

Selvos castle is the seat of the Earl of Selvos in northwest Kanday. Seized in 695 from Rethem during Ezar's War, it is a rich fishing port and one of the few safe harbors along the rugged western coast of Hârn. Although officially at peace with Rethem for over twenty years, raiding and skirmishing continues along the nearby frontier. Agents of Rethem, and political intrigue between hawks and doves of Kanday, make this a dangerous place for the unwary.

Location: Kingdom of Kanday
Government: Sir Grolis Chahryn
 Earl of Selvos
Liege: King of Kanday
Population: 580

HISTORY

The Dureve Valley, bounded by the Peris Moor to the west and Tesien Moor to the east, is drained by the Eisma and Rosas Rivers. The valley is characterized by dozens of small streams, copses, and meadows, but the heavy clay soil is damp and poorly suited for agriculture.

Jarin immigrants settled the upper valley around 1000 BT. Although not a seafaring people, poor crop yields and the rich fishing grounds of Deversh Bay encouraged some Jarin to settle at the mouth of the swampy Eisma River. For over a thousand years the Jarin lived in relative peace and isolation until the rise of the Corani Empire.

In 347 TR, a loose alliance of Jarin tribes known as the Merdi Federation came together to oppose the Corani Empire's expansion down the Thard River. The Jarin alliance were defeated by Arosta the Conqueror at the Battle of Hereg in 377, giving the Empire free access to the sea for the first time.

With the founding of Merethos (now Golotha) in 388, the Corani Empire began systematically exploring the western coast of Hârn. Over the next forty years, numerous large expeditions travelled both north and south, hugging the coast. Imperial colonization expanded mainly northward into what is now Rethem where the land was more fertile. Expansion south was hindered by extensive marshes, and the general lack of good harbors. The Corani navy patrolled the coast, using the harbors at Dunir and Selvos as minor bases.

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The rival Kingdom of Aleathia in the south disputed the west coast with the Corani Empire. Between 433 and 437, King Xuaka of Aleathia established keeps in Hebon, Sarkum, and then Dunir. Skirmishes between rival naval forces continued until 447 when King Xuaka accepted peace terms after defeat by Emperor Mejenes.

Despite difficult prevailing winds, and marine hazards like Agrik's Cauldron, the number of ships plying the western coast grew every year. Within a decade of the peace, the it had become the Empire's main sea trade route. Piracy grew as well, especially between Yalron Point and Cape Routa. To protect its shipping the Empire established a naval station at Selvos in the spring of 479.

The naval station was built on the inner of two islands, connected to the shore by a causeway which also served as a breakwater for ships at anchor. Selvos continued to grow and expand for the next eighty years, especially after the Miners' Guild opened two valuable iron mines early in the sixth century.

Peaceful expansion was shattered by the Balshan Jihad, a Morgathian-led rebellion that began in Rethem in 558. Merethos fell to the rebels in 562. Selvos fell without a fight the next year when defending legionaires abandoned their posts, sparing the region the normal devastation and bloodshed for a brief period. The entire empire came under Morgathian control after the imperial capital of Coranan fell in 565 and the Theocracy of Tekhos was founded.

A religious tribunal established in Selvos in 566 soon crushed all local opposition to Morgathian rule. The new governor, Guiang of Ozah, forced local villagers to rebuild the interior of the naval station into a Morgathian temple. For two decades Governor Ozah and the clerics ruled Selvos with harshness and little mercy. The terror ended abruptly in 588 when the Theocracy collapsed. In Selvos, as elsewhere throughout western Hårn, wild mobs killed everyone they caught who had been associated with the Morgathian regime, and scores of innocent folk died during the riots.

Idt of Rosin, the young leader of the Selvos rebels, proclaimed himself Lord of Selvos in 589. Idt believed that starving peasants were too much trouble and he ensured they had enough to survive with modest comfort and hope for better years. Although mostly fair, Idt was also Governor Ozah's equal in ruthlessness when opposed. Poaching and hoarding were capital offenses for which mercy was rarely given.

Cayir succeeded to the lordship on Idt's death in 623. He too proved to be an able lord until Arlun the Barbarian, King of Rethem, sought to expand his realm southward. Cayir was defeated in battle near Hyen in 642

and forced to pay tribute. In 650, after a disastrous harvest, Cayir was unable to pay his tribute. Arlun marched on Selvos the following year, capturing it in the spring of 651 and establishing it as a royal castle.

Arlun ordered construction of a massive new fortress on the outer island, using the stone from the old naval station to extend the causeway. Masons uncovered a Morgathian temple beneath the inner island which they filled with rubble. The new keep and towers were completed by 654 and Selvos Castle assumed much of its present-day appearance.

King Obras came to the throne after the death of Arlun in 656. The weak rule of the new king encouraged a succession of the royal constables to run Selvos as a personal fiefdom, although they increased trade and thereby their own fortunes. The town soon grew to exceed its imperial size in both population and tax revenues.

The death of King Obras in 672 resulted in drastic changes. Obras' son King Nemiran, a fanatical Agrikan, sacked many of his father's cronies, including the Constable of Selvos. He was replaced with one of Nemiran's inner circle of loyalists, Sir Lotay Shalev.

The Agrikans drove the peasants mercilessly, enforcing their demands with torture and summary executions. Open worship of Peoni was discouraged and that of Larani proscribed. With Nemiran's sponsorship, the *Order of the Fuming Gate* founded a major temple to Agrik in Selvos. In 681, with war brewing against Kanday, King Nemiran granted Selvos, along with Dunir, Hyen, and Menekod, to the *Company of the Cooper Hook*, the fighting order sponsored by the Fuming Gate. Constable Lotay became a Knight Commander of the Copper Hook, responsible for the Selvos garrison.

Ezar's War between Rethem and Kanday erupted within a year. As soon as the roads dried in 682, Lotay marched his army northeast to Menekod, joining the Hyen army on route. He fought along the Kanday frontier from 682 – 692, serving as one of Grandmaster Ezar's most trusted captains, notorious for his cruelty and love of rape and plunder. Selvos suffered under heavy taxes and repeated calls for conscripts to replace the ill-trained laumak who died by the score fighting the Kandians.

In the summer of 693, Ezar called on Lotay to lead a fresh attack on Heroth. Then news came that Queen Eriel had secretly marched an army west and attacked Dunir. Lotay marched southwest to save Dunir, but his weary force was no match for the Kandian army. Three times the Agrikans were repulsed with bloody losses. Lotay perished in the third attack robbing the Agrikans of one of their finest tactical leaders.

Lotay was replaced by Rycyk, a brilliant individual warrior, but one with minimal knowledge of warcraft. He would frequently embark on ill-planned raids against Kandian forces hidden in Tesien Moor, commanded by the able Sir Grolis Chahryn. Rycyk summoned almost every fighting man to Selvos, leaving the manors dangerously understrength. The majority were sent to Menekod, while Rycyk kept a hundred cavalry as a strike force. The garrison of Selvos was reinforced, bringing its strength up to eighty, though these men lacked skill and experience.

On a moonless night in the late summer of 694, forty Kandian knights raided the town. Rycyk summoned his cavalry and personally led them against the Laranians in a close pursuit for three leagues to the south. Meanwhile, twenty assault boats, commanded by Sir Grolis Chahryn, slipped ashore at the foot of the castle and dozens of siege ladders hit the walls. Four hundred Laranians seized the castle in less than an hour. Rycyk returned from his fruitless chase in the dark to find the castle gate held against him.

Rycyk retreated to the town, there to find the elusive Kandian knights already within the rampart in several locations. Charging down the hill from the causeway, the Agrikans forced their way through to the temple, where they made their last stand. Rycyk is said to have killed ten Kandian knights before being slain. Word of the Kandian victory spread and most local peasants rebelled and overthrew their masters.

Leaving a garrison under the command of Sir Petryrn Irien, Sir Grolis marched away to besiege and capture Menekod. Sir Petryrn remained to establish the rule of law. Between raids on Hyen, he appointed temporary bailiffs over each manor, established the militia, and supervised the installation of local officials. Sir Petryrn acted as steward pending the Queen's decision on the fate of Selvos.

All throughout 696, negotiations to end the war continued. In the spring of 697 several embassies converged on Selvos. Queen Eriel met with King Chafin of Rethem to sign a formal peace treaty. Witnessed by Kaldoric, Thardic, and Melderyni ambassadors, the treaty, known as the Peace of Selvos, formalized the new border and ended the fifteen year war between the two nations. Conspicuous by their absence at the peace table was the Order of the Cooper Hook.

As a reward for his numerous victories, Sir Grolis Chahryn was made Earl of Selvos. His deputy and hero of Dunir, Sir Yuri of Xelados, was made Baron of Dunir. Sir Petryrn remained as Grolis' steward until 698, when the Queen made him Baron of Zerien.

Despite the Peace of Selvos, the northwest region of Kanday remains a dangerous frontier. Connected to the rest of Kanday by a poor road to Menekod via Dunir, or a better but dangerous road through Hyen, Selvos relies mostly on the sea for trade and travel, and on military strength for its very survival. Sir Grolis has always awarded manors in his earldom to tough men. Most fiefs were given to veterans who served under him during Ezar's War, though several have now passed to their sons and heirs. To replace the many peasants who died during the war, numerous freeholds were granted to common soldiers of the Kandian army resulting in a strong yeomanry and vigorous militia.

During the last twenty-two years, both sides have taken the opportunity to rebuild their forces. Sir Grolis spends much of his wealth maintaining a strong garrison at Selvos. Although skirmishes with the Cooper Hook are infrequent, Sir Grolis believes that only a strong defense keeps it that way.

GOVERNMENT

Selvos has been ably governed by Sir Grolis Chahryn for over twenty years. Now nearly eighty, he has all but abdicated his duties to his eldest son, Sir Temilin Chahryn. The earl suffers from several old war wounds and, almost crippled, has not travelled outside Dureve Hundred in over ten years. Sir Temilin speaks with his father's full authority in all matters.

The heir is present at Selvos about six months of every year, the balance of his time being spent visiting his father's vassal fiefs at Dunir and Zerien, and the family manor at Horkaen, just outside the royal seat of Dyrisa. Sir Temilin is active in court politics and represents his clan's interests well. In his absence, Selvos is governed by his wife, Lady Myrrhe, and the steward, Sir Hanzar, under the watchful eye of the earl who is still keen of mind.

Due to Selvos' exposed position, the King of Kanday maintains a significant royal presence in the area. The region is part of Perishire under the jurisdiction of the Sheriff of Peris (currently Prince Anaflas Milaka, brother of the King). Prince Anaflas has appointed Sir Cledan Dosyna as his Bailiff of Dureve Hundred, and ensures the bailiff has sufficient yeomen from royal estates to maintain a full-strength company. The troops are equally split between the Hundred Moot at Kesethy and the Royal Tollhouse at Grelde. The region also has two Royal Foresters, one for Peris Moor and one for Tesien Moor. Each forester commands a half-company of men to patrol their respective wilderness frontiers.

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ECONOMICS

The Dureve Valley's soils are poor, and crop yields are low. For this reason, the inhabitants have traditionally relied on other means to support themselves besides subsistence agriculture. The region's hardy sheep are renowned for their coarse but tough, oily wool, perfect for water resistant coats and blankets. The rich fishing grounds of Deversh Bay produce a huge annual catch of cod, most of which is salted, packed in barrels and sold for consumption in major cities, like Aleath, Golotha and Coranan. The Salter's Guild operate several large salt pans along the coast in support of this trade.

Dureve's other major economic activity is mining. The Miner's Guild runs two large iron mines which have been in constant production for two hundred years. These mines produce high revenues for the Sheriff of Peris on behalf of the Crown. The smelting of ore to make "blooms" has consumed most of the trees from Peris Moor and woodcutters must now range further and further abroad to gather enough wood for the charcoalers. There is also a limestone quarry on the western edge of the Hundred operated by the Masons' Guild. The quarry is famous for its fine quality stone, which is soft when cut and hardens into blocks perfect for carving detailed statues and trim. Selvos limestone is much in demand by masons from Golotha and Aleath.

Taxes

Property:	6% per annum (residential)
Property:	3% per annum (business)
Hawking:	6% of goods value
Bonding:	1% of goods value per month
Pilotage:	30d flat fee
Wharfage:	1d per foot per day
Registry:	40d per foot per annum

RELIGION

There is no tolerance for religions other than those of Larani and Peoni. Just twenty-five years ago, this was a stronghold of Agrik and when it fell, the Laranian church made it a crusade to exorcise every trace of this evil. From 695 to 705, the church conducted a Hundred-wide inquisition. Experienced priests were brought from across the kingdom and sent to every manor, village and hamlet.

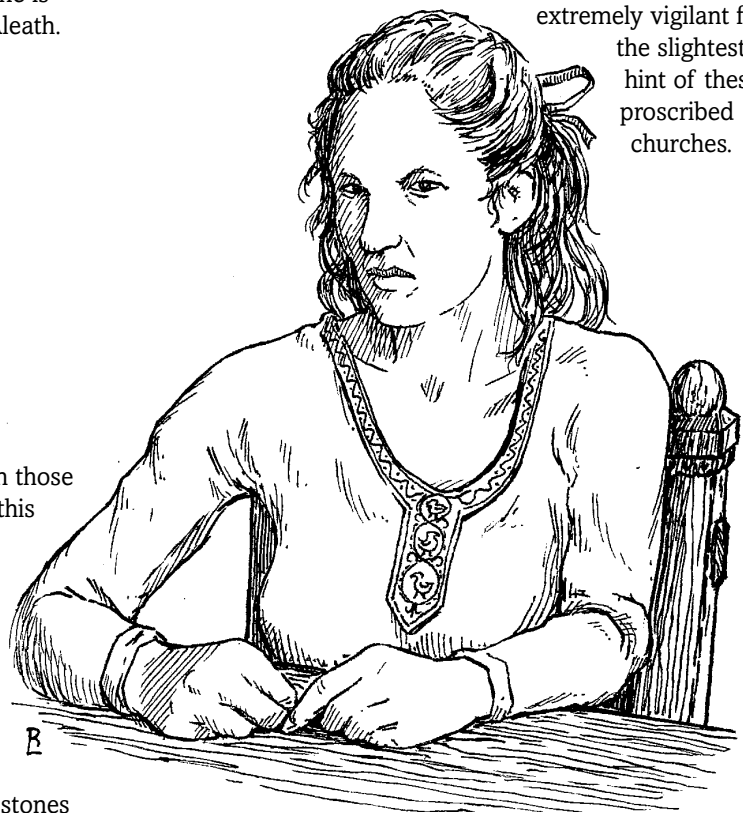
Every trace of the Agrikans was destroyed. Their temple at Selvos was torn down. Its many stones smashed into rubble and dumped into the sea to extend the dock. The ground was plowed, the site exorcised, and

then it was reconsecrated to Larani. Afterwards, a new temple was built. The Checkered Shield also maintains a significant presence in the Dureve Valley with two large and well manned chapter houses at Erinath and Grelde.

Although the inquisition was extreme, it was welcomed by the people, who enthusiastically informed on those among them who had aided and abetted their oppressors. Soon after, Peonian priests began to arrive and re-establish their ministry which had been cruelly suppressed by King Nemiran thirty years before. A Peonian church was built in Selvos and small village glebes and chapels were reopened.

The churches of Larani and Peoni enjoy tax-free status and the vigorous support of the state and a steady flow of money from temples in southern Kanday. The Haleans have been allowed to retain a small temple in Selvos for the benefit of the merchant class, but it is closely watched and taxed as a business. While not illegal, those who openly follow other religions such as Save K'nor, Siem, Ilvir, and Sarajin can expect a poor welcome and close scrutiny. Followers of Naveh, Morgath, and especially Agrik can expect arrest, a summary trial, and quick execution, usually by drowning.

The church of Larani maintains an intricate network of spies and informers and is extremely vigilant for the slightest hint of these proscribed churches.



Lady Myrrhe, Sir Temilin's wife

1 CAER SELVOS

The seat of the Earl of Selvos. The castle has a large keep (plans following) and three towers.

- (a) House of Meredos, bonded weaponcrafter;
- (b) House of Chastys, bonded ostler.

When the Kandian army stormed the castle in 695, they scaled the outer wall between the Lady's Tower and Ballista Tower.

Beacon Tower: named for the brazier on its battlement, generally lit only on foggy days and moonless nights. The tower houses guardsmen on the main and second floors.

Ballista Tower: Built during the Corani Empire, this well constructed tower has a vaulted roof to support the ballista and catapult which command the harbor. The tower houses the *Green Owl Company* and six men-at-arms to operate the artillery. The soldiers have a dining hall on the main floor, with their own cook, and spacious barracks on the second floor.

Lady's Tower: the south-east tower is where Sir Temilin's first wife, Alicia, threw herself into the sea after her daughter died. Six men-at-arms of the garrison live here. Some have claimed to have seen Alicia's "lamenting spirit" walking the battlements hand in hand with her daughter.



2 CAUSEWAY

Built in two stages, first to the inner island and then to the outer island, the causeway serves as a breakwater to protect the harbor. The earl has spent large sums to restore it from years of neglect. The inner island, once the site of the Corani naval station, is said to be haunted by evil spirits of the dead.

3 WATCHTOWER

Built in 653, a garrison of one corporal and five soldiers are responsible for maintaining the harbor's beacon on foggy days and moonless nights.

4 TEMPLE OF LARANI

Built in 695, the temple of the Order of Hyvrik includes a Hall of Rituals, Chapel, Council Hall, Library, Scriptorium, and quarters for the five Masters, ten Matakea (priests) and fifteen Ashesa (acolytes).

5 TEMPLE OF PEONI

This temple supports both the *Order of the Balm of Joy* and the *Irreproachable Order*. The hospital and orphanage cater to the poor. The large graveyard contains the bodies of those who died in the liberation.

6 TEMPLE OF HALEA

The temple of the Order of the Silken Voice was the only religious institution to survive the Kandian inquisition. It is still viewed with great suspicion by the earl, but he has allowed it to continue unmolested in order to secure the cooperation of the Mangai.

7 VICTORY SQUARE

A commemorative column celebrates the capture of Selvos and victory over the Rethemi. The main market for the Hundred is held here daily except on holidays. It is busiest before noon.

8 WHITE GOLD INN (Galpras of Uelomel)

Size: 9 Quality: 4 Prices: high

A good quality guest house, it caters to visiting nobility and rich merchants. The house speciality is roast goose and it has a fine wine cellar. The stable is operated by a bonded ostler, Juln of Brench.

9 CLOTHIER (Parond of Dattys)

Size: 5 Quality: 3 Prices: high

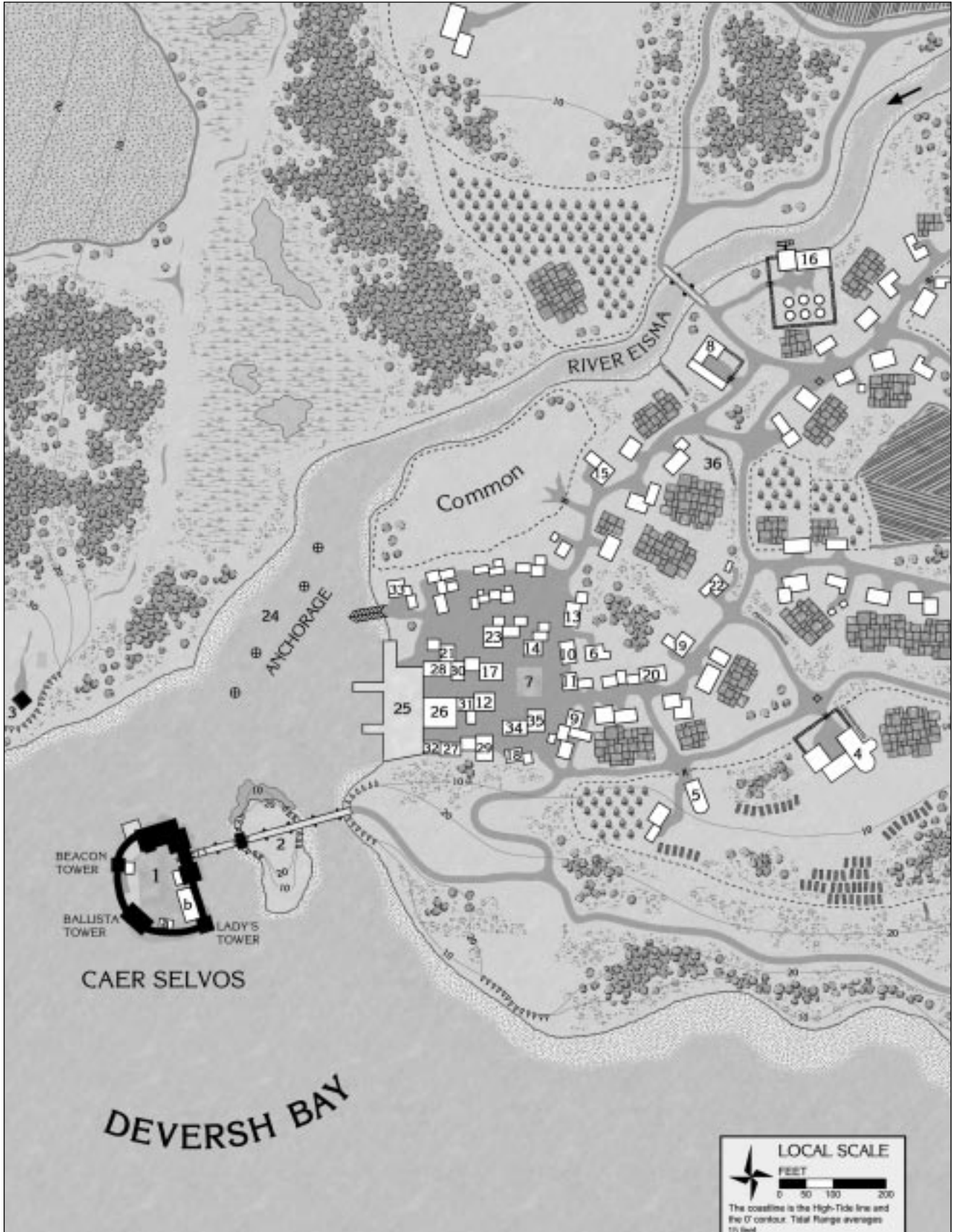
Parond imports fine cloth, linen, velvet, brocade, lace and gold thread from Aleath, making his stall popular with the nobles and guildsmen alike.

10 MERCANTYLER/USURER (Valenar of Emyrn)

Size: 4 Quality: 3 Prices: very high

Involved with the limited trade between Golotha and Aleath, Valenar takes great risks and charges high rates. He is well known as an honest, if amoral, man and his promissory notes are traded throughout western Hårn.

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11 POTTER (Irevar of Mestil)

Size: 5 Quality: 4 Prices: average

Irevar's goods are in high demand, especially the fine drinking goblets he makes for the castle. The amount of breakage keeps him prosperous.

12 WOODCRAFTER (Oner of Fondria)

Size: 9 Quality: 3 Prices: average

Oner builds everything from furniture to houses. He employs two journeymen, four apprentices, and two laborers, and has plenty of work for all of them.

13 CHANDLER (Hemiral of Sarien)

Size: 6 Quality: 4 Prices: very high

This large general store resells almost everything. Most of the finished goods are imported from Aleath and are therefore quite expensive.

14 MERCANTYLER (Parga of Ponvele)

Size: 4 Quality: 2 Prices: average

Parga is one of the few guildsmen who thrived under Agrikan rule. He survived only because he paid significant protection money to the Copper Hook. A venerable 68 years old, Parga's does little business because townsfolk have not forgiven his collaboration.

15 METALSMITH (Bjerge of Osforn)

Size: 8 Quality: 4 Prices: high

The only metalsmith in Selvos, Bjerge is extremely busy. Fortunately the local iron mines provide him with a ready supply of cheap iron. In addition to himself, he employs three journeymen and four apprentices. Besides his regular work, he also has the contract to shoe the castle's warhorses.

16 MILLER (Baras of Pandria)

Size: 5 Quality: 3 Prices: average

The large water mill and silos easily serve Selvos.

17 MINER'S GUILD

The guild hall, social club and hostel are administered by Darnt of Lylaka, a master quarryman, for the benefit of the members who work at the two iron mines and limestone quarry. Darnt claims to be from Pinide, but is really from Omnis, and is a clever and ruthless agent of the *Cooper Hook*. He sends regular reports to Hyen and has three other agents to assist him. A quarryman from Pinide asking too many questions about Darnt's past was recently crushed by falling rock.

18 EMBALMER (Anad of Keleto)

Size: 4 Quality: 3 Prices: average

A philosopher, his job gives him too much time to think.

19 PHYSICIAN (Clarlan of Perien)

Size: 3 Quality: 4 Prices: high

Clarlan is a Trierzi who came to Selvos eight years ago.

20 MASON (Hakyl of Salgen)

Size: 3 Quality: 3 Prices: high

Hakyl hails from Gimon in southern Kanday. He was brought in by the Constable in 696 to oversee the construction of the new Laranian temple. Since then he has made a good living working on the castle and repairing manors damaged by the war.

21 HIDEWORKER (Voadu of Kail)

Size: 6 Quality: 3 Prices: average

Voadu sells shoes, saddles and other leather goods from his house in town. His tannery is outside of the town and downwind. He is an ardent Holean and contributes heavily to the temple.

22 TEAMSTER (Haln of Vies)

Size: 9 Quality: 3 Prices: average

Haln works closely with the Miner's Guild [#17], transporting salt fish and produce to feed the miners and returning with their iron blooms for export by sea.

23 MERCANTYLERS' HALL

The guild hall and commodities exchange is strictly for members only. It is run by retired free master mercantylers Taanar of Pomada who lives next door.

24 HARBOR AND ANCHORAGE

The best harbor for twenty leagues in either direction. The anchorage is protected by the castle causeway which acts as a breakwater. There are mooring buoys for four ships. When the Jarin first settled these shores, 1700 years ago, they observed that sea birds would often take flight off the water for no apparent reason. Tales grew of a sea monster the Jarin named *Wihtrig*, which means *Downdragger*. The legend has survived to the present day with occasional sightings of a great serpentine beast, and most local sinkings and drownings are blamed on the creature. A common curse in the region is "The Wihtrig Take You". Most fishermen throw one fish in twenty back into the harbor to appease the creature.

25 SELVOS PIER / FISH MARKET

The pier was extended in 696 using stone rubble from the demolition of the Agrikan temple. A fish market is held every afternoon except on holidays.

26 BONDING HOUSE

The bondmaster collects the hawking license and bonding fees. It includes a large warehouse.

27 HARBORMASTER/PILOTS' GUILD

The official residence of the Selvos pilot, his apprentice, and clerks. The Pilots' Guild rents the second floor which contains two private rooms and a common room for the use of visiting masters.

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28 SEAMANS' GUILDHALL

A hostel and hiring hall. Among locals, the guildhall has an unsavory reputation, being notorious for rowdiness and brawling. Only a captain with a stout bosun to watch his back will hire here.

29 THE SAFE HARBOR (Carans of Hilgenel)

Size: 8 Quality: 2 Prices: low

Patronized by the sailors and poorer travellers. A sign showing a ship at anchor hangs over the door. There are twelve flea-infested rooms, available cheap.

30 BROTHEL (Aelsi of Dondis)

Size: 10 Quality: 3 Prices: average

Caters to the lower classes and visiting sailors. Aelsi has two Rethemi, three Thardic, and two Kuboran girls. He runs a profitable gambling operation in the back room under the protection of the Lia-Kavair.

31 LIA-KAVAIR SAFEHOUSE

Largely destroyed by the Agrikans, the thieves' guild slowly rebuilt itself for twenty years, then suffered another setback last year when the master and his chief lieutenant had their neck stretched on the town's scaffold. A vicious power struggle for leadership is evidenced by the odd corpse floating in Deveresh Bay.

32 SAILMAKER (Saery of Mest)

Size: 5 Quality: 3 Prices: average

Saery is a master bonded to the shipwright [#33] to make and repair sails and rope. The shipwright allows the sailmaker almost complete independence in exchange for one tenth of the revenue. Saery enjoys storms knowing they always bring him many customers with tattered sails. He demands a half deposit before starting a job.

33 SHIPWRIGHT (Jarsyl of Losyin)

Size: 14 Quality: 4 Prices: average

Jarsyl mainly builds and repairs local fishing boats, but has the facilities for larger vessels. Some captains on the Aleath-Golotha trade prefer his yard for maintenance because his prices are reasonable for the quality work he provides. Jarsyl works closely with Saery [#32].

34 SALTER (Damys of Bostada)

Size: 10 Quality: 3 Prices: average

Damys does a profitable business exporting salted fish.

35 WOODCRAFTER (Rela of Postys)

Size: 4 Quality: 3 Prices: average

Rela works almost full time as a cooper, building barrels for Damys the Salter [#34].

36 RAMPART

Built in 480 to protect the exposed approaches to the town. The palisade has long since rotted away and the rampart has become overgrown.

Aralthor's Treasure

During the early years of the Balshan Jihad, Corani warships made several trips from Merethos (now Golotha) unloading heavy cargos at the naval dock in Selvos. Rumors grew that a great imperial treasure had been moved to Selvos for safekeeping.

In 563, as a Balshan Jihad column marched towards Selvos, sailors could be seen frantically loading heavy chests onto three galleys. As the fanatics stormed the town, the last commander of the station, Captain Laris Aralthor, ordered the fortress burned and escaped with his ships. When the fires finally cooled, nothing was left but a hollow shell of stone walls. Only a handful of coins were ever found in the rubble.

For years afterwards, reports circulated that Captain Aralthor had turned pirate. The group had established a secret camp and buried the imperial treasure in a flooded cave on an island off Yalron Point. Others claimed he had sailed to Melderyn or even Trierzon. Occasionally, small amounts of Corani coin surface, restarting speculation.

GM Options

[1] The cargo stored and removed at Selvos was just the goods of the garrison and their families. Captain Aralthor burned the naval station on the orders of his admiral. The squadron sailed back to join the main Corani fleet at Merethos where the crew died defending the city in 562.

[2] The account is mostly correct, except that there was no imperial treasure. Captain Aralthor did turn pirate and built up a modest booty now hidden on an island south of Dunir in Kirque Bay. Aralthor's fleet vanished in a storm. There was one survivor, and he left to his son a crude map to the pirate hoard.

[3] The fleet did escape with an imperial treasure aboard Aralthor's flagship, but only travelled a short distance before being attacked by pirates. The flagship sank in shallow water between Selvos and Dunir. Several maps of the wreck location were made by a few survivors. The wreck is accessible to a good diver, if only barely.

[4] After hiding the imperial treasure on an island in Kirque Bay, the fleet fled to Melderyn. Captain Aralthor's rutter was eventually sold to a ship's captain destined for Trierzon. The physician [#19] came into the possession of the rutter and followed it back to Selvos. Unfortunately, the detailed directions are in some sort of Corani Empire code, and he is looking for someone to decipher it and help him locate the treasure.

GROUND FLOOR

[1] Drawbridge: The road from town winds its way up a steep hill, and across the causeway to the outer gate. A stone bridge extends across the channel between the two islands to the castle. At low tide, the channel is only four feet deep. The drawbridge spans the last fifteen feet and is raised every evening at dusk.

[2] Courtyard: The garrison and mercenaries practice and drill in this cobbled yard every other day.

[3] Herb Garden: Temilin's wife insists the cook use home grown herbs for the kitchen. A connecting shed is used to store seed, sacks of produce, and tools.

[4] Beacon Tower: Storage for the garrison.

[5] Castle Docks: Used to unload supplies and by visitors who do not wish to enter through the town.

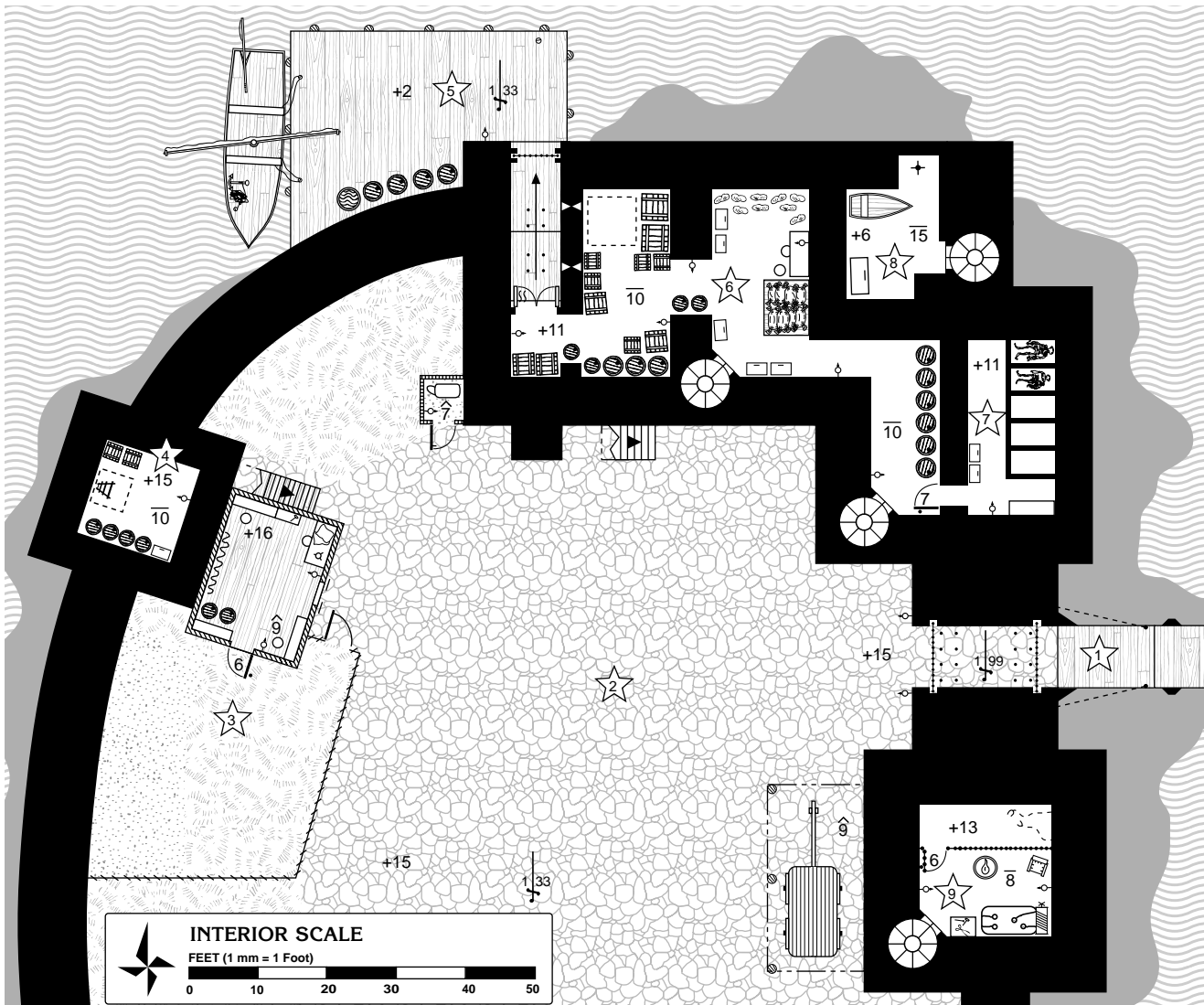
[6] Storage: A steep, removable ramp leads up from the docks to the keep's main storage room. The cellar is

piled high with crates, barrels, sacks of grain and haunches of smoked meat. The hall leading to the crypt is used as a wine cellar.

[7] Crypt: One tomb contains the earl's older brother; Lady Alicia and her daughter share another. The crypt was once an entrance to a partially flooded tunnel network. These tunnels, sealed and filled in 654, were connected to a Morgathian temple on the inner island.

[8] Escape: A spiral staircase descends from the fifth floor solar to this secret room where a small rowboat and chest with clothes, food, money, and weapons are stored. The thick oak door, reinforced with steel bands, is barred on the inside and opens into a cleft in the rocks which is hidden from view and only accessible by boat at high tide.

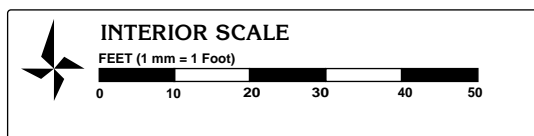
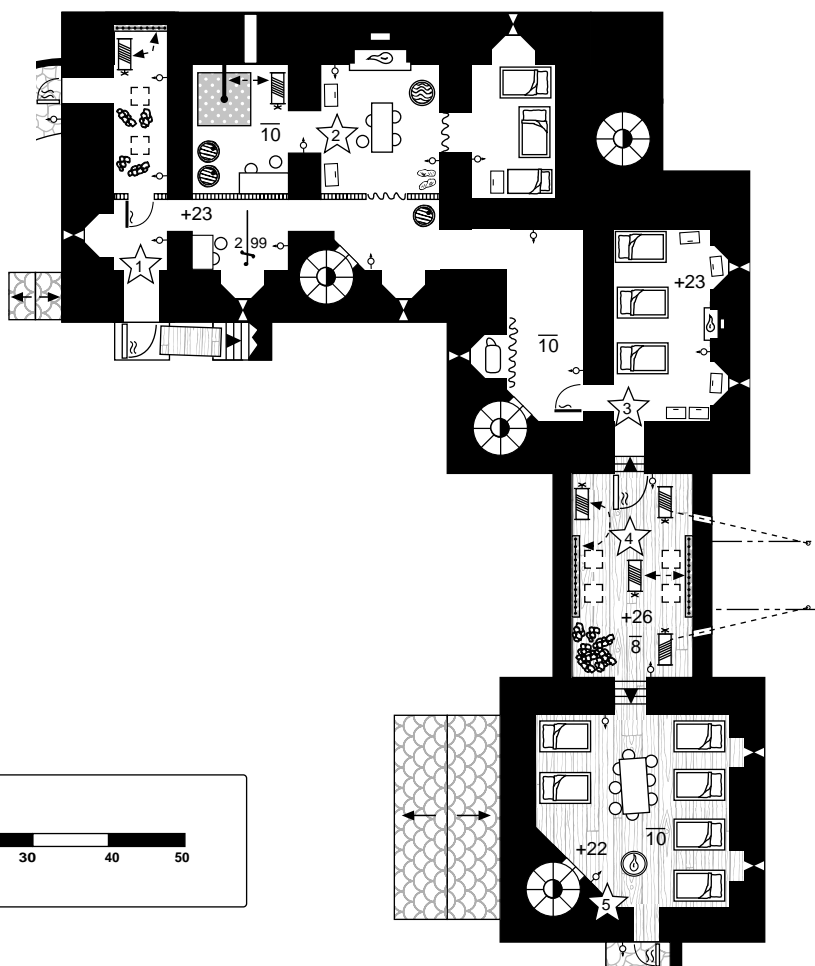
[9] Gaol: Torture in Kandy is uncommon. The earl sanctions its use only against suspected Agrikans or those accused of capital crimes.



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SECOND FLOOR

- [1] **Entrance:** The main access to the keep is protected by a removable plank, a heavy oak door bound with iron, and two guards at all times.
- [2] **Kitchen:** A crowded and busy space. It is not unusual to see servants in the corridor cutting vegetables or kneading dough. The winch in the adjacent room allows crates and barrels of food to be brought up from the main storeroom. The cook, Tordarn of Lordis, is a tall, dark-skinned man who sleeps in the adjoining room with four of his staff. He is a brilliant cook, but has a foul temper and wicked tongue.
- [3] **Barracks:** A large chamber with a fireplace, this room is always warm and dry, tolerably so in summer and desirably so in winter. The barracks house twelve men in double bunks. All guards are hand picked for their loyalty to Clan Chahryn.
- [4] **Gatehouse:** This room is crowded with the winches used to raise the drawbridge and the two portcullises. There are murder holes overlooking the passageway and a large supply of boulders. Nailed to one of the winches is the mummified hand of a former guard who got it caught in the winch when he wasn't paying attention. It serves as a grisly reminder of laxness.
- [5] **Tower Barracks:** This tower forms the other half of the gatehouse. The room houses another dozen men-at-arms. Most men spend their off hours here gaming and wenching. The Captain allows the men to bring women into the castle as long as they are gone before the gate closes at dusk.



THIRD FLOOR

[1] Main Hall: A small, rather crowded room, given the size of the castle, the hall is the heart of domestic life. It is a constant hive of activity, with people continually coming and going. Earl Grolis spends much of his time in a large comfortable chair at the centre of the dais dictating his memoirs to his scribe and watching over the life of the castle. Most of the earldom's business is conducted in the council chamber in the solar.

[2] Chapel: Originally an Agrikan temple, the renamed "Chapel of the Martyrs" was dedicated to all Laranians who fell in the capture of the castle in 695. Watching over them are statues of *Orthas the Defender*, patron saint of officers, and *Cermald the Brave*, patron saint of common born soldiers. The walls are covered with four tapestries. The first was a gift from Queen Mirelael to commemorate Grolis' elevation to earl and depicts the capture of Selvos. The second was a joint gift from the Orders of Hyvrik and the Checkered Shield and shows the blessing of the troops before the capture of Menekod. The third was a gift from the King of Melderyn to celebrate the signing of the Peace of Selvos in 697 and is especially beautiful. The last tapestry was presented to the earl by his men at the end of Ezar's War, rather thin and worn, it was looted from a merchant's home, and is his sentimental favorite.

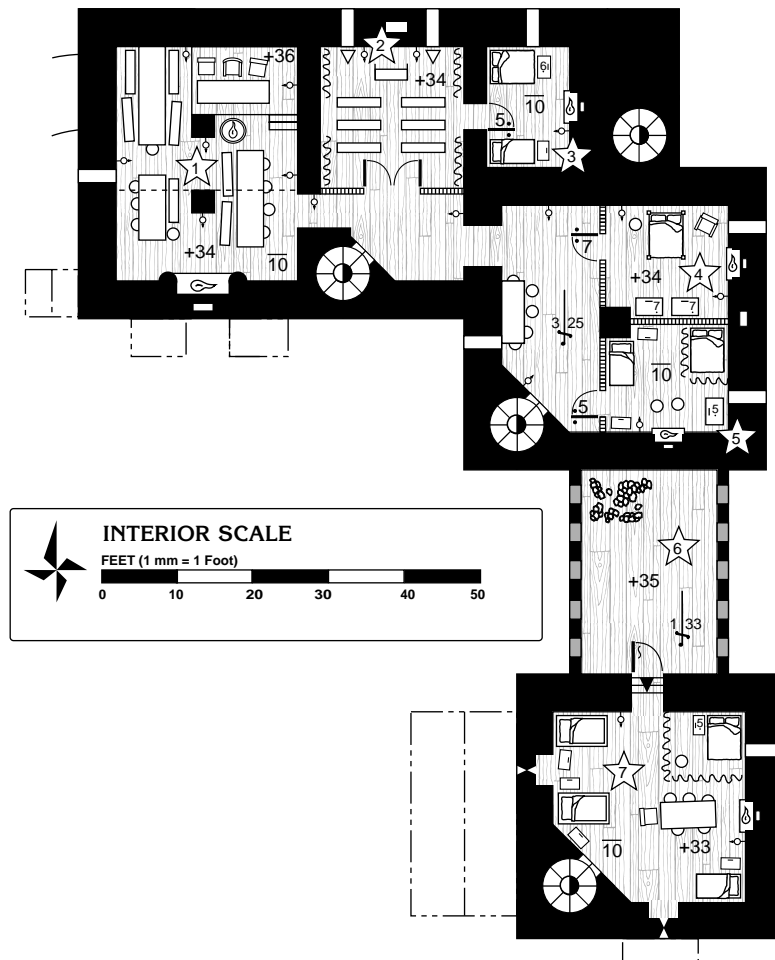
[3] Chaplain: This small, comfortable room is occupied by Dorel Kerdar, household priest and personal chaplain to Lady Myrrhe. The locked chest contains his collection of Laranian holy books and has a false bottom containing letters from the Archbishop. His acolyte, Rosta Sylaka, shares the room. See: Selvos 17 for more information.

[4] Earl's Quarters: Originally, the earl used the solar on the fifth floor, but finding the stairs ever more difficult to climb, he moved into his son's old room. The two large chests contain his mementos of Ezar's War, including an exceptional mail hauberk, a Khuzan sword, and a battered checkered shield, with silver boss engraved with Mendiz the Lion. The chests also contain jewelry, and sacks of gold and silver.

[5] Guest Room: This chamber is mostly used by the earl's younger brother, Sir Owain Chahryn, 69 years old. Sir Owain spends his winters in Selvos and summers in Dyrisa. A former member of the *Council of Eleven*, he aids his replacement, Prince Anaflas (see *Dead of Winter*) as one of Sir Temilin's closest advisors. Young Loring Chahryn sleeps in the smaller bed.

[6] Battlements: Overlooking the causeway, the battlements have a good view of the town.

[7] Officers' Quarters: chambers for Sir Arjun Chahryn (Captain of the Guard), and his squire and Lieutenant. They find the quarters spacious, if a bit drafty. Spare beds are used to house the retainers of visiting nobles.



SELVOS 12

FOURTH FLOOR

[1] **Ladies Gallery:** As is proper, the earl insists that the ladies dine separately at formal dinners, though this rule is relaxed for normal daily use.

[2] **Steward, Harper, Scribe, & Lexigrapher:** This room houses several of the important noble retainers of the household staff. The large bed is reserved for the steward, Sir Hanzar Dorien, with the smaller beds being assigned to the harper, scribe, and lexigrapher. The earl wants to ensure his place in history and has commissioned a detailed record of his exploits and hired retainers to sing and write his praises.

The lexigrapher, Craxa Pesyna, is especially talented, but is often away. Unlike most mapmakers, he insists on travelling every road and visiting every site himself. This has brought him to the attention of Sir Owain Chahryn, the earl's younger brother, who appreciates Craxa's talent for drawing accurate and detailed military maps.

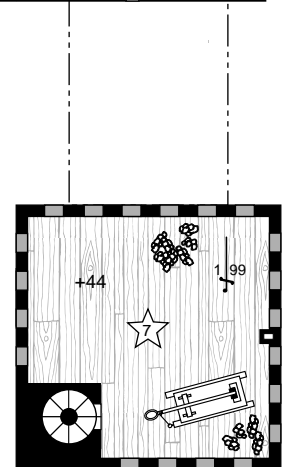
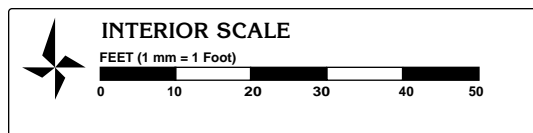
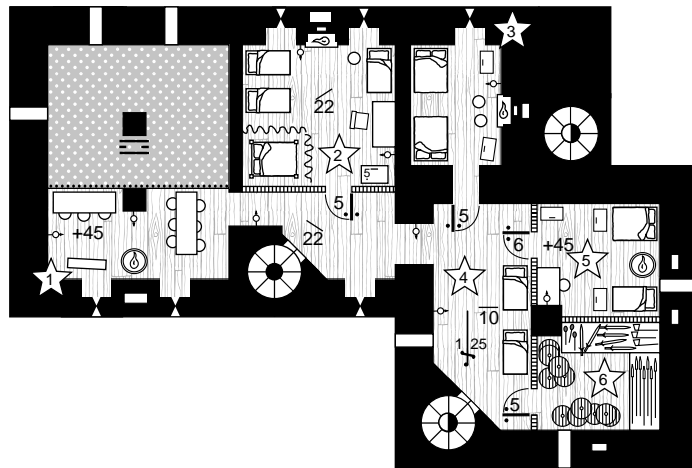
[3] **Physician & Herald:** This chamber is occupied by the earl's personal physician and the Clan Chahryn herald, Sir Sarane Julander, the earl's nephew.

[4] **Squires:** Sir Temilin's squire and body servant sleep here. They can be summoned by a small bell attached to a string that runs up to Sir Temilin's quarters.

[5] **Chamberlain:** The chamberlain, Kains Pomada, and Lady Myrrhe's master clothier, Borgas of Dattys, share this room. Borgas buys much of his cloth from his cousin the town clothier and is responsible for selling the wool from the earl's large flocks.

[6] **Armoury:** Well stocked with good quality weapons. There is a stout lock on the door. The only keys are carried by the Sir Temelin, Sir Arjun (Captain of the Guard), Sir Tesoro (Captain of the Green Owls), and Theris the weaponcrafter.

[7] **Battlements:** The main sentry post, manned day and night. The Captain checks on the guards irregularly.



FIFTH FLOOR

An extremely comfortable solar with good views of the town and the sea. This was the earl's quarters until two years ago until he decided to move down to the third floor and "kick his son upstairs".

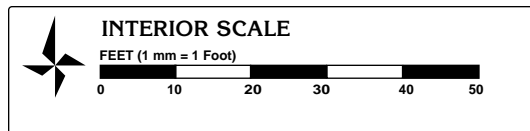
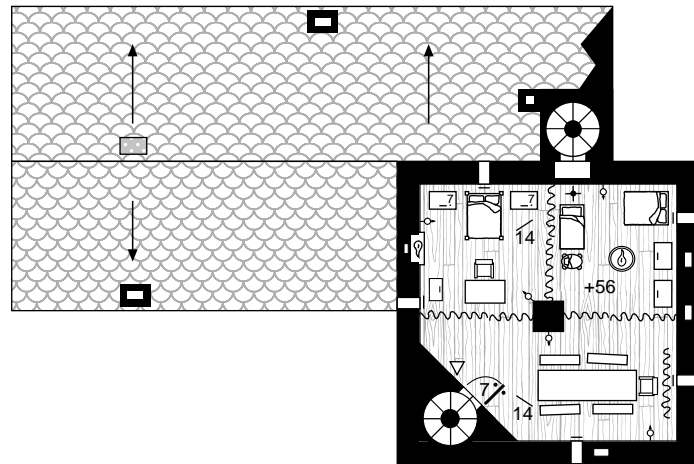
Sir Temilin leads regular meetings of the clan council on behalf of his father. The council includes Sir Owain, the Steward, Chamberlain, Chaplain, and Captain Arjun of the Guard. Sir Tesoro of the Green Owls attends when invited.

Sir Temilin's private chamber has a work table and a large and elaborate four-poster bed. He keeps the earldom's treasury next to his bed in two large iron bound oak chests, both of which are chained to the floor with stout locks.

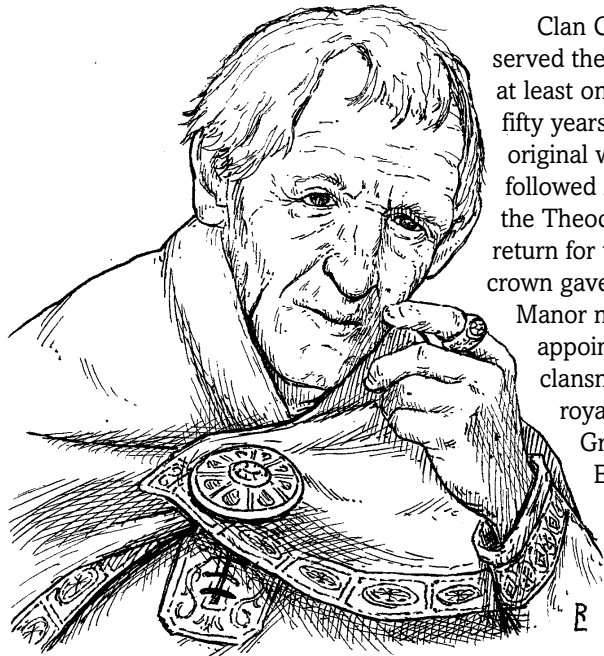
There is a secret staircase down to the ground floor (see Selvos 9). The escape is known only to close family members and a few trusted retainers.

The adjacent room is occupied by Sir Conlon, the only surviving child of Sir Temilin's first marriage. Sir Conlon and his wife Eryn share the room with Lady Myrrhe's daughter Marrin, who serves as Eryn's lady-in-waiting. The couple's infant son, Toreris, is the earl's first great-grandchild.

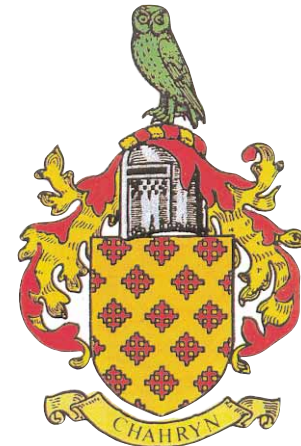
Sir Temilin, Sir Conlon, and Lady Myrrhe are all literate, well-educated, and share a rare rapport. They frequently consult on matters of import.



CLAN CHAHRYN



Clan Chahryn has served the House Kand for at least one hundred and fifty years, belonging to the original warband that followed Andasin to fight the Theocracy of Tekhos. In return for their loyalty, the crown gave them Tyrinale Manor near Dyrisa and appointed several clansmen to lucrative royal offices. After Grolis was made Earl of Selvos, he gifted Tyrinale Manor to his younger sister Caley and her husband, Sir Miles Julander.



Gold, a seme of cross-crosslets gules.
Crest: an owl close vert. Motto: *One Path.*
Registry: Violet Mantle 698.
Holdings: Selvos, from Kand.
Major Tenants: Clan Xelados (Dunir),
Clan Irien (Zerien).

Sir Grolis Chahryn

Sir Grolis Chahryn, age 79, is one of the most powerful lords in Kandy and a true patriot. His long experience fighting the Rethemi and his exposed position on the northwest border makes him leery of any King that would barter land for peace. A loyal defender of the House of Kand, he was chosen by Queen Mirelael herself to balance the influence of her husband, Ranald Milaka.

Grolis is the second son of the Sir Ardrey Chahryn, a founding member of the Order of the Checkered Shield. Grolis proved to be an excellent soldier, first in the Royal Guard during the Five Year War and then during Ezar's War as the Sheriff of Peris. He rose to become Lord Marshal of Kandy and personally led the armies that captured Selvos and Menekod from the Copper Hook.

Appointed Earl of Selvos at the end of the war, Grolis has spent much of the last twenty years rebuilding his lands to serve as a stronghold against Rethem and staging base for future campaigns. Although the last ten years have robbed him of much of his mobility, he gives his failing health little notice. His hair is now pure white, his once powerful muscles have wasted away, but his mind is still keen and his gaze piercing. He has all but abdicated his duties to his eldest son Temilin while he concentrates on completing his memoirs of Ezar's War.

HârnMaster

SIR GROLIS CHAHRYN

Earl of Selvos

08 STR	10 EYE	15 INT
07 STA	07 HRG	12 AUR
09 DEX	11 SML	16 WIL
07 AGL	13 VOI	12 MOR

Combat Attributes

Endurance 10, Move 07

SKILLS

Rhetoric 84, Heraldry 82, Law 74,
Intrigue 68, Tracking 34, Foraging 30,
Dancing 21.

Languages: *Hârníc 88.*

Scripts: *Lakise 84.*

Ritual: *Larani 23, Piety 146.*

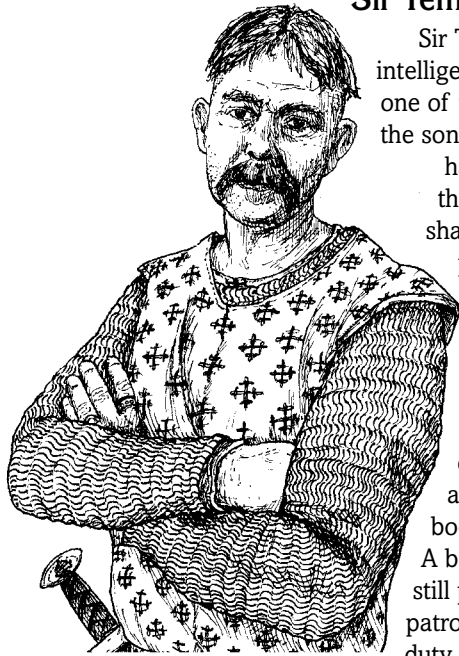
Combat Skills

Initiative 58, Dodge 35, Unarmed 44,
Sword 48, Shield 45, Lance 43,
Dagger 36, Riding 68.

ARMOUR

Plate helm, Mail hauberk & cowl,
Quilt gambeson & hood, Cloth tunic
& surcoat.

Sir Temilin Chahryn



Sir Temilin Chahryn, age 48, is intelligent and thoughtful, and heir to one of the richest fiefs in Kanday. As the son and grandson of war heroes, he has always struggled to escape the military cast of his clan's shadow and feels compelled to prove his own worth.

Fortunately, his blood runs true and he is a worthy successor to his father.

Calm and given to periods of introspection, Sir Temilin commands a powerful presence and can silence even the most boorish knight with a stern glance. A brilliant swordsman and rider, he still practices daily, but rarely leads patrols anymore, wisely leaving this duty to younger knights. He is

preoccupied with politics and management of the family estates. He excels at both thanks to the tutelage of his father and his uncle.

Sir Temilin's first wife committed suicide after the death of their daughter. He has one son, Conlon, from his first marriage. His second wife, Myrrhe, has borne him a daughter, Marrin, and son, Loring. Lady Myrrhe is the sister and heir of Sir Stennis Tertimas, Baron of Pinide. Sir Temilin and Lady Myrrhe are fond of each other.



Sir Conlon Chahryn

Sir Conlon, age 25, is Sir Temilin's heir, and the eldest grandson of the current earl. Sir Conlon is married to Lady Eryn, and the couple have one infant son, Toreris, the earl's first great-grandchild.

HårnMaster

SIR TEMILIN CHAHRYN

Earl of Selvos (Heir)

14 STR	12 EYE	14 INT
13 STA	13 HRG	11 AUR
12 DEX	12 SML	13 WIL
13 AGL	12 VOI	14 MOR

Combat Attributes

Endurance 13, Move 13

SKILLS

Rhetoric 76, Intrigue 75, Heraldry 66, Law 63, Dancing 59, Tracking 53, Foraging 52, Physician 32.

Languages: *Hårnic* 86.

Scripts: *Lakise* 92.

Ritual: *Larani* 25, Piety 68.

Combat Skills

Initiative 72, Dodge 65, Unarmed 64, Sword 88, Shield 76, Lance 73, Dagger 70, Riding 95.

ARMOUR

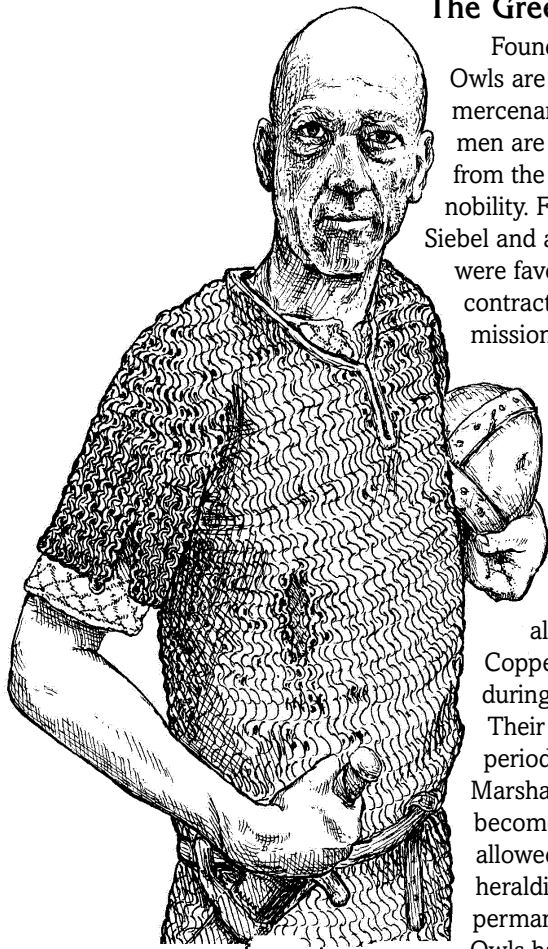
Plate helm, Mail hauberk & cowl, Quilt gambeson & hood, Cloth tunic & surcoat.



Loring Chahryn

Loring, age 12, is the only son of Sir Temilin and his second wife. Loring adores his older half-brother, Sir Conlon, and follows him everywhere. The Baron of Dunir's son, Sir Pavers, has offered to squire Loring in two years when he turns fourteen. Sir Temilin has accepted. Loring has already begun training as a page.

SELVOS 16



The Green Owls

Founded in 684, the Green Owls are one of the best mercenary units on Hârn. All men are knights, hand picked from the younger sons of the nobility. Formed by Sir Jenke Siebel and a dozen retainers, they were favored with generous contracts to undertake special missions along the Rethemi border.

The Green Owls played a key role in the capture of Selvos Castle in 695 by drawing out and scattering the Agrikan cavalry. They also helped hold off two Copper Hook relief columns during the siege of Menekod.

Their name stems from this period when a grateful Marshal Grolis, soon to become Earl of Selvos, allowed the band to adopt the heraldic crest of his clan as a permanent badge. The Green Owls have been permanently

employed by the Earl of Selvos

since 703. They are essentially a secular fighting order with the Earl of Selvos as their patron.

Sir Tesoro Fabre

Sir Tesoro “The Cat” Fabre, 42, is Captain of the Green Owls. He joined the band in 699 at the age of 21, rising to the position of lieutenant by 703. When the previous captain retired in 708, there was no question that he would assume command. Although a strict disciplinarian, Sir Tesoro had proven himself to be a skilled warrior with a talent for ambush and a nose for booty.

Sir Tesoro Fabre converted the company from heavy horse to medium horse in 710, partly to reduce expenses, but mainly to improve mobility. The company patrols the Rethemi border north of Selvos and regularly skirmish with the Copper Hook. A “friendly rivalry” with the Checkered Shield, who consider the Green Owls unchivalric brigands, has resulted in several duels with fatalities on both sides.

The men provide their own steeds and equipment. They bear a green owl on their surcoats and shields. Most have at least a plate half-helm, mail byrnie, quilt shirt, leather leggings, kite shield, broadsword, handaxe, dagger, and lance. Food and lodging is provided. Current strength is Sir Tesoro, twenty-seven knights, and five squires to tend the horses.

HârnMaster

SIR TESORO FABRE

Mercenary Captain

15 STR	12 EYE	16 INT
13 STA	12 HRG	11 AUR
13 DEX	11 SML	15 WIL
16 AGL	13 VOI	09 MOR

Combat Attributes

Endurance 14, Move 16

SKILLS

Heraldry 75, Foraging 72, Intrigue 70, Rhetoric 68, Tracking 63, Law 48, Physician 37, Dancing 32.
Languages: *Hârnic* 79.
Scripts: *Lakise* 85.
Ritual: *Larani* 16, *Piety* 20.

Combat Skills

Initiative 94, Dodge 80, Unarmed 84, Sword 88, Shield 85, Lance 84, Dagger 80, Riding 91.

ARMOUR

Plate half-helm, Mail byrnie & cowl, Quilt gambeson & hood, Cloth tunic & surcoat.



Dorel Kerdar, Chaplain

Dorel Kerdar, age 51, is a grim, humorless Laranian cleric. He hails from Shreve Abbey, near Dyrisa. He arrived at Selvos during the inquisitions that began in 694 and was particularly effective at extracting "confessions" from Agrikans. He also specialized in cleansing the grounds, buildings, and any object possessed by the dark churches.

Dorel stayed on to help with the construction of the new temple. He came to the attention of Clan Chahryn at the funeral for Lady Alicia, and later conducted Temelin's wedding to Lady Myrrhe, gaining her confidence as well. In 708 he accepted appointment as personal chaplain to the earl and his family.

With the support of Sir Owain Chahryn and the Archbishop of Kanday, Dorel has established a network of "observers" to report suspect activity. He is always eager for information from outside the area, particularly from Rethem. Very little happens in Selvos which Dorel Kerdar does not eventually learn about. His knowledge gives him immense influence within the household and the community.

HârMaster

DOREL KERDAR

Cleric of Larani

13 STR	12 EYE	17 INT
12 STA	14 HRG	15 AUR
14 DEX	12 SML	18 WIL
12 AGL	15 VOI	11 MOR

Combat Attributes

Endurance 14, Move 12.

SKILLS

Ritual: *Larani* 85, *Piety* 84.
 Rhetoric 84, Mental Conflict 81,
 Law 78, Intrigue 76, Oratory 72,
 Folklore 70, Heraldry 56,
 Embalming 40, Drawing 36,
 Physician 32.

Languages: *Hârnic* 94.

Scripts: *Lakise* 95.

Combat Skills

Initiative 74, Dodge 60, Unarmed 59,
 Sword 68, Shield 66, Dagger 66,
 Riding 79.

ARMOUR

Cloth robe, hood, and tunic, leather shoes.

INVOCATIONS

All Laranian invocations up to and including 4th Circle, plus:

Common II	<i>Baptism</i>
Common II	<i>Blessing</i>
Common II	<i>Marriage</i>
Common II	<i>Passage of the Soul</i>
Common III	<i>Tongues</i>
Common IV	<i>Truesight</i>
Common V	<i>Consecration.</i>



Theris of Meredos

Theris of Meredos, 32, was born on the island of Glenoth in Melderyn in 692. As the son of a weaponcrafter at Glenoth Keep, Theris apprenticed in this craft at Nurisel at age 14. He showed great aptitude for the trade and completed his apprenticeship within three years. Shortly after, Theris entered the Jmorvi Chantry at Glenoth where he studied for another five years. In the three years since his graduation from the chantry, Theris has been continually employed as a weaponcrafter, researching new spells when time permits, and seeking artifacts suitable for the chantry.

Theris has been employed as a bonded-master weaponcrafter to the Earl of Selvos for the past two years. This arrangement is mutually beneficial. Theris is allowed time for private research, because the earl knows this effort seems to produce superior weapons for his armoury. The earl is unaware of the weaponcrafter's status as a Jmorvi Shek-Pvar. The earl's brother, Sir Owain Chahryn, knows but keeps the secret. Theris is careful not to reveal his esoteric skills, and deliberately produces an inferior weapon on occasion.

HârnMaster

THERIS OF MEREDOS

Jmorvi Weaponcrafter

16 STR	13 EYE	15 INT
18 STA	10 HRG	17 AUR
15 DEX	08 SML	15 WIL
12 AGL	11 VOI	13 MOR

Sunsign: Feniri

Combat Attributes

Endurance 16, Move 12.

SKILLS

Jmorvi CML 76, Neutral 65.
 Weaponcraft 86, Mental Conflict 75,
 Metalcraft 70, Lockcraft 66,
 Intrigue 62, Fletching 59,
 Mineralogy 49, Alchemy 44.
 Languages: *Hârnic* 89.
 Scripts: *Lakise* 97.
 Ritual: *Larani* 22, Piety 55.

Combat Skills

Initiative 64, Dodge 60, Unarmed 54,
 Dagger 76, Sword 64.

ARMOUR

Leather apron, Cloth tunic, leather shoes. (Also owns a mail byrnie and half-helm that he rarely wears).

SPELLS

Theris, a Satia-Mavari, knows the following spells:

Neutral I	<i>Dispell</i>
Neutral II	<i>Jorum</i>
Neutral III	<i>False Soul</i>
Neutral III	<i>Focus</i>
Neutral IV	<i>Store</i>
Jmorvi I	<i>Sight of Eneldir</i>
Jmorvi I	<i>Ward of Sirik</i>
Jmorvi II	<i>Tempering of Pytama</i>
Jmorvi III	<i>Anvil of Pytama</i>
Jmorvi IV	<i>Forge of Obras</i>

EASY MONEY

Difficulty: Low to moderate

This mini-adventure is an introductory scenario for a campaign based in the dangerous Rethem-Kandian frontier. It is designed to introduce the players to the swirl of intrigue within the town of Selvos.

Lead-Ins

Port of Call: Many ships travelling the west coast of Hårn stop at Selvos for provisions and repairs. Selvos can be a regular port of call, or a refuge from a storm, or a port to get emergency repairs.

Dead of Winter: If the PCs have played our published adventure *Dead of Winter*, they will have met Sir Owain Chahryn, the Earl of Selvos' brother and semi-retired spymaster from Melderyn. One of his agents contacts the party and offers them a job.

Earthmaster Rumors: Tesien is one of the most powerful Earthmaster sites on Hårn. Any exploration of the site would logically be based out of Selvos, the nearest town and port of any size.

INTRODUCTION

Once the party arrives in Selvos they will need to find a place to stay, most likely one of the local inns. They will be contacted by an intermediary, Saery the Sailmaker, who invites them to a meeting at his home [32]. Saery introduces them to a very spare, sharp-featured man who introduces himself as "Mata."

Mata explains that he requires some discreet work done and for obvious reasons cannot use local help. A dear friend and noble woman who must remain nameless, wrote a very unfortunate letter to a former lover. The letter fell into the hands of Daerga Ekimon, a mercantylet who specializes in jewelry. For the last five years he has been blackmailing the lady by threatening to send the letter to her husband. Until recently he was content just to charge her double what his jewelry was worth, but two weeks ago he demanded that she pay him an outrageous amount to make him go away for good. She has just three days to make the payment.

The lady cannot raise such an amount without her husband finding out and so she went to Mata for advice. He tells the PCs that he has discovered that Daerga has the letter and the profits of his years of blackmail in a strongbox in his room. Mata also knows that Daerga cannot account for the money and so is unlikely to go to the authorities if it is stolen. He proposes that the PCs break into his room and steal the strongbox. Mata proposes to let the players keep some/all of the "significant" blackmail money as necessary.

Daerga has been living in a rented room at the Mercantylet's Hall. He is accompanied everywhere by his bodyguard, Braen, a veteran street fighter from Golotha, who is known to be a tough and extremely dangerous cutthroat. Mata provides them with a basic map of the building and tells them exactly where to find the strongbox, inside the false bottom of a large red travelling chest. Once they recover the letter, they are to bring it back to the Sailmaker's house.

The PCs mysterious patron explains that he will have no further meetings with them and all contact will be through Saery. Once Mata leaves, the Sailmaker returns. He explains Daerga's schedule, he rises late, spending the afternoon trading in the Hall. In late afternoon, after the Hall closes, he goes to the White Gold Inn for dinner and then to Aelsi's Brothel [30] for a night of whoring and gambling, rarely returning before midnight. That will be the best time to get the letter.

Saery emphasizes there must be no killing and that the PCs must avoid drawing attention to themselves at all costs. The town is well patrolled and any unusual noise will draw guards within minutes. The Mercantylet's Hall has only one guard, typically armed with a club. He also tells the party that Daerga is easily recognized by his trademark red cape, floppy hat and walking stick. His bodyguard, Braen, wears a ring byrnie and carries a spiked club and two daggers with special license from the town guard.

A Simple Plan

If the PCs watch the Mercantylet's Hall, they notice many men coming and going. If they are paying close attention they may notice that a man in a blue tunic is stopped briefly by the guard. After a short discussion, the man hands the guard something and goes in. After another hour, the merchants begin to leave. There is no sign of Daerga. After another half an hour or so, a man dressed in a red cape, floppy hat, and carrying a shoulder bag exits, accompanied by a man in armour. They walk calmly down the street. Alert PCs may notice they do not walk towards the White Gold Inn.

There are several ways into the Hall, either through a window or by forcing the back door. The hall is exactly as shown on Mata's map. They follow the directions upstairs to Daerga's room. When they open the door, they discover the room has been tossed. The red travelling chest is ajar, all the clothes are strewn around and the false bottom is open. The strongbox is gone. In the middle of the floor is a heavy set man, face up, in a pool of his own blood. In his chest is the tarot card with the hand of fate. The name Daerga is written across it in a bold hand.

SELVOS 20

Unless the PCs are particularly noisy or unlucky, they will be able to search the room and leave the Hall without being discovered. Only if the PCs tell someone will anyone think to check on Daerga before the next morning when the Hall opens for business. When the body is found, the hue and cry will go out for Braen.

The Truth

Daerga has been blackmailing the noble woman for several years. Two months ago, the local Lia-Kavair discovered the blackmail and demanded a cut. Daerga refused, confident that his bodyguard could protect him. Frustrated, the local guildmaster sent to Golotha for help. They sent Arvid Semmin, a man well experienced in resolving difficult situations. Three weeks ago, Daerga woke in the middle of the night to find Arvid sitting on a chair looking at him. As he cleaned his fingernails with a dagger, Arvid explained, in a calm voice, that if Daerga didn't pay up within two weeks, the guild would be forced to take direct action.

Petrified, Daerga decided to leave town. He arranged to meet his victim the next day and demanded enough money to flee and never return. Unfortunately, the Lia-Kavair discovered his plan. Wearing a blue tunic, Arvid went to the Mercantylers' Hall that afternoon, gaining entry with a generous bribe. While Daerga was busy trading, Arvid spoke privately with Braen. He explained the situation to Braen the bodyguard, and offered to share the profits for help to resolve this problem.

Arvid hid in Braen's room while everyone else left the building. Braen sat and watched while Daerga put away his goods for the day. When everyone had left, Arvid entered Daerga's room and confronted him, offering him one last chance to pay the guild its due. Confident in Braen's ability, he ordered him to attack. When he didn't, Daerga realized he had been betrayed and drew his dagger, lunging at Arvid. Before the blow could land, Arvid sidestepped, driving his dagger into Daerga's chest. The thieves ransacked the room, taking everything of value, including the strongbox. Arvid donned Daerga's cloak and hat and the two walked out the front door.

Arvid has arranged for disguises and passage on a smuggling vessel to Golotha in three days. They are currently hiding at the Lia-Kavair safehouse [#31].

A Twist of Fate

When the PCs return to the Sailmakers' house later that night with the news, Saery is very concerned. He insists they must find the letter. If the PCs don't think of it, Saery will suggest they must find the bodyguard before the authorities or the mob does. He must have the letter.

Clues and Rumors

The GM may reveal the following information to help or confuse the players as needed.

- One of the Chandler's [#13] apprentices, a known gambler, is reported missing and a tarot card was also found in his room. The art style on the card is Golothan which the players may discover or know.
- A shepherd, looking for a lost sheep, discovered a rowboat hidden under some brush along the beach south of the Laranian Temple and reported it to the town guard.
- Rumors surface that Daerga had connections to unsavory people in Golotha.
- Several guildsmen are heard discussing the murder, speculating that Parga (#14) has used connections with the Copper Hook to eliminate competition.
- If the PCs ask, the guard at the Mercantylers' Hall will remember a street urchin lingering and begging for coins from the merchants. Since the murder he has stopped coming around.
- Jerael, a member of the town guard and notorious tough, has suddenly obtained a large loan from Valenar the Usurer and stopped going to the brothel.

Resolution

If the PCs manage to find the safehouse, it is likely to harbor too many thieves to defeat quietly. If the PCs are patient, three nights after the murder, the two slip out of town and make for the beach south of the Laranian Temple. They find their rowboat missing and signal a ship waiting offshore to send another boat. The players may now confront the thieves. If the players delay too long, the two thieves will be reinforced by 2-4 men coming ashore in another rowboat.

The thieves put up a stiff resistance. If they are captured or killed, the PCs will find several bags of silver pennies (the amount is up to the GM) and the letter hidden in the lining of Arvid's tunic. When they return the letter to Saery, he will be overjoyed. He promises to contact them again if he needs further assistance.

