damage, it also injects poison:

- Healing Rate: 4
- Recovery Interval: 10 minutes
- Causes paralysis as it spreads throughout the body. Inhibits conscious movement but does not affect autonomic functions, such as breathing.

FLAMMABLE

When a gas bladder suffers fire damage, the chance of an explosion is equal to the effective impact × 5%. The explosion will kill the Gwyllon, and everyone within 15' will suffer 2d6 fire impact to 1d6 body locations. Clothing and armor will reduce damage normally and a successful Dodge roll will reduce impact to 1d6 (MS) or no damage (CS).

ARMOUR

B5 E3 P2 F2 GAC 1

STRIKE LOCATIONS

01–25 Body/Gas Bladder*
26–30 Tail
31–00 Tentacle**

*Roll again. 50% chance of striking gas bladder.

** Each tentacle can have its own 5% range if desired.

[21] SHIPWRIGHT (Baltasar Taareskeld)

SIZE: 9 **QUALITY:** ☆☆☆☆☆ **PRICES:** High+

Orbaal's "royal shipyard" is operated by Baltasar Taareskeld, a close cousin of King Alegar II. Baltasar is tasked with maintaining King Alegar's fleet in peak condition. He is acknowledged as Orbaal's finest shipwright and his services are in high demand; the yard is always bustling with activity.

Baltasar maintains the quality of his work and his position as Orbaal's pre-eminent shipbuilder through his carefully protected right of first refusal on raw materials. By royal decree, those wishing to sell raw lumber, flax, pitch, and certain other products at Geldeheim's markets must first offer them to Baltasar. Many other craftsmen throughout the Geldesfjord complain that Baltasar keeps more of these materials than he strictly needs, a complaint amply justified by his packed warehouse across the street [21a]. The building is heaped with the best quality materials, much of which Baltasar has procured simply to prevent others from acquiring them.

Few can argue with the final result, however, as vessels constructed at Baltasar's yard are said to be extremely sturdy and yet still "feel the waves" uncommonly well. A very conservative tradesman, Baltasar's designs do not stray from the traditional clinker (or lapstrake) construction common throughout Ivinia. Baltasar maintains similarly high standards on the flaxen rope and braided leather cord produced by his shop.

Baltasar's nearby residence [21b] is home to his four wives and his five youngest children. His first wife, Fraya, 50, is deathly ill and tended to by two of his unmarried daughters. His two middle wives, Rigi, 37, and Kaya, 28, are cord-makers at the shop. This leaves his youngest and most recent wife, Tjalla, 22, to tend to the children and oversee the thralls who handle the housework. The daughter of a valhakar of a minor clan, Tjalla expected marrying into the royal Taareskeld clan would provide her a more glamorous life.

Baltasar is assisted in the shop by two of his sons, Torbjorn, 35, and Haaldar, 34. Both have families and homes of their own. The men have different mothers and look nothing alike. Although both are capable craftsmen, they seldom live up to Baltasar's expectations. Torbjorn craves his father's approval, while Haaldar has largely given up trying.



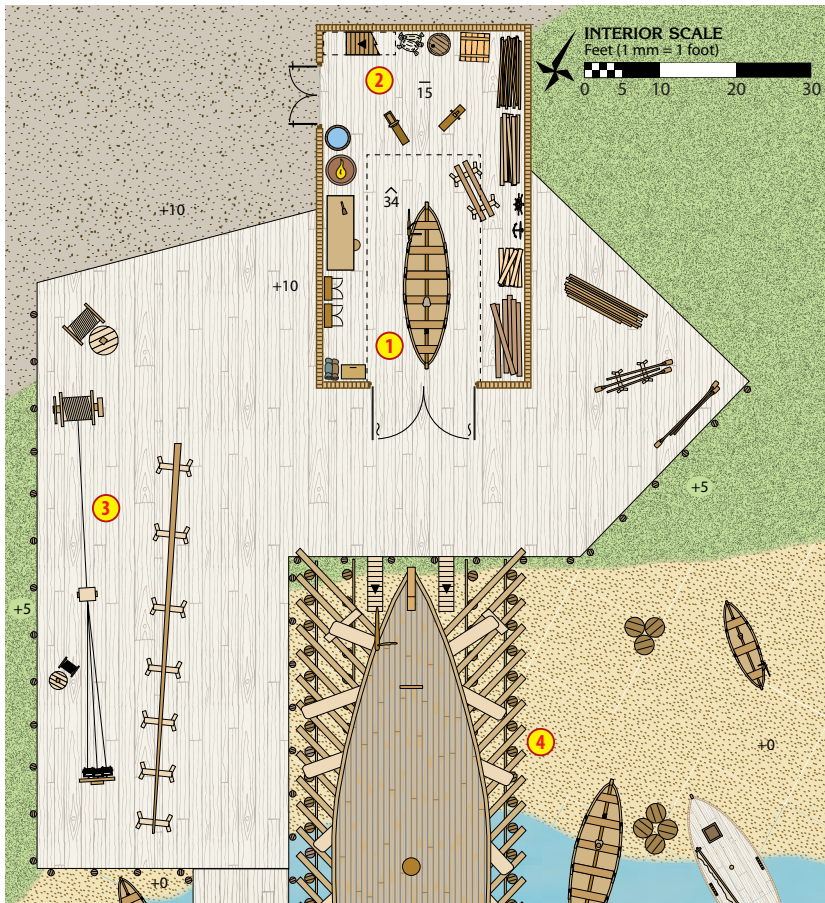
Baltasar Taareskeld

A vain and petty man, Baltasar Taareskeld is almost universally disliked. He is also extremely talented and his seat on the Taareskeld thrangaad gives him influence.

Baltasar, 52, accompanied the viking expedition in 705 known as the "Rape of Thay." He is given to spinning yarns of the raid's bravery and daring, but those who were there know that Baltasar himself never left the fleet's staging area on Keron Island. His lack of a single war bride further leads to the generally low opinion of him held by most of his clansmen.

Baltasar spares little expense on his own finery but his largesse does not extend to his wives. The older ones have accepted their husband's penny-pinching and make the best with old and mended clothing. Tjalla, the youngest wife, married Baltasar five years ago and is particularly sensitive to quips about her clothing or accoutrements, especially from other women of status. She complains incessantly, but Baltasar seems immune to her vitriol.





- [1] **Workshop:** Although ships are mostly assembled in the slip, parts of them are designed, shaped, and fabricated in this shop, including oars, pulleys, steering gear, and cabin furniture. Baltasar insists that all tools must be collected, sharpened, and placed into their proper place in the tool cabinets before the evening meal can be taken. Most of this work falls to the apprentices, Erri Forstad and Kal Survensen, who sleep in front of the cabinet doors at night.
- [2] **Storage:** Although Baltasar maintains a warehouse nearby, some supplies are kept here to afford quicker access, including lumber, paint and turpentine, tar, spikes and nails, and oakum and hemp for caulking.
- [3] **Cord Walk:** Rigi and Kaya make their supple braided leather cord and hemp rope outdoors rather than in the noisy workshop, retreating there only when the weather requires it. The large open space is also used for shaping masts and yards.
- [4] **Slip:** Baltasar and his journeymen use the slip to maintain the king's fleet and to build merchant niviks and warboats for other customers.
- [5] **Sail Loft:** The loft above the workshop is used for storage and is where Olfreg Vaal, Baltasar's master sailmaker, toils. He has worked for Clan Taareskeld for almost 40 years. Now 63, "Old Freg" seeks to groom a successor but feels that neither of Baltasar's sons can master the craft, while Erri the apprentice shows potential.



ADVENTURE HOOKS

Unhappy Wife, Unhappy Life

Baltasar's eldest wife, Fraya, is gravely ill, and his youngest wife, Tjalla, is extremely unhappy with her husband. A few of Baltasar's rivals on the Taareskeld thrangaad seek to take advantage of this situation, as having only two wives would mean Baltasar would lose his seat.

Per Taareskeld, the miller, has heard rumors that Tjalla is fascinated by the exotic priestesses of the Order of the Kukshin and is considering leaving Baltasar to join them. Per wants to encourage Tjalla in this but can't let his involvement be known and is looking for intermediaries.

The Curious Journeyman

Knut Thurga, a journeyman Baltasar hired a year ago, lives at the end of the dock in a tiny shack that was once the harbormaster's office. Although he is a talented shipwright, Knut is in fact a spy in service to King Osidar Dagen of Ibanvaal, who wants to know if Alegar intends to send tribute or men to aid Menglana in its war on Ibanvaal. Knut keeps careful record of every ship he's seen put into port, paying special attention to the size and fighting trim of its crew. Given Baltasar's propensity for spinning yarns and making himself seem important, it isn't hard for Knut to get his master talking about the various captains and their ships. Knut seeks to find someone trustworthy (or foolhardy) enough to carry his encoded report back to Ibanvaal.

Fisticuffs

Relations between Baltasar and his cousin Vigor, the harbormaster, are strained at the best of times. Although the dock is technically part of Baltasar's shipyard, it is the only place a vessel with a deeper draft can tie up for unloading. Baltasar resents longshoremen tramping through his cord walk and workyard on their way to and from the bondhouse.

A deep-hulled Shorkyni dak full of valuable cargo has sailed up the fjord and wishes to unload before the tide turns. Backed by his journeymen, Baltasar has confronted Vigor and the dak's captain and crew. There is much shouting, pushing, and shoving and the situation is on the edge of exploding into violence.

[40] HIDEWORKER (Eteca of Chawyn)**SIZE:** 3 **QUALITY:** ☆☆☆ **PRICES:** Average

Eteca of Chawyn is a hideworker in Aberys, a village on the shore of Lethwyn Inlet a little to the north of Geldeheim. Although she specializes in making belts, she carries a general stock of leather and hide goods, including sheaths, purses, bags, and pouches. She also makes caps, aprons, shoes, and boots to order.

As her shop is not on a busy road or market square, Eteca is unable to rely solely on passing trade; much of her work is manufactured to customers' orders. Jari Stahrask, who runs Geldeheim's tannery, won't sell to Eteca because she is Jarin. She buys her stock from Clan Wyllams, her distant kin in Leriell.

Her home and shop is a typical two-story gabled half-frame building. The narrow gap between Eteca's house and the building to the north is too small for most adults to squeeze through. Under the thatched roof, the house timbers are left exposed and the elements have faded them to a silvery gray. The infill between is covered in cream lime-wash that is badly in need of redoing; the lathwork underneath is exposed in places. The upper story is jettied out into the street by a foot. This overhang shields the lower floor from some of the rain and from the contents of the chamber pots thrown from above. The ground floor has a stout wooden door and a larger shutter, from waist to head height, running across most of the frontage. This folds down on hinges and is supported on foldout legs to produce a counter top when the workshop is open. In inclement weather, a buckram awning shields the counter and goods.

When open, the counter is covered in belts, pouches, bags, and sheaths for knives and weapons secured on wooden pegs. A few loose leather goods are also displayed, mainly leather cups, jugs, and archery bracers. Samples of the leathers and skins available for commissions hang from the lintel. Eteca is known for her decorative punch and stud work on belts and straps. She also makes a small number of bags from animal skins for decorative effect and waterproofness.

**Eteca the Beltmaker**

Eteca is middle-aged Jarin woman, with the signs of age just beginning to show in her face. She is plain but not unattractive, with brown eyes and long reddish hair that she wears in tresses. She wears a cloth wimple on her head and loose clothing that conceals an appealing figure. Her favorite tunics are decorated around the hem and sleeves with tablet-woven braid.

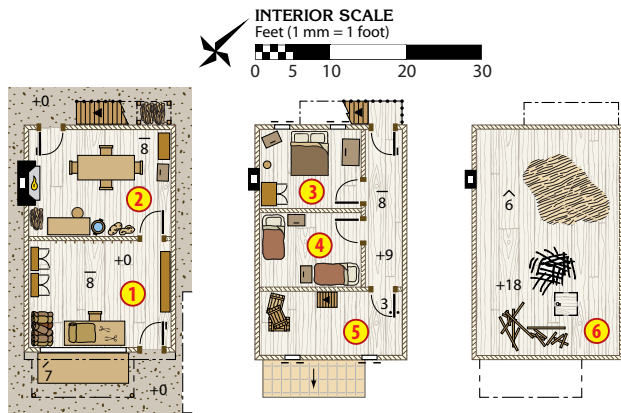
Eteca has two pieces of jewelry that she is seldom seen without: a string of amber beads and another of glass beads, both of which she wears as necklaces.

Eteca's two assistants, Rildene and Laeln, live with her; both are also Jarin. Rildene of Plarysyn, 27, has been told by Kaldoran traders that he is as talented as many master hideworkers in the southern kingdoms. He dreams of setting off on the road and earning enough money to purchase a franchise somewhere not under Ivinian rule. Laeln of Bavryl, 16, has been working for Eteca for almost five years. Rildene likes to closely supervise her work, much to Eteca's annoyance.

Eteca's family have been hideworkers for generations and once owned the tannery across the road [15a]. In 702, Eteca's father was brought before King Alegar I on suspicion of aiding Jarin rebels. The king confiscated the tannery business and awarded it to Jari Stahrask, who many suspect was behind the rumors that led to the arrest.

The house and workshop that Eteca inherited is big enough for a large family. She has had many suitors but has spurned them all; she is content to just live with her apprentices.

GELDEHEIM #40²



- [1] **Workshop:** The main door opens straight into the workshop. Eteca sells ready-made stock but often takes orders for custom work. The oak bark used in the leather-tanning process gives the room a smell reminiscent of leaf mold. Although a broom stands in the corner, the floor is often littered with small pieces of leather.

A scarred workbench sits inside along the counter to get the best of the light. It is littered with patterns and off-cuts of leather. Nearby racks hold the tools of the leather-worker's trade: small sharp knives, vee and curved gouges, hole punches of all sizes, and decorative punches for embossing designs into the leather. Fittings such as buckles and copper loops hang from the edge of the bench.

Rolls of leather of several different thicknesses and in various shades of tan and brown are stacked along one wall. Finished items hang from pegs on the wall: waist and weapon belts, sheaths, purses, pouches, bags, leather caps and aprons.

- [2] **Kitchen:** The kitchen sits behind the workshop. A sturdy table dominates the room. Hams, bacon, and herbs hang drying in the smoke from the fire. A flour box and cupboard filled with kitchen supplies and food stocks stand against one wall.
- [3] **Solar:** Eteca sleeps alone in the good bed of the main solar. There is a linen press to hold her clothes and a chest for her valuables. She keeps all her coin concealed in a leather pouch under the mattress.
- [4] **Bedchamber:** Eteca's apprentice and journeyman, Laeln and Rildene, sleep here on two straw pallets. Rildene is infatuated with Laeln but his fear of her father, Declan the charcoaler [39], have made him keep a respectable distance.
- [5] **Storeroom:** This room has seen little use in the years since Eteca's parents died and her sisters married and moved away. Dust and cobwebs cover a few musky boxes of old clothing, broken implements, and leather fragments. Steep stairs, almost a ladder, lead up to a trapdoor in the ceiling.
- [6] **Attic:** The attic is empty other than for some broken furniture, some rubbish, and a large pile of old rushes left over from the last time the roof was rethatched.

ADVENTURE HOOKS

The Lost Journeyman

Eteca does not have the facilities to tan her own leather and Jari Stahlrask won't sell to her. She gets her stock from the hideworkers in Pethwys and Leriel, who buy from trappers in the Jahl Mountains.

Her trusted journeyman, Rildene, has made the trip to buy hides many times. He accompanied the caravan of Joalfr Ramaalsen [18] on its most recent trip south, taking with him most of Eteca's wealth in coin to buy more stock. Joalfr and the caravan have returned but Rildene has not. Joalfr claims to have no knowledge of Rildene's whereabouts and does not feel the need to explain anything to a Jarin.

Eteca seeks Rildene's rescue, revenge if he has been murdered, or for him to be brought to justice if he has absconded. She wants her money back and offers a reward for Rildene and a share of any coin recovered, but can only pay on seeing results.

Laeln's Suitor

Laeln is quite pretty and has been receiving attention from men other than just Rildene. Vigor Taareskeld, the Ivinian harbormaster [20], wants her as a wife. Although he is considered handsome by many, Laeln finds his manner disgusting. Her refusals have fallen on deaf ears, as Vigor believes that, as a Jarin, Laeln is fair game to him regardless of her wishes. Eteca is quite fond of the girl and wants Vigor warned off, but in such a way that it does not damage her standing with his powerful clan.

Hiding Out

A tenday ago, Eteca's nephew and two other youths came to her begging for help. The boys, ages 14 to 16, had "ambushed" a lone Ivinian traveler on the road into town, pelting him with rocks and driving off his horse. Elmar Henjaal, the town warden, considers their actions as rebellion and wants to make an example of the boys. Eteca has reluctantly let them stay in her attic while she figures out a way to get them out of town.