

*The watchtower guards the west bank of Selvos Harbour...*

## THE BUILDINGS OF SELVOS

The town of Selvos is similar to many towns across the isle. A selection of buildings, plus a mini-adventure which take place in one of them, has been included for the GMs use. Each building or cluster of buildings includes a map, description of the building and some of the inhabitants. They also can be reused to represent similar buildings across Harn. GMs are encouraged to adapt and modify the inhabitants and uses of buildings as they see fit.

## NOTE ON SCALE

An enlarged 1.5mm = 1 Foot scale is used on the smaller buildings to more clearly display the room details. The scale is shown below.



**MORGATHIAN TEMPLE [1]**

The Morgathian Temple is presented as an optional expansion to Selvos. According to the "official" history, the tunnels underneath the inner island were discovered and filled in 654. If the GM chooses to use the maps and adventure, then assume that the Rethemi masons only filled the spiral staircase and part of the main tunnel with broken rubble, as they were too afraid to enter the cursed temple themselves. The entire complex is unlit.

[1] This tunnel used to slope down and under the channel to the outer island. It opened into what is now the keep's crypt. Always prone to flooding, the tunnel required constant pumping to keep it clear. When the old Corani Naval Station was demolished and a new keep built on the outer island, the tunnel was filled with rubble and the far end sealed with solid masonry.

[2] At its height, the inner island had a large above-ground temple. This underground chamber was reserved for the exclusive use of the temple priests. Supported by thirteen columns, the private chapel is decorated with thirteen shapeless and twisted statues, some in wall niches and some carved into the columns. Apparently randomly placed, they are designed to inspire fear, shock and surprise at every turn. The east wall of the temple has a dais supporting a large intricately carved altar. The shapes and faces on the altar appear to move when lit by unstable light source (such as a torch). The altar has groves to collect blood from sacrifices.

[3] In the southeast corner of the chapel is a large solid bronze door inscribed with Nuvesarl characters. The door is heavily dented from the opposite side. It is secured with a strong, iron draw bar that is rusted in place. Its hinges are twisted as if the door had been battered with a ram. A large amount of force will be necessary to pry open the door. Once open, three steps lead down to a natural cave. If all lights are extinguished, the faint glow of daylight can be seen coming from the pool at the east end of the cave. From the cave side, the door is scarred with claw marks and the dents appear to be from huge fists. Except for a few bones, the cavern is empty.

[4] A long corridor lined with niches filled with formless statues leads south from the chapel. The statue of a male figure, perhaps a priest, lies face down across the hall. A pile of rubble, reaching almost to the ceiling, blocks the end of the hall. A small, unencumbered individual might be able to squeeze through. If the tunnel was completely excavated, a task that would require many men and several days, it would reveal a spiral staircase that used to lead to the surface. A second passage leads east. The pit trap that

used to protect the corridor now lays broken and hanging open. The floor of the trap, twelve feet below, is covered with rusted iron spikes with a single skeleton impaled on them. A guardroom watches the trap. The mechanism to operate it is broken.

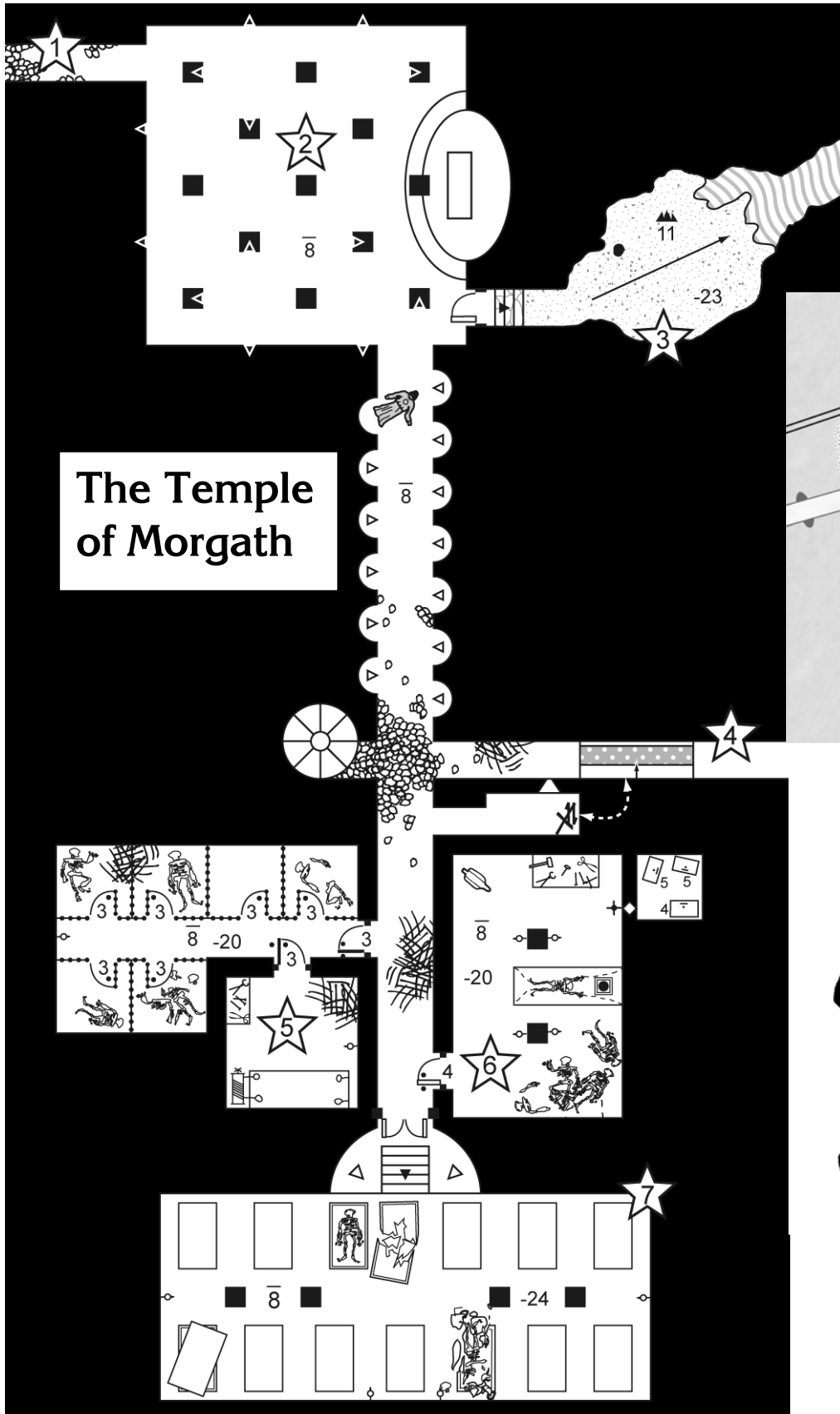
The tunnel leads to a one-way secret door in the small cliff next to the causeway. The exact means of concealing the door is left up to the GM.

[5] At the junction of the two tunnels, stones have been removed to allow access to the south tunnel. The hallway is strewn with garbage and debris. The first door to the left leads to the dungeon and torture chamber. Here victims were held before ritual sacrifice. Skeletal remains reveal that none escaped when the temple was sealed in 588. The walls are covered with writings in Nuvesarl and strange faceless carvings. The carvings are deliberately made to change shape and expression as light changes or shadows move, and any unstable source of light (such as a torch or lantern) will set the walls writhing with stone faces screaming in agony. Small drains lead from the dungeon cells out to the beach on the west side of the island. A family of rats has recently discovered the pipes and followed them into the room, where they have taken up residence.

[6] This was originally the room where bodies were ritually prepared for burial. Late in Guiang's reign, he converted it into his personal laboratory and sanctum. A large stone slab dominates the room. Chained to it is the skeleton of a small child. A large black Orb is mounted on a stand at the head of the slab. The room is very cold and shadows surround the Orb.

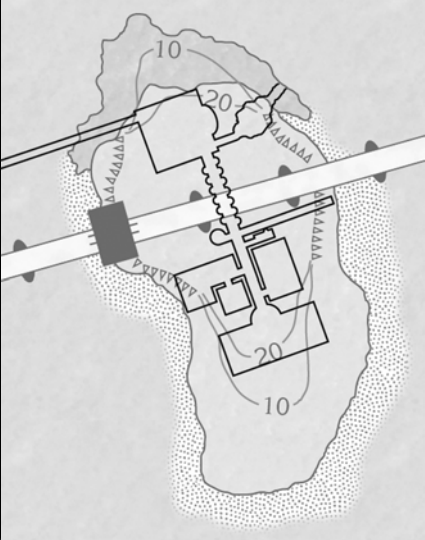
A secret door is concealed along in the northeast corner. The mechanism for opening the door is rusted and considerable force must be used to push in the carving that controls the lock. The door may then be pried open. The three locked chests contain the secret possessions of Guiang of Ozah. Their contents are left up to the GM, but may include silver, Lyahvi magical items, cursed Morgathian artefacts or Guiang's personal journal and grimore.

[7] The final room contains thirteen sarcophagi. Lid of the one to the right of the door has been pushed off and shattered on the floor. Another has been broken open and the contents smashed. A third in the southwest corner is partially open and empty. The remaining ten sarcophagi are sealed. At least one (more, if the GM desires) contains a gulmorvri who is unable to open the stone lid. Observant PCs may hear moans or scratching noises. They open the tombs at considerable peril. The tombs contain nothing of value.



**The Temple of Morgath**

*Layout of the temple relative to the Inner Island and causeway*



*The Orb of Guiang*

## SOMETHING IS ROTTEN...

### Difficulty: Moderate to high

This mini-adventure is a stand-alone scenario for a campaign based in the dangerous Rethemi-Kandian frontier. It is designed to introduce the players to the dangers posed by the Morgathian Church headquartered just 15 leagues away from Selvos in the city of Golotha.

### Lead-Ins

**Fellow Travellers:** Ferjan of Senza will travel to Selvos by ship. He may travel directly from Golotha or take a more roundabout route via Aleath to avoid suspicion. Either way, he may encounter the PCs aboard ship.

**Monthly Market:** The adventure coincides with either a monthly market or an annual fair. The PCs may have travelled to Selvos to buy or sell goods and meet Ferjan at one of the inns.

**Previous Adventures:** PCs may have been drawn to Selvos through previous adventures, such as *Dead of Winter*, exploring Tesien or the other mini-adventure in this book, *Easy Money* (*See: Selvos 47*).

### Rumours

This adventure begins with a series of unexplained disappearances. The GM may provide the information all at once or subtly introduce over the course of other activities in Selvos.

- Day 1: A local sailor and notorious drunk, Brin, disappears after a hard night of drinking. The boys down at the Seaman's Guildhall [28] are taking bets that he fell in the harbour and drowned. He is very skinny.
- Day 3: There have been a few fights between the Thieves Guild and local ruffians. One of the ruffians, Cris, is claiming the Lia Kavair kidnapped his partner Danule. He was last seen near the docks the night before. No one cares or takes him seriously. Danule is a scrawny teenager.
- Day 6: The woodworker's [12] young apprentice, Jehae, is nowhere to be found. Everyone assumes he ran away, as Oner is known to be a harsh master. He was supposed to deliver a message to the Bonding House [26] two days ago. There is a small reward for his return. He is just thirteen years old.
- Day 7: The Hue and Cry is raised. The three-year-old daughter of the butcher [29a] has disappeared. An extensive search of the town turns up nothing. She was last seen playing behind the shop just before curfew. Some think one of the dogs that feed on the offal snatched her and dragged her off. Townsfolk start to get concerned about the number of disappearances.

## Introduction

The adventure takes place during one of the busy times of the year in Selvos. During one of the two monthly markets (15th or 30th of the month), when there are many farmers in town to sell their produce and outside merchants here to sell their wares, or during one of the large annual fairs, such as the Summer Wool Fair or Fall Salt Fair, when there is an even greater influx of people. In either event, the town is full of strangers, including the PCs. This is in addition to the normal daily press of local guildsmen.

Within a day or two of the PCs arrival they will be made aware of the level of religious intolerance in Selvos. Larani and Peoni are the only acceptable gods. Halea is barely tolerated and open worship is highly frowned upon. While the PCs are there, word will flash through the market that they have caught a worshipper of Agrik. The man will be dragged kicking and screaming up to the scaffold, where he will be summarily tried by the Laranian Serolan and ordered executed. He is ritually drowned and then drawn and quartered, much to the delight of the crowd.

## Patron

After the disappearance of the little girl, Ferjan of Senza approaches the PCs. He tells them he may have a job for them and invites them into a private room for discussions. He reveals that he is not just a perfume merchant. He is actually a slaver from Coranan, who has travelled here in search of his brother, Jant. Several weeks ago, Jant purchased a map that supposedly led to a secret treasure trove somewhere in Selvos. He became obsessed with the map and his personality started to change. He started muttering to himself; constantly pulling the map out to ensure it was safe. Although Ferjan never saw the map, Jant was always talking about Morgath and an Orb of some sort. Then, three weeks ago, he disappeared.

Following clues, Ferjan has determined that his brother came to Selvos. He believes Jant may have found the Orb and been driven insane. The merchant believes Jant may be somehow involved in the disappearances. He is afraid the authorities may declare his brother a witch, accuse him of consorting with demons or worst of all that he is a Morgathian. He is desperate to find his brother before the authorities do. He intends to take him home and put him under the care of a physician.

An ardent Hlean, the merchant constantly strokes a small icon of the goddess he wears around his neck. Ferjan reveals that he can pay well and offers the PCs a generous sum (to be determined by the GM), half up front and half on the safe delivery of his brother into his hands.

## The Truth

Everything about Ferjan Senza is a lie, including his name. He is actually a renegade Lyahvi Shek P'var named Polu of Oldech (though he hasn't used that name in years). Jant of Selorth is his accomplice who he believes has betrayed him. He has tried and been unable to catch Jant and has no other agents to help him, so he has concocted this story. He wants to capture Jant and retrieve the Orb.

In 563, Selvos fell to the Balshan Jihad. The Theocracy of Tekhos appointed Guiang of Ozah, a Morgathian Priest, as governor in 566. A cruel and merciless taskmaster, he ruled the region for two decades. He arrived with his servant, Jant of Selorth, a Morgathian who he made into an amorvrin. The servant's consecrated resting place is a tomb in the underground temple. Jant has lived over 150 years and is currently on his twelfth half-life.

Guiang was possibly insane, but he conceived of the Orb (see below) and created it using perverted Morgathian rites and Lyahvi magic, which he turned to and relied more and more upon as his faith in Morgath became increasingly corrupted. After completing the Orb, he attempted to use it. He chained a young boy to the slab in his laboratory and transferred the boy's soul into the Orb. The High Temple Archives in Golotha chronicle that Morgath immediately detected this betrayal and Krasula, one of Morgath's chief servants, incited the revolt that interrupted Guiang's heresy. The other priests in the Selvos temple intruded on Guiang's grisly ritual with news that the townsfolk were storming the temple. Already greatly weakened by the act of stealing the boy's soul, the governor struggled to the top of the stairs, only to be slain by an arrow to the throat, leaving him unable to even speak the Unholy Oath.

Seeing the death of his master and the destruction of the temple, Jant fled. Watching from afar, he saw the temple burned and the underground complex sealed. From then on, he became even more paranoid about dying, as he knew if he were killed he would reform inside the sealed temple. Jant fled the rebellions to the last stronghold of Morgath on Harn, Golotha.

Although physically weak, he grew to become a very diligent killer, managing to sacrifice enough to Klyss to appease his thirst. Guiang's personal servant, Jant knows of the Orb and what it is supposed to do. He is also fairly certain it requires a Lyahvi mage to operate it. Since 589 he has been searching for such a person. In early 720, he met Polu of Oldech (also known as Ferjan Senza), a powerful renegade Lyahvi mage and known for his "moral flexibility" and Morgathian leanings. Jant revealed the existence of the Orb of Guiang and offered the mage a deal: the mage can have the Orb and eternal life without condition, if he agrees to extend Jant's life as well.

Intrigued by the power of the Orb and the possibility of more Lyahvi magic in the temple, Ferjan agreed. Ferjan felt he could control the situation because although Jant knew where the Orb was, he needed the mage to operate it. Jant felt he was in charge, because only he knew how to get into the temple.

Ferjan travelled to Selvos by boat disguised as a perfume merchant (possibly meeting the PCs along the way). Jant stayed concealed in their cabin after coming aboard in a chest of powerful musks and perfume, necessary to disguise the odour of death. Upon arrival at Selvos Ferjan took a room at one of the inns. That night they snuck out into the forest, and in a ritual ceremony, Jant allowed Ferjan to kill him, knowing he would be resurrected inside the old temple. Ferjan cleaned up the evidence and returned to the inn to wait. Some days later, Jant reformed inside the temple and the plan began to go awry.

Before Guiang was killed, he had managed to transfer a boy's soul into the Orb. Trapped there for 132 years, the boy has gone insane. Those on the surface are too far from the Orb for the ghost to possess, but while Jant was stumbling around the underground temple in the dark, looking for his way out, he came too close to the Orb and was possessed.

The possessed Jant has found his way out of the temple and has begun to kidnap people and bring them back to the Orb. The ghost believes that by sacrificing their souls, his will be set free. Since the Orb is permanently cursed, the victims simply die.

Once people start to disappear, Ferjan immediately began to suspect that Jant had betrayed him. He doesn't know where the entrance to the temple is and is afraid to enter the temple against the unknown power of the Orb in any event, so he has hired the PCs to find Jant. His plan is to let the PCs get rid of the amorvrin and then sweep in and steal the Orb and any other goodies he may find.

## The Orb of Guiang

The object that Polu of Oldech so greatly desires is the Orb of Guiang. A major Lyahvi focus, the Orb was made with a unique variant of the neutral level V spell, *Soul Stealer*. This spell allows the wielder to rip the soul of an unwilling victim from their body by placing one hand on the Orb and one on the victim. This spell requires a huge amount of energy and the caster accrues an automatic fatigue of 5. Then, usually after a period of recovery, the mage casts a second spell, *Transference*, similar to the neutral IV spell *Store*. It transfers the soul's energy to the mage's body, essentially gaining the victim's lifespan. The details of these two spells and possibly more may be included in Guiang's Grimore hidden in the secret room off the laboratory.

Guiang's goal was to gain immortality without having to sacrifice his own soul to Morgath, who Jant and many other Morgathians believe, detected the attempt and saw to it that the mage was killed and the Orb cursed. It is now a foul Morgathian artefact, possessed by the shadow. The soul trapped inside it is quite insane.

Anyone who touches it or tries to use it must face an immediate mental conflict. If the ghost has not yet possessed Jant, then mental conflict with the boy's ghost ensues. As per SKILLS 23, the ghost will attempt to possess the PC. If the ghost has already transferred to the amorvrin, then the PC must still face an encounter with the Shadow (see MORGATH 7) that has cursed the Orb.

Even if a PC is victorious, the residual presence of the ghost may drive him insane. Individuals must make a roll versus WILL x5; success will accrue a fatigue of 4, failure will result in the individual going insane. Immediately make six rolls on the PSYCHE table on CHARACTER 11 (treat NO RESULT as ROLL TWICE MORE). This may or may not be immediately obvious, at the GM's discretion. In no event will the Orb function as designed. It is truly and completely useless.

### Hunting the Hunter

Ferjan wants the PCs to find Jant, but he can't tell them too much or else they may figure out something is wrong. Although physically weak, Jant has had 150 years to perfect his skills as a killer. He always hunts young, weak or small victims. He uses darts from a blowgun coated with paralytic poison. The essential component in the poison comes from partially corrupted dead bodies. Photophobic, Jant only hunts at night. It is up to the PCs to try and catch him. By Day 7, rumours abound:

- Someone was seen leaving the house of the embalmer, Anad of Keleto [*Building 18*] late on the night the apprentice disappeared.
- The body of a known footpad is found floating face down in the harbour. He was bludgeoned to death with an iron bar. This causes more panic.
- The word around the market is that there is an Agrikan spy in the town trying to inspire fear. A man dressed in dark clothes was seen hanging around the Mercantyle's Hall [*Building 23*] last night.
- The foreign seaman, Pjorri Gyersen [*Selvos 82*] is Ivinian. Everyone knows they are pirates and killers; he probably raped the little girl.
- A farmer walking in front of the Laranian Temple [*Building 4*] saw someone in the graveyard. When he gave a yell, the man ran towards the beach.

- The day the sailor disappeared, a large, fat goodwife saw someone in a cloak hiding in the bushes along the beach road. He was carrying a long stick and ran when she got closer.
- A man's clothes were found tangled in the mill wheel. A search of the riverbank discovered footprints leading into the trees north of the river.
- A week ago, after a rich widow was buried, someone dug up the grave and stole several objects and then carefully refilled it. It was only discovered when her son had a dream and ordered the grave reopened.
- Brin (victim 1) told fishermen not to bother throwing fish to the Whitrig, as it was only a fable. Local gossip is that the deaths are the creature's revenge.
- The PCs see a man acting suspiciously. If they catch him they find he is the scavenger, Jamebar [*Selvos 81*]. He may be a witness. He saw someone carrying a large bundle three nights back.
- There are footprints leading from the back of the Pilot's Guildhall [*Building 27*] towards the Laranian Temple [*Building 4*]. Sir Auttin's squire has been sneaking out to party with Tyster and the "boys".
- One of the guards from the Watchtower [*Building 3*] saw a man near the causeway while he was rowing back from visiting his lover. The corporal has confined him to the tower for being late for his shift.
- A Peonian priest gave alms to a man begging near the orchard. The man had the smell of death about him, and refused to show his face. He may be a leper.
- The streetcleaner offers to sell the PCs a tattered map of the town he found in the gutter in front of the Bonding House [*Building 26*]. It is worthless.

Jant will next attempt to strike on Day 9. He will attack after midnight, darting his victim and then attempting to carry him to the beach south of the Peonian temple [*Building 4*]. From there he will walk along in the surf to cover his tracks. He will strike again every second or third night until he is dealt with. He is an amorvrin on his 13th life and projects a potent shadow.

### Pursuit

If spotted, Jant will prove a wily foe. One hundred and fifty years on the streets of Golotha have taught him a lot. His personal shadow will provide him cover as well. He will not willingly abandon his latest victim unless the PCs get very close. He will try and lead the PCs away from the temple and then double back along the beach.

If the PCs make too much noise or are seen while in town, they may draw the attention of the Town Guard. A pair of men patrols the streets at night carrying torches

and wielding spears. If necessary, they can raise the hue and cry or call for assistance from the castle.

The guard on the tower gatehouse watches the causeway. Fortunately, the barbican gate on the inner island is only manned in wartime. The causeway consists of a series of shallow arches, like a bridge. The restriction in water flow has caused sand to accumulate and the water is quite shallow. Jant will follow the escarpment and then wade across the narrow channel to the inner island following the south side of the causeway. At its deepest, the channel is only five feet deep.

### Into The Tunnels

The secret entrance to the old temple is in the rock outcropping next to the causeway. This door can only be opened from the inside (the reason Jant had to die and be reformed inside). When the ghost possessed Jant, it realised it needed to stop the door from locking or risk being trapped outside, so it sabotaged the mechanism. Fortunately for the PCs, this means the door can no longer be locked, only pulled shut.

It will take the PCs several minutes of examination to find the door. After negotiating the broken pit trap [4] they will reach the tunnel junction, which is filled with rubble almost to the roof. A successful tracking roll will reveal that the south hole has been recently used.

### Fight in the Laboratory

Once into the south tunnel, the PCs will be faced with locked doors to their right and left and unlocked double doors directly ahead of them. The locked to the left door leads to the laboratory [6]. Jant is hiding in the room on the far side of the slab. Possessed by the ghost, he has no sense of preservation, though he will wait as long as necessary to optimise any ambush he may make. Jant will attempt to attack with his dagger, having run out of drug for his blowgun darts (The paralytic agent he uses, although potent, is very short-lived and requires considerable time to prepare, so he usually deems it unnecessary to make more than two doses per expedition). Once Jant has taken more Total Injury Levels than his END (08) he will disintegrate. Since this death ends was his thirteenth and final half-life, he will not return.

The bodies of the sailor, ruffian, apprentice and girl (plus any additional victims Jant has managed to capture) lie in the corner. Their bodies have already begun to rot and putrefy at an accelerated rate due to the corrupting influence of the Orb.

### Betrayal

Ferjan will follow the party at a distance, mostly using stealth and shadows to hide from view. He can also use the Lyahvi VII spell *Figure of Aestir* to convert himself into an ethereal being if necessary to avoid detection. He will make some noise getting through the rubble in [4] and the PCs may wish to investigate this noise, but will probably appear too late to prevent him access to the tunnels.

Once Jant is destroyed, Ferjan will appear from the shadows or materialise and attempt to deceive the PCs, either by using a charm spell or illusions to make them fight each other. If the PCs break the spells and attack Ferjan, he will fight to the death. If mortally wounded, Ferjan will attempt to utter the "Unholy Oath." As he says the words, the shadow from the Orb will envelope him. Ferjan will laugh as the PCs realise their foe is about to become more powerful than they may be able to deal with. Then, without warning, Ferjan will begin to scream and beg as the Shadow rips him apart. As pieces are ripped from his body, they are sucked into the Orb. Still screaming, his head is the final part absorbed into the Orb, which promptly cracks in half. As long as the PCs do not try and interfere, they will be safe, though a prayer to their personal god certainly would be in order.

### Afterward

After Jant, Ferjan and the Orb have been destroyed, the boy's ghost will be freed and no longer walk the Inner Island. A detailed search may uncover the secret door in the east wall. The contents of the room are up to the GM. Assuming the PCs do not disturb the gulmorvrin in the tomb room, they should be able to exit the temple safely.

### Conclusion

If the PCs haven't drawn attention to themselves, they should be able to return to town without anyone the wiser. The disappearances will stop and people will find some other explanation. With the death of Jant and Ferjan, the PCs are the only ones who know about the temple. If they aren't particularly religious, they may want to leave an anonymous tip about the existence of the Moragathian temple with the Laranian Church. If they report it in person, they can expect to spend a great deal of time in the Earl's dungeon while the Laranian church "examines them" to determine if they were contaminated by the experience.

A complete and thorough exorcism of the temple is required. The Serolan and Earl's Chaplain will likely be involved. PCs that prove their loyalty by reporting this temple and surviving the resulting Inquisition might be earmarked for future cleansing operations.



### WATCHTOWER [2]

Dating back to the construction of the Corani Naval Station and the founding of the town, the watchtower is older than the castle and keep and forms part of the original defences of Selvos harbour. It has been captured four times. Each time, a lack of water or food forced the surrender. Well aware of this weakness, the Earl considers it an acceptable risk and has not made any improvements beyond basic maintenance. The impressive wooden roof and balcony were added to deal with the heavy rains that plague the west coast of Harn. The roof was burned when the Kandian army captured the town in 694 and it was replaced, at considerable cost, in 698.

Because of its isolation and exposed location, the small garrison is always led by a corporal, a trusted, veteran soldier with a history of proven service to the Earl. The current tower commander is Kopin of Osform. A good soldier, he is also a husband and father of two small children.

### Ground Floor

[1] Constructed on a cliff overlooking Selvos Castle and the harbour, it was impossible to dig a well for the tower, so instead the builders installed a large stone cistern. Water is collected in gutters around the steeply pitched roof and then drains down through a pipe in the wall, keeping the cistern full. Seagulls like to perch on the gutters and when the tank gets close to empty it starts to take on a yellowish tinge. The

cellar also contains several barrels of beer along with salted fish and crates of preserved rations, sufficient for at least a month siege. The groin-vaulted stone ceiling dates back to the Corani Empire and is surprisingly delicate and decorative for such an insignificant tower. Rumour tells of a secret passage to an underground treasure room, but nothing has been found in over a hundred years of searching.

### Guard Room

[2] The only access to the watchtower is up a staircase to a strong, iron bound, six inch thick oak door on the second floor. The door opens into a spacious guardroom. It acts as a kitchen and hall for the six men who stand watch here on a three-month rotation. The stone floor is covered with rushes and a fire-place keeps it warm even on cold damp winter nights. There is a small window or arrow loop in each wall, though they are better suited to crossbows than proper short bows. The watchtower is considered a good assignment and although Corporal Kopin runs a tight watch, the men work well together and off-duty life is very relaxed. Each pair of men stands an eight-hour watch. While on duty, they spend four hours in the guardroom cooking or doing chores (like carrying up firewood) and four hours on the balcony standing watch.

### Barracks

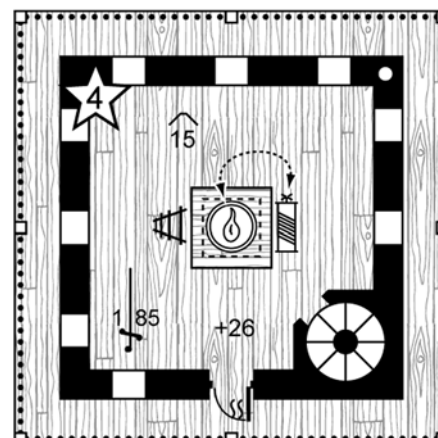
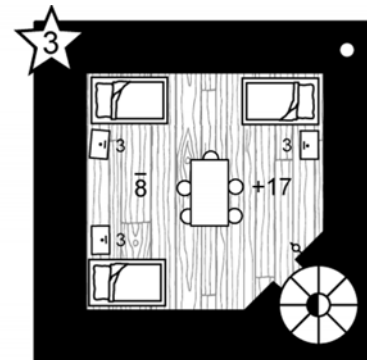
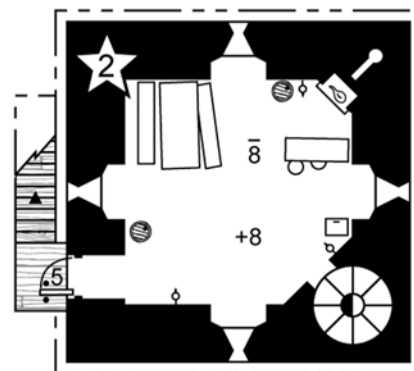
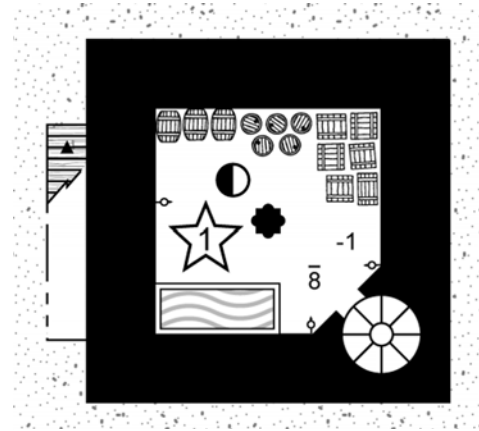
[3] The third floor is devoted to sleeping quarters for the soldiers. Although it currently only houses six men, the tower could easily hold a company of twenty. During annual muster or when the castle is full, other men-at-arms are sometimes quartered here. There are bunks and a table where the men play board games and gamble at dice to pass away the long evenings. Out of respect for those on night shift who sleep during the day, the men on morning and afternoon shift try and confine their activities to the guardroom. The corporal, Kopin of Osform is strict about enforcing the captain's rule against having women in the watchtower, though he does allow the men to take the small dingy and row across the harbour to town when they are not on duty. This is mainly an excuse for him to go visit his own family who live in a small rented house near the docks. One of the more enterprising merchants brings hot pies across and sells them to the men each morning. It is a welcome respite from the soldier's own cooking.



## Parapet

[4] The watchtower has two purposes, it guards the western approaches to the harbour and it maintains a beacon to guide ships into harbour on foggy days or moonless nights. The high ground and tall tower provide a clear view over the trees to the Earl's demesne farm and beyond. Since it has been such a long time since anyone tried to attack the castle, the guards sometimes get lax. The tower light is a brazier enclosed by glass with a polished brass reflector that directs the beacon out to the approaches from Deversh Bay. It is winched up into the copula from a platform on the parapet level. The soldiers are responsible for keeping the reflector brightly polished and the brazier stoked with charcoal.

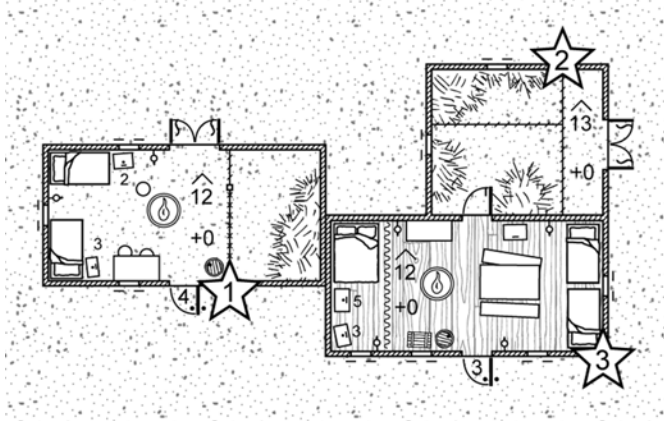
The tower is a well-known landmark along the coast and many pilot use it to steer by. The beacon is extinguished at full light to save fuel. On foggy days, the beacon is lit and the men take turns blowing on a large hunting horn. It can only be heard for a short distance, but when combined with the beacon, it has helped many a lost fisherman regain his bearings.



## GENERIC BLOCKS OF HOUSES

These could be any two small blocks of houses. The GM may insert them where he wishes. On the Selvos map, houses 1, 2 and 3 are the second group of buildings along the south edge of the common between the Shipwright [33] and the Metalsmith [15]. Houses 4, 5 and 6 are the third group of buildings on the same street.

- [1] The home of a poor cottar or urban poor, this small house is cruck framed with wattle and daub walls. The animal pen is separated from the rest of the



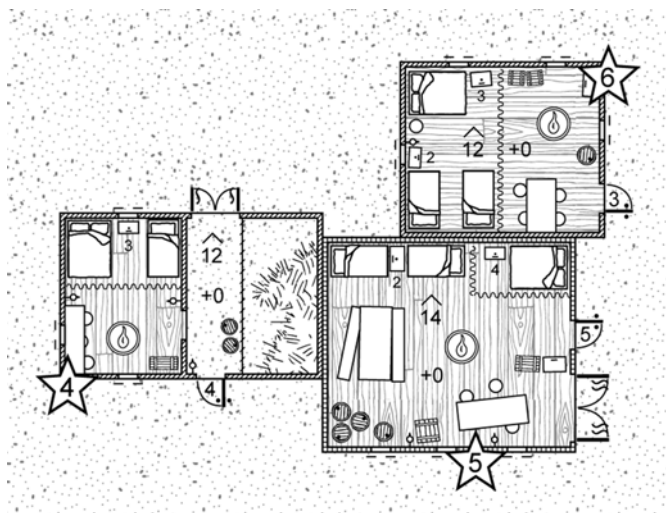
house by a simple wattle fence. A stack of musty hay in the corner serves as bedding and manure and urine collect on the dirt floor. Regular mucking out does not remove the omni-present smell of the animals. Poor families are lucky if they have one pig or a goat and a couple of chickens. The family's living quarters are spartan. A couple of simple wood frame beds and a small table with stools are all the furniture they own. The floor is beaten earth with a hearthstone for a fire. The smoke filters out through the eaves and a small hole at the end of the rafters.

- [2] This small barn is attached to the house next door (see below). The family's most valuable possessions are the pigs, goats and chickens kept in this small but functional barn. Tended by the wife and children, every piglet, kid and chick is viewed as a valuable treasure and can make the difference between an easy winter and starvation. Eggs and milk are collected and sold each morning. Manure is cleaned out each afternoon and piled to make compost to spread on the family's small garden plot.

- [3] The home of a half-villein or minor tradesman, this is snug, secure home. Everything is a little worn, but serviceable. The central hall has a small trestle table, benches and a moderate amount of stored food, including a few hams hanging from the rafters. The children share two cots with straw ticks that line the east wall. The parents have a bed with a small

amount of privacy behind a sackcloth curtain. The family's extra possessions, a second worn set of clothes and a few blankets, are stored in two crude, homemade wooden chests.

- [4] A successful cottar home, this family has been able to afford to build a wall dividing the living area from the animal stall. The wood floor is also a recent addition. The couple have two children who share a single straw tick. The living area is small but warm and the man of the house has managed to find enough work to keep the family ahead of starvation.
- [5] A solid and substantial building, this is the home and workshop of an established tradesman. The large double doors are left open on fine days to illuminate the utility table where the master and his apprentice do their work. Several barrels and boxes contain food and other supplies for the winter and numerous hams hang from the rafters. A warm, cheerful fire burns on the hearthstone and provides most of the light in the evenings. There are enough beds for the master and his wife, their son and daughter. The apprentice sleeps on the table or next to the hearthstone.
- [6] This is the home of a moderately well off hired man, such as a man-at-arms, noble's servant or tradesman. The hall is simple, with a trestle table and stools, a hearthstone and a few boxes and barrels of food. The wooden floor is older and there are a few rotten boards, but it is generally comfortable. Behind a sackcloth curtain are beds for the couple and their two children. The beds are just sacks filled with straw on wooden platforms, but the room is neat and tidy. Two small chests contain a change of clothes and a few personal items.





### TEMPLE OF LARANI [4]

A temple of the *Order of Hyvrik*, this building stands on the very spot where the Agrikan temple stood before the Liberation of 695TR. Built in just one year, the construction of the church took the combined efforts of Master Hakyl [20], eight bonded masters, twenty-nine journeymen and forty-three apprentices. Many local townsfolk were conscripted as labourers, especially to tear down the foul pit of Agrik and to haul new limestone from the quarry two and a half leagues away. Despite the haste with which the temple was built, it is solid, level and true.

The current Serolan, Barald Palgen, is only the second high priest since 695TR. Appointed in 705TR on the death of his predecessor, Elirel of Mildar (a strong and dy-

namic woman), Barald has worked to nurture and strengthen the church among the nobility. He has made it a point to get to know every Lord and Lady by name and closely watches over his or her spiritual well being. As the senior member of the *Order of Hyvrik* in the Hundred, he also exercises control over members of the *Order of the Checkered Shield* and the private chaplains of the various manor holders. A notable exception is the Earl's Personal Chaplain who he treats as an equal.

Now getting on in years, he has begun to groom the Master of Acolytes, Nycia, as his replacement. She is intelligent, pious but practical. She has a hard and daunting personality, but he feels that is needed this close to the border. She often acts as Serolan when he is absent.

### Ground Floor

- [1] The private chapel was completely paid for by the Earl of Selvos. It is dedicated to Saint Ranunth the Loyal and Saint Chelrik the Just. A beautiful statue of Larani as a tall maiden clad in a white gown with red trim graces the front of the chapel. Tall, stained glass windows ten feet tall, beginning twelve feet off the floor, illuminate the room. The room is reserved for the Tirannon and private worship. It can be opened for laymen, with a suitably large donation.
- [2] Three heavy ropes hang from bells mounted at the top of the tower. They are used to call the faithful to prayer and to mark the five "offices" or prayer periods that the priests and acolytes observe every day.
- [3] Just inside the doors are two small confessionals. Members may use them for private prayer or request a Matakea receive their confession. Each is adorned with a small altar and a statue of Larani.
- [4] The Hall of Rituals is entered through a pair of tall bronze doors surrounded by a heavily carved arch depicting the trials of Saint Ambrathas of Alamire. The hall itself is a simple but elegant chamber. Ten columns, each carved with the likeness of one of the Knights of Tirith, support the beautifully painted wooden ceiling, while larger than life statues of Larani, Mendiz and Valamin dominate the end of the hall. Dramatic frescos of Larani, her servants and their deeds, adorn every wall. The wooden pews in the centre of the hall are full every Soratir.
- [5] The warming room has a large fireplace that is lit whenever the weather turns cold. Due to the risk of fire, the library and scriptorium are not heated. The temple is so large it would be impossible to heat, though some braziers are put out on especially cold nights. The monks use the room to warm up while working in the scriptorium or praying in the temple.

**[6]** Suloran Devrick is in charge of the temple's library. The door to his office has a strong lock and only he and the Serolan have the key. No one enters the library without getting past him. He escorts all visitors and only a single glass lantern is permitted inside.

**[7]** The temple library has the largest collection of books in northern Kanday. When the Kandians captured the region and began building a new temple, every temple and abbey in the realm was asked to contribute ten books to establish the new library. Although there is some duplication, the collection is considered the temple's crown jewel. The librarian is justifiably proud of his "children".

**[8]** Private meetings of the Serolan and his masters occur here. The southern wall of the room is decorated with a large fresco depicting Larani as the Lady of Flowing Red in full combat with a demon of Agrik.

**[9]** The Chapter House has two tiers of hard benches lining the wall, with a large throne like chair for the Serolan. Each evening, before supper, the monks gather to receive the next day's assignments. Before the meeting begins, one of the Matakea reads a chapter from a Holy Books of Larani, thus giving the room its name. The Serolan then issues his instructions and tasks for the following day. The room is also used for lively theological debates where priests take sides on a thorny issue of faith and argue it. This is one of the monk's major forms of entertainment.

**[10]** The dining hall is often cold, but brightly lit. Meals are taken in silence, while a brother reads from one of the Laranian Holy Books. After dinner, the Serolan normally allows a half-hour of free conversation and a cup of wine or two. The temple has a handful of secular servants who sleep on the benches and floor in the evenings. The room also is used as an overflow from the hostel when required.

**[11]** The domain of Matakea Veroldt, the kitchen is a hive of activity and a half a dozen Ashesa are always hard at work under his supervision. In addition to acting as head cook, he is responsible to the Valaran for the purchase of food and other supplies for the temple. He is an irritable man and often over indulges in the cooking wine.

**[12]** One of the services the church provides its members is temporary accommodation, especially for travellers. Guests at the hostel are offered a warm dry bed and a simple but filling meal. Those planning to stay longer than two nights are expected to pay (4d per night). Many guests prefer the hostel to staying at an Inn, as it is cleaner and there is less chance of being robbed. Guests must join the monks in prayer for

morning, noon and evening sessions, though they are exempt mid-afternoon and midnight prayers.

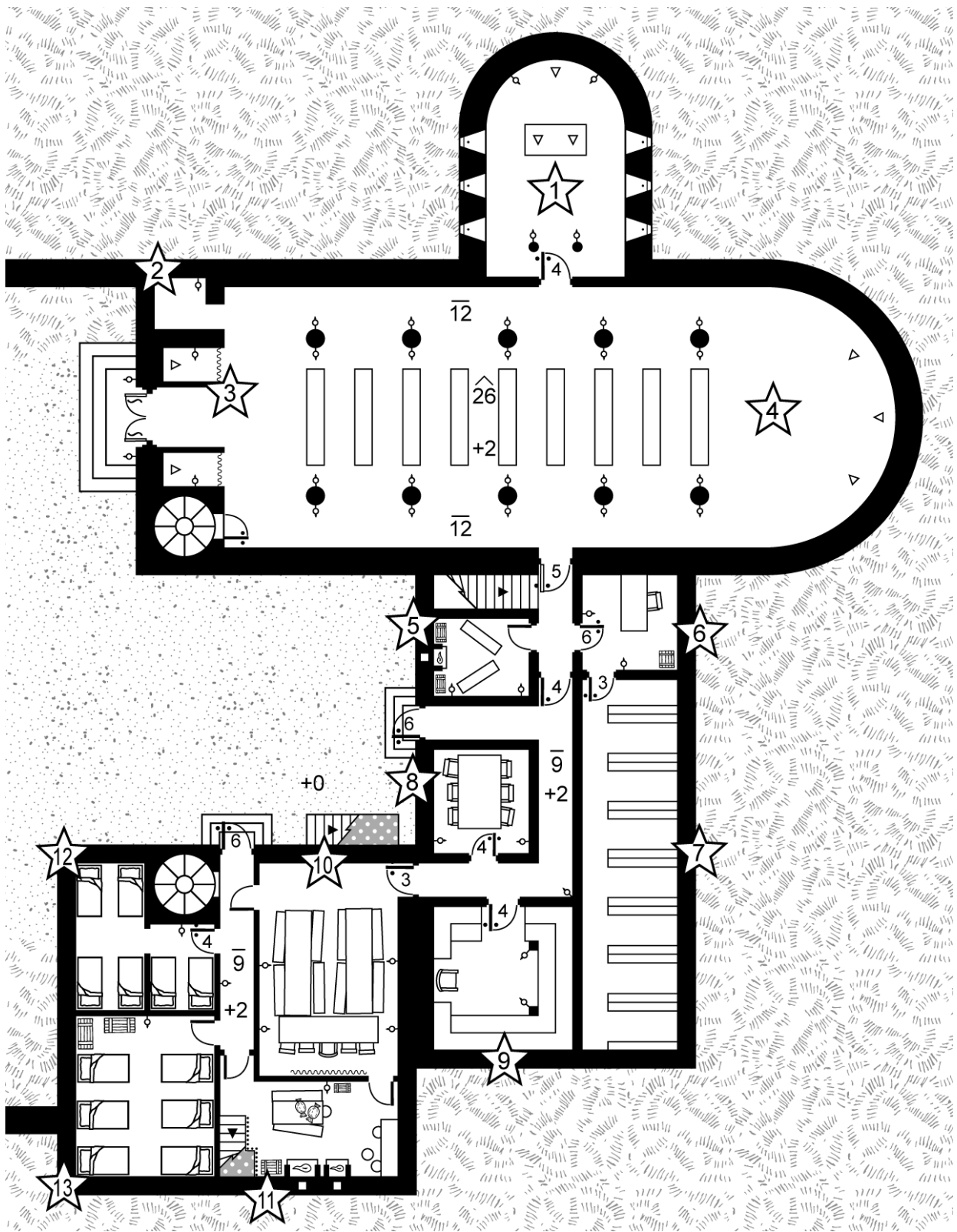
Sir Auttin Krencathy, a knight and pilgrim from Kaldor, and his squire, Bren of Sturen, have been staying at the temple for about a week. He has an insatiable curiosity and a love of travel and is planning to explore the local area. Sir Auttin is also considering travelling cross-country from Selvos to Menekod, skirting Hyen, but avoiding the long trip via Dunir. He is looking for guides who know the area. Both he and his squire appear very close, but they are very evasive about their personal life and circumstances.

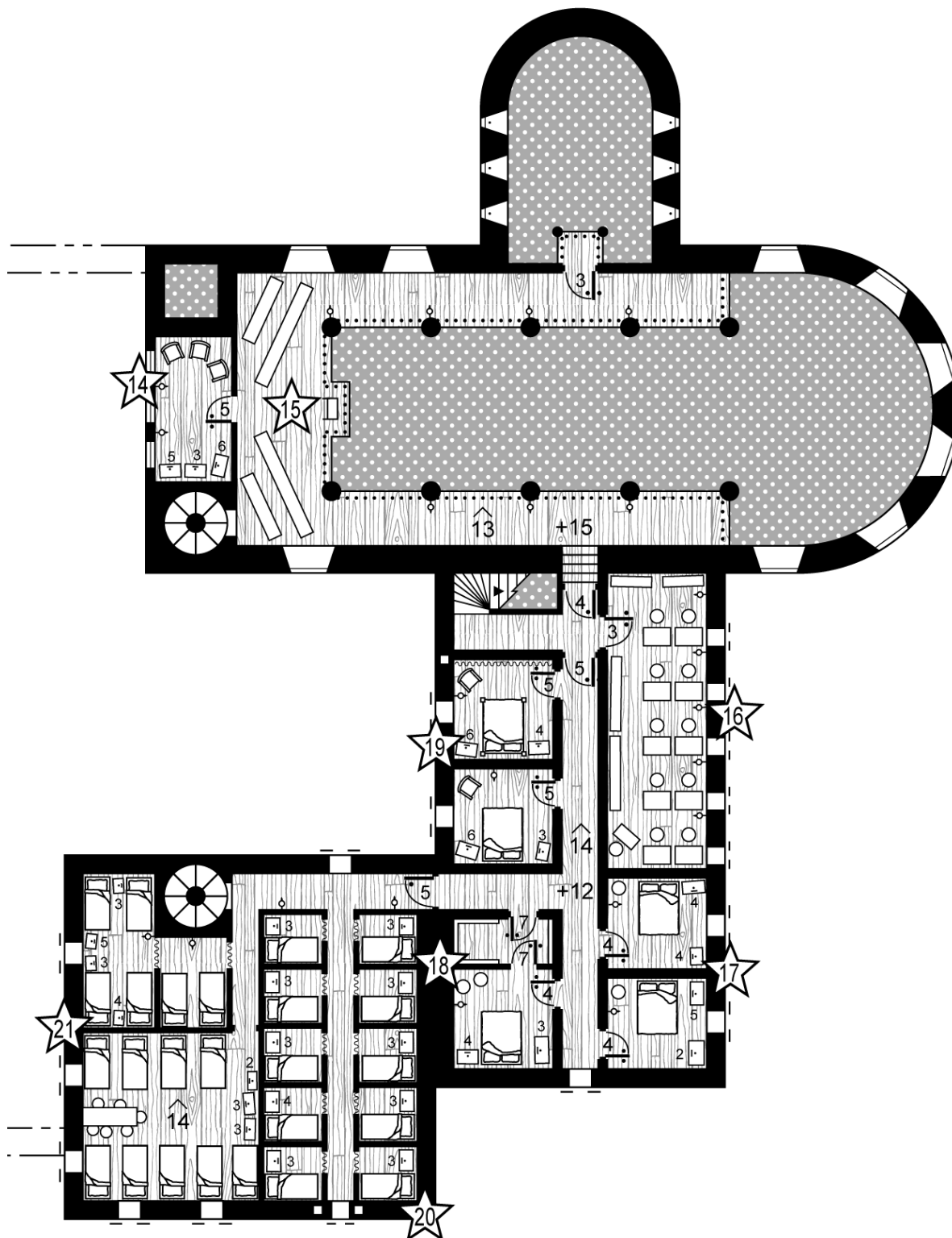
**[13]** This room is sparsely decorated. Six narrow cots line the room with space between them to allow the monks to tend the sick. The infirmary caters to the members of the temple and prominent Laranians, though, if they have a spare bed, the monks will not turn away someone who can pay for their services.

Matakea Yordag is responsible for the infirmary. A healer of some skill and amateur herbalist, he is well aware of his limitations and calls upon the town physician, Clarlan of Perien [19] to deal with more difficult cases.

The infirmary currently has two occupants, Lady Beria of Arindel and Ashesa Charance. Lady Beria is in her late sixties. The mother of Sir Domen, Lord of Ondravy Manor, she was brought to the temple after she had a fainting spell and one side of her body seemed to turn to stone. Unmarried, he was unable to care for her and so pays the temple a generous monthly donation to see to her well being. Sir Domen visits his mother every week and is often seen in the temple praying for her deliverance. Ashesa Charance suffered a broken leg. While fixing a leak, he experienced a nasty fall from the roof. The bone pierced the skin and turned septic. Matakea Yordag considered amputating the leg, but instead call upon the assistance of the physician, Clarlan [19] who was able to set the leg and splint it, and the Peonian High Priest, Father Yoesf [5] who prayed for healing from Peoni. Charance is still delirious and in considerable pain, but is expected to make a full recovery.

# BUILDINGS SELVOS 33





## Second Floor

[14] The large Sacristy above the entryway is used to hold ceremonial robes and items necessary for the rituals. The three large windows are made of the finest stained glass and depict the martyred Queen Eriel, Larani and Queen Mirelael. Like the chapel, Sir Grolis Chahryn also sponsored them, both in remembrance and in thanks for his appointment.

[15]. In traditional Laranian fashion, the pulpit is located above the door. Benches for the choir flank it and a walkway leads from the quarters to the chapel.

[16] The scriptorium has enough desks for ten scribes along with large south facing windows for maximum light. Matakea Lycia is the assistant Suloran and in charge of the copyists. She is a hard taskmistress and tolerates no sloppiness.

[17] These are the rooms of Nycia, the Master of Acolytes (Valaran) and Devrick, the Master of Archives (Suloran). They are fine rooms with large southern windows, though they can be cold in the winter when the wind blows off the sea.

[18] Sylgen Lyrsis, the Menoran (Master of the Fighting Order) visits the region's two *Order of the Checkered Shield* chapter houses twice a month. Soon after he arrived, Serolan Barald Palgen tasked him with the additional duty of armstronger to the priests and acolytes, a task he has pursued with relish. At Barald's direction, the young, powerful man leads the monks, including the Serolan and other masters, in combat training for one hour every morning, immediately before prayers. He believes that such vigorous training prepares the soul for prayer, a claim that no one is willing to dispute with him. The room next to him is the temple armoury. It contains a large stock of swords, daggers, shields and armour (mostly quilt, but with some ring and chain hauberks). There are also rebated swords and wicker shields for training.

[19] The Serolan (High Priest), Barald Palgen, and the Master of Secular Affairs (Obasaran) have the two nicest rooms. The eastern wall of the Serolan's room is decorated with a large, and extremely valuable, tapestry depicting Larani cradling Saint Ambrathas in her arms after his death in the final defence of Alamire.

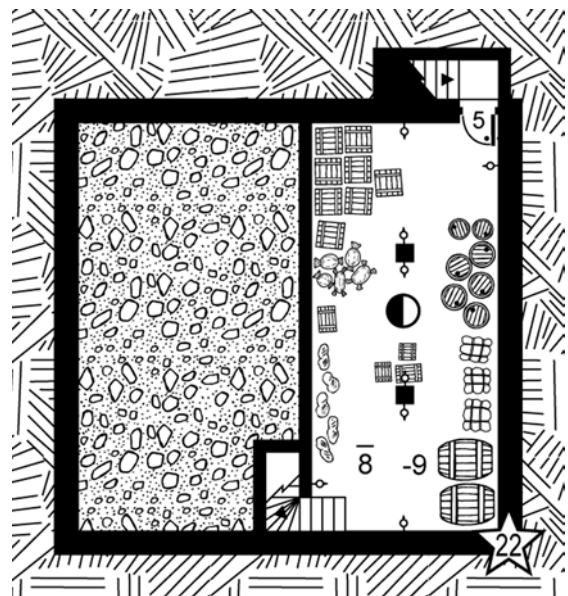
The Obasaran, Apellyn, acts as the temple treasurer and is responsible for collecting the tithe from the faithful. She has an excellent memory and is tactful but firm in reminding reluctant laymen of their financial responsibilities. Originally from Aleath, she is desperate to return to the south and civilization. A bit of a snob, her dislike of what she refers to as "this northern backwater" occasionally slips through.

[20] Besides the masters, there are ten temple priests (Matakea). Each has a small private cell with a curtain for privacy. They serve as assistants to the masters and supervise the daily operations of the temple. Matakea Taelana is responsible for the maintenance of the buildings and is extremely distraught over the injuries to Charance, who was injured while doing a task he assigned.

[21] The Ashesa (Acolyte) quarters are divided in two areas, the first with six cots for women in two smaller rooms and second with nine cots for men in one large dormitory. There is little privacy. The hours are long and responsibilities many, but the church also offers education and opportunities for the younger sons and daughters of the faithful.

## Basement

[22]. The kitchen wing of the temple was the last building to be completed. It replaced several temporary wooden structures and includes a large basement for the storage of temple supplies. Largely the domain of Matakea Veroldt, it is used to store preserved meats, cheeses, vegetables, fruits, flour, salt, spices and the like. Because it is below ground, it maintains a cool temperature year-round. The temple's beer is brewed here, though wine has to be imported. Besides food, the basement is used to store other items used by the temple. Braziers, spare mattresses, candles, cleaning supplies, soap, rags and tools are all kept here. Since the monks make their own working robes, they save money by buying cloth by the bale.



## Temple Grounds

The Temple of Larani shares a large fenced area with the Temple of Peoni. The grounds include the two temples, the Peonian hospital, orphanage, quarters for the *Order of the Balm of Joy* and the *Irreproachable Order*, a Peonian orchard, Laranian vegetable gardens and several cemetery plots. Just off the town map to the east are several Laranian farm buildings. They include a large shed for the storage of produce and agricultural tools, a stable for the temple's horses, a barn for the cows, goats and sheep, a coop for the chicken and ducks and a pigsty. Within the fenced grounds, both churches graze goats, sheep and cows and herd pigs in the woods.

The courtyard is encircled by a thick, twelve-foot high stone wall. Numerous rings are imbedded inside the wall for the visiting nobility to tie their horses to during services. Putlog holes line the inside of the wall. In event of war, scaffolding can be erected against the interior of the walls to allow the monks to defend the courtyard against attack. Each morning, the Laranians conduct their daily weapon's training here and several thick posts have been installed as targets for sword practice.

The walled courtyard and large number of armed Laranians make this a powerful strongpoint in the event of danger or attack. The lowest windows are those in the chapel that begin at twelve feet. The lack of windows in the first floor combined thick walls and a vigorous defence provides an alternate place of refuge when the castle is full. In the event of open war, many of the townsfolk will seek shelter here.

## Daily Schedule

The Serolan, Barald Palgen, is a pious man and expects the same level of devotion among his clerics. He has instituted a schedule of five services per day.

**0030 – Sleep.** After midnight prayers, the monks return quickly to bed. One Matakea and one Ashesa are tasked to maintain the ritual night watch. They make periodic patrols, awakening the monks with a morning bell.

**0630 – Morning bell.** This bell serves not only the temple but also the whole town. In the absence of any way of measuring time, everyone divides the day according to the bells (i.e. Meet me after the third bell).

**0700 – Weapons training.** This is a recent initiative of the Serolan, who feels that the clerics must be prepared to fight the Agrikans on a moments notice. It has not been a popular decision, especially with the rather fat Obasaran.

**0800 – First prayers.** Monks wash in the courtyard trough before proceeding directly to prayers.

**0830 – Breakfast.** A quick meal of milk, bread and cheese. Talking is not permitted.

**0900 – Morning work.** The monks go off to do the work assigned by Serolan at Chapter the night before. The Valaran is responsible for the daily maintenance and operation of the temple and has most of the acolytes. The Suloran runs the library and scriptorium and has the majority of the Matakea. The Obasaran and Menoran have one assistant each, with additional monks being assigned as required. Market trips are done in the morning.

**1200 – Second prayers.** Signalled by the noon bell.

**1230 – Lunch.** The main meal of the day, this is typically meat stew, vegetables, bread, cheese and beer.

**1300 – Afternoon work.** Work continues, as per the morning assignments.

**1600 – Third prayers.** The third bell announces the main service of the day, the Alamirata. Restricted to the clergy, it is also the longest service.

**1700 – Daily Chapter.** Clerics meet in the chapter house to discuss the day's events and plan the next.

**1800 – Supper.** A light meal of milk, bread and cheese.

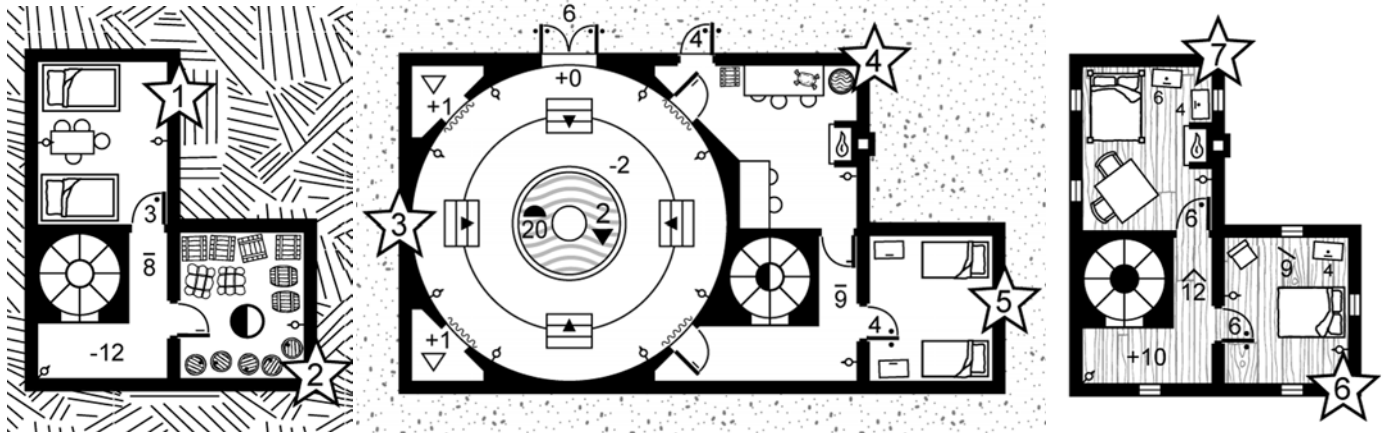
**1900 – Personal time.** Monks may use this time to study or talk quietly in their dormitories.

**2000 – Fourth prayers.** The last bell of the day calls the monks to their evening devotions. It also signals the end of the day and town curfew.

**2030 – Candles out, quiet hours.**

**2400 – Fifth prayers.** The night watch rousts the priests out of their bed for midnight prayers. Barald added this prayer shortly after his appointment and most are used to it by now.





**TEMPLE OF HALEA [6]**

The temple of Halea was the only religious institution to survive the Kandian Inquisition. However, the intervening years have been difficult. Still viewed with great suspicion by the Earl, it has suffered a significant drop in membership and is still subject to surprise “inspection visits” by both the Earl’s troops and the Laranian Church.

One of the oldest buildings in Selvos, it was built in 526TR during the time of the Corani Empire. Skillfully built of the finest limestone and finished with imported marble and decorative stone. Despite numerous changes in government and innumerable raids, harassment and discrimination, the church and its followers have endured. The finer carvings and detail bear the scars of hard use and vandalism.

Never designed for a large following, the temple serves the merchants and guildsmen of the region. From a height of 238 worshippers before the Balshan Jihad, the laity has dwindled to less than fifty in recent years. The drop in attendance and Kandian ban on slavery (including pleasure slaves) has also resulted in a drop in revenues. Afraid this temple could wither entirely, the church has recently dispatched a new priestess, Quelane of Latrale, from their temple in Aleath. She has had some notable success in “renewing the faith” in the goddess.

The most important member of her flock is Voadu the Hideworker [21]. He is in charge of fundraising and building maintenance and is quite enthusiastic about restoring the temple to its former glory. He is the High Priestess’ most frequent visitor and the amount of “Bargainer’s Tith” he has paid for the privilege is substantial.

**Basement**

[1] This room was once slave quarters and still has two bunk beds and a table. Idle since 694 when the Laranian’s freed the temple slaves, it is now used as a hos-

tel for visiting faithful or by those seeking privacy during one of the post mass orgies.

[2] The temple’s cellar remains cool and dry year round. Since the arrival of Mistress Quelane, the temple has begun to purchase more exotic food, drink and spices for use in their banquets. The cook is responsible for purchasing all goods and much of it is imported from Aleath or Coranan.

**Ground Floor**

[3] The Hall of Ritual is the heart of the temple. It has suffered the most over the last 200 years. During the reign of Sir Lotay, 672 – 693TR, horses were stabled in the hall. Some of the damage has been repaired, but there remains much to be done. The beautiful dome is still the wonder of the region. Small side shrines hold statues to Elomia and Selina.

[4] The previous cook was a crotchety old woman named Jyka who made what she liked when she felt like it. Arriving with her own cook, Mistress Quelane fired Jyka on the spot. Banquets have greatly improved since.

[5] The two tall, blond male converts, Hargine (cook) and Jaas (servant and temple guard) sleep here.

**Second Floor**

[6] Due to the small size of the following, the number of priestesses has been reduced to two, a high Priestess (Aramia) and her assistant (a Shenasene). The High Priestess’ room has been completely redecorated with luxurious fabrics and art. The walls were replastered and an artist was brought in to paint new and erotic frescos. The Aramia also conducts private business here and many coins have crossed her table.

[7] The smaller room is for the second priestess. A beautiful young woman, she has ensnared several young men and is in charge of “youth recruiting.”

**VICTORY SQUARE [7]**

The heart of Selvos is its marketplace. It is illegal to sell anything within five leagues of Selvos (this essentially consists of all of Dureve Hundred) except within the marketplace. Impromptu highway sales within this zone are forbidden by royal decree – with the normal penalty being confiscation. The *Mangai*, who rent spaces for 1d per day, administers the marketplace. Vendors can sell from their own carts, tents or stalls or rent a stall from the *Mangai* representative for an additional 1d per day.

[1] The centre of Victory Square is a paved area around a commemorative column carved with the names of all of the nobles who fell in the campaign to liberate Selvos. The market is the most active part of the town and is crowded and noisy all through the day, though it is busiest before noon. Customers try to arrive there early to get the best selection before the goods get picked over. Because of the town's isolated location, the number and variety of guildsmen selling goods in the market varies dramatically with the season and even from week to week. Besides the stalls of local guildsmen (some of whom sell their goods from the workshops that line the square and nearby streets) some of the more frequent visitors are listed below:

**Spice Merchant:** Bargarel of Resara is a trader in exotic spices from Lythia. His wares include camphor, cinnamon, frankincense, ginger, nutmeg and pepper.

**Glass Merchant:** Still rare and fragile, glass is a novelty. Window glass is still the bestseller, but goblets are considered the ultimate display of wealth.

**Jeweller:** Daerga Ekimon, a mercantyleer specializing in jewellery, fills the modest local demand. Occasionally, a jeweller will visit to do custom work.

**Locksmith:** Arsaar of Nekair, a locksmith from Dyrisa, fills the need for locks four times a year. A fine salesman, his work is seen throughout the town.

**Perfumer:** Expensive and necessary in a world where few bathe, Cymria of Thytier, a guildswoman from Shiran makes several profitable trips a year to Selvos.

**Weaponscrafter:** The Earl's bonded weaponscrafter rarely sells weapons, but the arms merchant, Malvain of Keslyle, is happy to sell to those with the means.

**Apothecary:** The town depends on Wane of Ailbis to supply their needs. An eccentric but legitimate master, he spends his time collecting plants on moors.

**Charcoaler:** Most of Urner of Brekal's business is with the iron mines to the north-west where he works. He comes to town once every ten days or so.

**Lexigrapher:** There is scant interest in maps, with only enough business for Oris of Nerele to bother making one trip a year. The Earl's bonded master also sells maps.

**Tentmaker:** Horgil of Dagnyls does a good business here, enough to justify one visit a month during the summer. He specializes in awnings and pavilions.

Although dominated by guildsmen, the market also has does a thriving business selling foodstuffs. For a small bribe, generally 1d, the *Mangai* ignore the local farmers and villeins, selling small animals (rabbits, chickens, ducks and geese), vegetables, fruit, eggs, milk and other perishable food off of their wagons and carts that ring the square. They are not allowed to sell grain, flour or bread. This is the domain of the miller [16] who has a stall next to the scales (see below). Fish and seafood are sold at the market on the docks. Animals are normally sold live to keep the meat fresh (the butcher [29a] is an exception). The auctioneer, a *Mangai* appointee, is the only person allowed to sell large animals (oxen, cows, goats, sheep and swine), for which he keeps 1/10<sup>th</sup> the price.

[2] Operated by the miller [16], the market's scales are large enough to support a man. They are used to weigh sacks of grain, bales of cloth or any other large item sold by weight. The scale's official weights bear the Earl's seal and are stored in the Mercantyleer's Hall every night. The annual "checking of the weights" happens at the start of every Summer Fair.

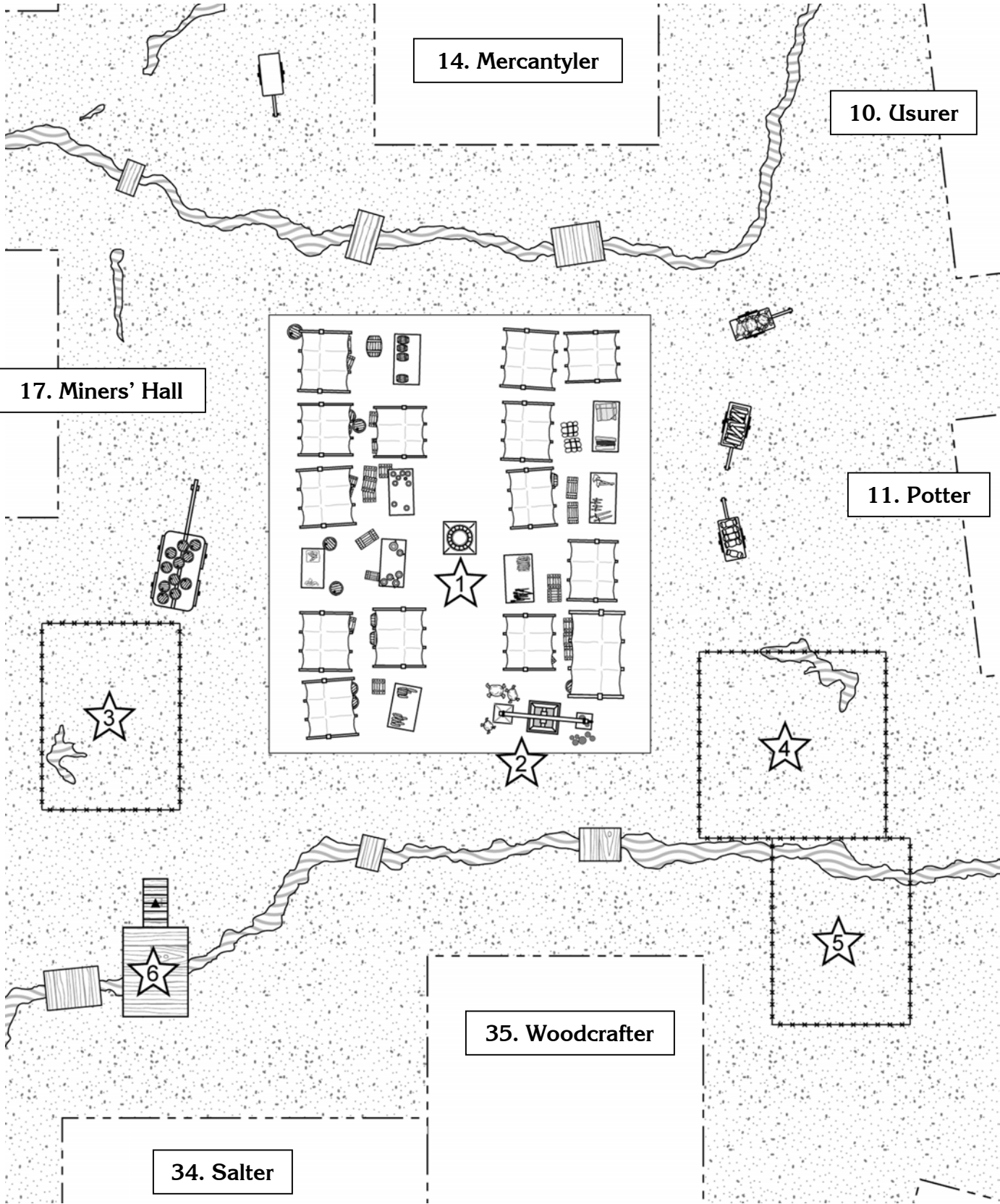
[3] This pen is reserved for the most valuable animals, oxen and cows. There are always a few for sale, though the price (115d for a cow, 100d for an ox) puts them out of reach of all but the wealthiest of farmers and villeins.

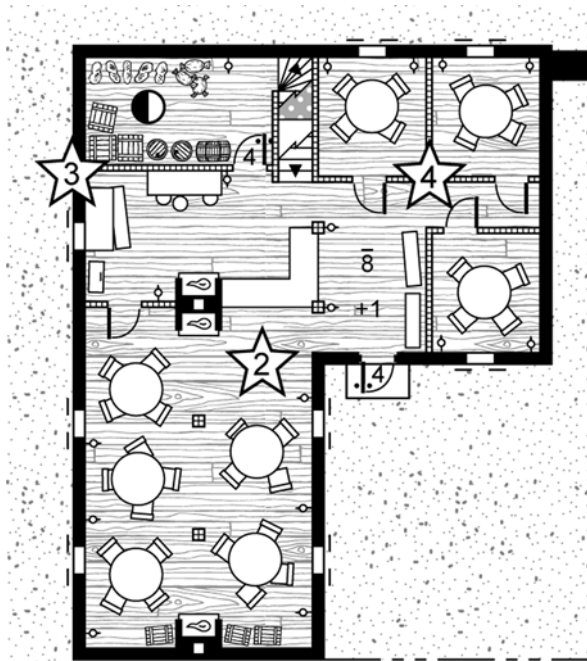
[4] The largest enclosure is for the most popular and numerous meat animal, the lowly pig. A bargain at only 24d, pigs have many offspring and are easy to keep and feed. There are always many for sale, mainly boars (males), as sows (females) are more expensive (30d).

[5] Dureve Hundred is renowned for its sheep. The oily nature of its course but tough wool makes it perfect for making water resistant coats and blankets. Lambs are available after weaning in the early summer and the older sheep in the fall during culling.

[6] The Earl and the Bailiff of the Hundred (acting in the name of the Sheriff) use the scaffold to punish criminals and as a symbol of the rule of law. The spectacle draws large crowds, but due to the region's small population, hangings are infrequent. Pillory, flogging, mutilation and branding are common enough to entertain the masses.

# BUILDINGS SELVOS 39





## WHITE GOLD INN [8]

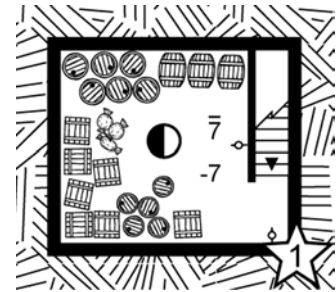
Just because you live in a remote region does not mean you have to give up the finer things in life. This statement sums up Galpras of Uelomel's business philosophy. He ran a small, high-quality, inn in Dyrisa, but was faced with stiff competition. One day, a customer complained about the lack of quality accommodation or a decent place to eat in Selvos. He told Galpras what the town need something like Galpras' inn. After considerable thought, he sold his inn, uprooted his family and moved to Selvos to try a new business venture.

The innkeeper convinced his friend and business part-

ner, Ostler Juln of Breneh, to join him. In the wild and crazy times following the liberation, the two men drove themselves, their families and staff mercilessly. The hard work has paid off handsomely.

### Basement

[1] This is largely the domain of Ulan, the cellarer. It collects all those things that no one knows where else to put. In the back corner is a heavy iron bound oak chest left behind when an eccentric old man and his four burly companions failed to return from an expedition to Tesien. It has never been opened. Unknown to all, it contains a Tome of Esoteric Mystery, several Savoryan Scrolls of Magery, a large sack of silver and several expensive pieces of jewellery concealed under a false bottom.



### Ground Floor

[2] A spacious entry hall, where guests can remove their cloaks and wipe off their boots, greets guests. Galpras is normally behind the bar and knows many of the guests by name. The large, warm common room is heated by two fireplaces and is always bright and cheery. Two comely barmaids are kept busy serving the customers. The common room is rarely used for noble guests, though their servants may sleep here or in the loft.

[3] The kitchen is small but functional. Galpras' wife, Nela, is the inn's cook and a fine one. Her holy day

### Bar Prices

<b>Eisma Bitter:</b> A slightly bitter wheat beer, this brew can give you a wicked hangover.	<b>2f/pint</b>
<b>Derversh Pale Ale:</b> This fine, smooth ale is Ulan's specialty. It is the most popular drink.	<b>2f/pint</b>
<b>Alamarel's Mead:</b> Made only in small quantities by the local Peonian monks.	<b>1d/pint</b>
<b>Dureve Cider:</b> A good cider made from local apples. It has a slightly rose taste from the honey.	<b>2f/pint</b>
<b>Radeth White:</b> A good sparkling white wine imported from a manor just north of Aleath.	<b>3d/pint</b>
<b>Shenap Red:</b> A fine, full-bodied red wine from the Wizard's Isle in Melderyn.	<b>4d/pint</b>
<b>Chantaer Brandy:</b> A fine apple brandy imported from the Peonian Abbey in Erynashire.	<b>3d/cup</b>
<b>Halea's Sweet Kiss:</b> Tasty spiced liquor imported from Shiran in the Thardic Republic.	<b>3d/cup</b>

### Menu

<b>Light Meal:</b> Porridge, honey, bread, cheese, hard-boiled eggs and milk.	<b>1d</b>
<b>Meat Pottage:</b> Pork, beef or chicken with vegetables, dumplings and spices.	<b>1d</b>
<b>Fish Dinner:</b> Fresh caught fish grilled with onions and garlic served with stuffing and vegetables.	<b>1d</b>
<b>Roast Dinner:</b> Pork, beef or mutton roast served with thick gravy, vegetables and fresh bread	<b>2d</b>
<b>Venison Pie:</b> Nela stole this recipe from the Bushel & Strike in Dunir. It is equally popular here.	<b>2d</b>
<b>Roast Goose:</b> The house specialty is slow roasted in a honey glaze and spiced stuffing. Served with a cream sauce and baked onions with cheese.	<b>3d</b>
<b>Fresh pies:</b> Made daily, the types depend on the season but include apple, blackberry and cherry.	<b>3f</b>
<b>Candied Fruits:</b> A variety of fruits are available throughout the year, including honey-apples.	<b>1d</b>

specialty is roast goose. Pottage is available, but most of the inn's customers are used to something better. Nela has an assistant cook, baker and a cellarer. The storage room is filled to overflowing with the finest food and drink. Nela visits the market every morning to purchase items such as milk and eggs.

[4] Private dining rooms are available for those who require a discrete location to discuss politics, religion or business. Occasionally, Galpras has rented these rooms out for sleeping. Mattresses are brought down from the attic and the furniture is moved into the common room.

## Second Floor

[5] The Baron's Suite is the largest in the inn. Decorated with frescos and a large, inviting fireplace, it is nicer than the solaris of some guests. This room is assigned by rank, so guests might be bumped if a high ranking noble visitor arrives late in the day.

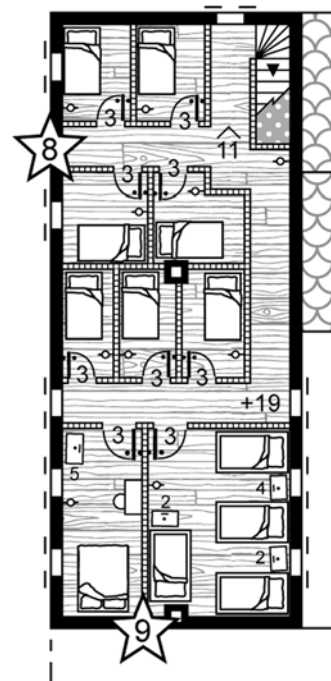
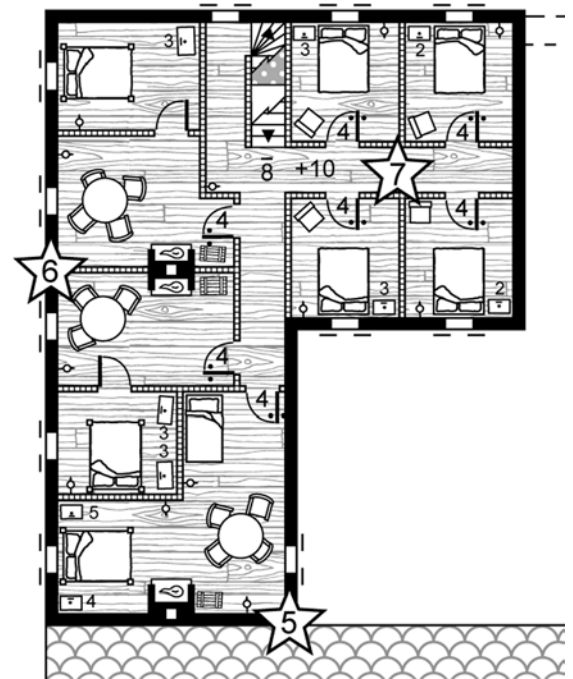
[6] These two suites have fine canopy beds. Privacy for conducting business and pleasant sleeping arrangements make these rooms popular with guests. Galpras prides himself on the security afforded his customers. There are two nightwatchmen and solid locks.

[7] The remaining four rooms on this floor are also of a high standard, though they lack sitting rooms.

## Attic

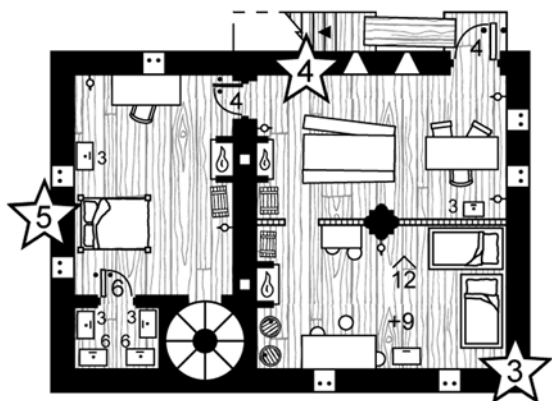
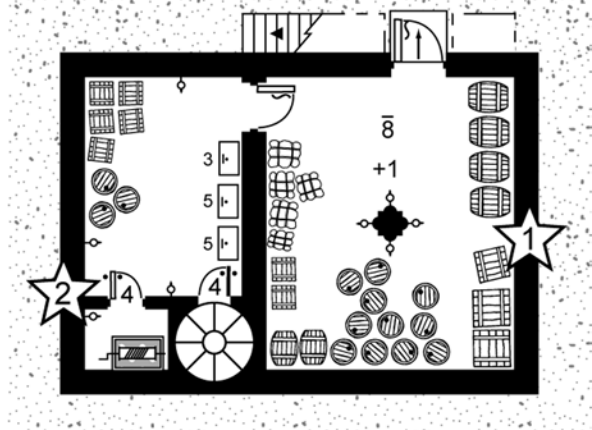
[8] Most days, these average quality rooms are used for servants of guests or those of lesser means. They are still clean and well maintained, but the beds are a little lumpy and the sheets a bit worn. During the busiest season, around the time of the Summer Fair, rich guildsmen and lesser nobility take even these rooms.

[9] The innkeeper's quarters are large, but need to be so as they house his family (wife and four children) plus his senior servants. A large part of his success has been his ability to select good staff to work for him. In return for their hard work he treats them as family.



## Accommodations

Sleeping in common room, per person, per night	1d
Sharing a room, each additional cot on the floor	2d
Private room in the attic with mattress, per night	4d
Private room with good bed, per night	6d
Private suite with good bed, per night	10d
Baron's suite with a fine bed, per night	12d



## MERCANTYLER / USURER [10]

Although they provide a necessary service, usurers are among the most despised people on Harn. Seen as money-grubbing leeches feeding off the misfortunes of others, they still manage to survive and even thrive. Wealth does draw unwanted attention, especially from those who would rob them, and their businesses are often the first target during a riot. For this reason, Valenar of Emyrn has invested a considerable fortune in a heavily fortified stone house with thick doors and small windows only on the second floor. Customers are only allowed in two at a time and must check all weapons at the door.

### Ground Floor

- [1] The ground floor consists of a large warehouse secured by a studded oak door and heavy drawbar. Deeply involved in the limited trade between Kandy and Rethem, Valenar's buys leather, textiles, linen, fish and whale oil, salt, iron, brass and copper and then resells them to other mercantylers, at a substantial mark up.
- [2] More valuable commodities such as perfumes, dyes, vellum, glassware and amber are kept in the secure storeroom. Small, highly valuable items are locked in

chests nailed to the floor. One chest contains a chain mail hauberk and leggings, great helm, broadsword and shield left as surety by a knight. Other mercantylers sometimes rent space in this room.

A locked door protects the house's internal well. The water is brackish but drinkable in an emergency. Just below the surface, there is a small iron ring with a stout cord tied to it. On the end is a heavy bag containing Valenar's secret hoard: twelve Khuzan gold pieces, a beautiful necklace studded with rubies and three heavy jade rings.

### Second Floor

- [3] The large kitchen is home to Valenar's servants. A widow and her teenage daughter cook and clean for their unmarried master, while two men-at-arms provide security. The men-at-arms are two of the fourteen sons of Sir Syliam, lord of Jazo Manor. Too poor to become knights, they have sworn on holy relics to serve Valenar faithfully for ten years to repay their father's debt. The usurer has equipped each of them with a falchion, short bow, round shield and a ring byrnie. During the day, one man guards the door while the other protects the usurer.
- [4] A wooden staircase climbs to the main entrance. Guests cross a removable plank watched by two arrow slits. The door is always locked and at night it is reinforced with a heavy drawbar. The entrance opens into a spacious hall with a trestle table and fireplace. Valenar conducts most of his transactions here.
- [5] The solar is surprisingly spartan and utilitarian. Nightly, Valenar transcribes the day's transactions into two thick, leather-bound ledgers at the large desk. The bed has a comfortable feather mattress, fine linen sheets, warm wool blankets and thick drapes to ward off drafts. A short sword is concealed behind the headboard. His finer clothes are kept in the locked chest, with the rest hung on hooks. The spiral staircase is the only access to the warehouse when the doors are barred.

An iron-clad door with a single keyhole protects the strongroom. The two chests with level six locks contain his ledgers, an extensive collection of usurer's notes sorted by city of origin, small items (deeds etc), several wooden boxes containing jewellery and numerous velvet bags with gemstones of varying type, size and quality. The remaining two chests are packed with silver coins sorted into leather bags of 200d each. Between the two chests there are several dozen bags. The keys to all of the locks in the house are on a stout ring connected by a thick chain to Valenar's belt. They never leave his side.

## POTTER [11]

Irevar has only been the potter for ten months since his father, Maslir, died of a heart attack. The only potter in Selvos, he and his men are kept very busy. Jinassa, Maslir's widow, is still the mistress of the household and master or not is still Irevar's mother. She runs the business and house with an iron-hand and the two have recently butted heads over what is best for the business.

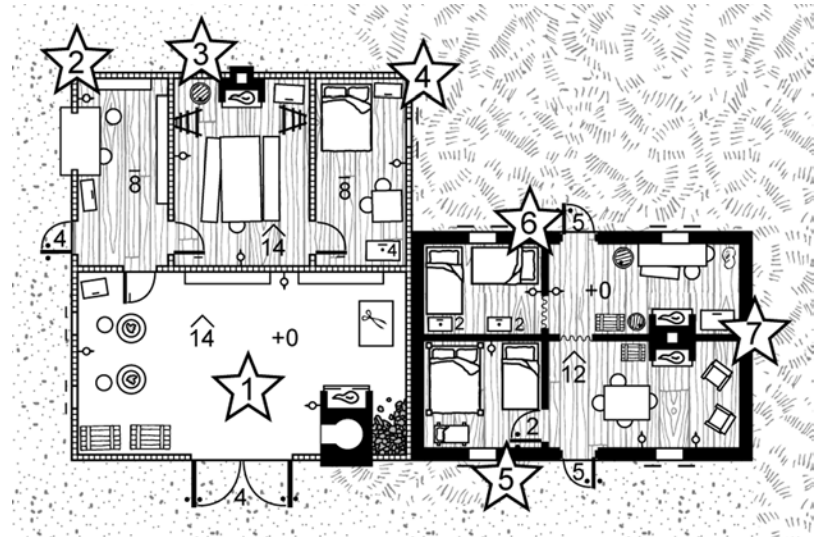
[1] The workshop is the heart of the business and is always busy. Irevar and his journeyman, Lorand, spend most of their time at the two foot-powered potter's wheels by the west wall. Stocks of wet clay are kept in sealed boxes next to their work area. Irevar has a contract with the Sir Ugeral Elida of Elidar Manor permitting him to dig the fine grey clay from the riverbank for a fee of 50d per year. Lorand and two of the apprentices are currently there replenishing the shop's stock. Irevar has his own wagon, which can carry eight large barrels of clay at a time. He hopes to eventually be able to buy his own team to pull it. Until then, he rents a team of horses from the teamster, Haln of Vies [22].

Once the clay has been shaped into goblets, cups, pitchers, bowls, plates or pots, they are carefully placed to dry for a few days on the shelves by the north wall. Once dry, the pieces are loaded into the large charcoal-fired kiln. The kiln is brand new, built to a new design Irevar learned while working as a journeyman in Thay. The higher temperatures produced by this kiln and secret glazes give his work a unique quality and brilliant cobalt blue sheen.

[2] Jinassa and Lena, the potter's mother and sister, run the small shop that opens onto the square. It is well stocked. Irevar wants to make decorative tiles, but his mother is dead set against it. The two recently had a screaming match in front of the whole market.

[3] The small hall also serves as the kitchen. It is quite crowded, especially when all eight are present for dinner. Ladders lead from the hall to the lofts. Above the shop is a sleeping loft for Lorand and the three apprentices. Above the bedroom is a sleeping loft for Irevar, his sister and younger brother. Despite being master of the house, he wouldn't dream of forcing his mother out of her room. Once he is married, it will be a different story. He is actively looking for a wife.

[4] This is Jinassa's room. It is richly decorated with fine fabrics befitting a rich guildsman's widow.



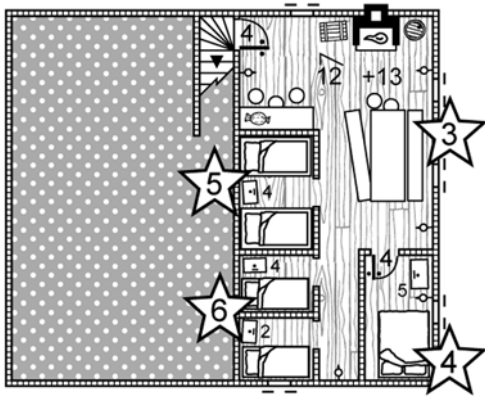
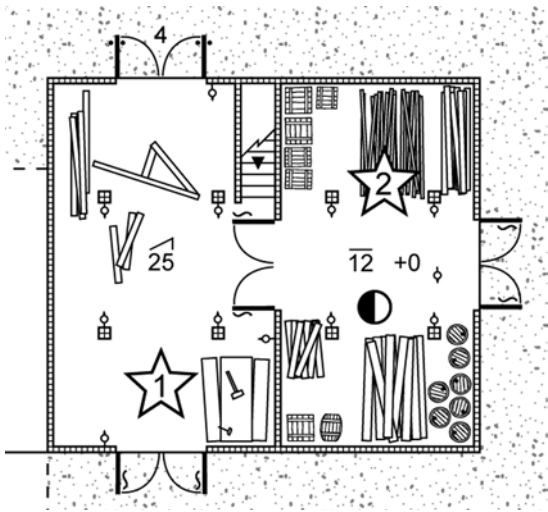
## NOBLE'S TOWNHOUSE [11a]

This is the town home of Sir Juld Lazcaver, Lord of Terna and Vima Manors, east of Selvos. Sir Juld's wife, Lady Rilea, is from Aleath and dislikes the boring life of the wife of a country gentleman and insisted her husband build her a house so she could spend more time in town. Currently, their son, Sir Tristan, and his beautiful young wife occupy the house. Lady Rosanna is a fiery and ambitious redhead who hopes to use her new husband to further her own agenda and that of her brother Janyn. Janyn has already sold his loyalty to the Earl of Heroth. In return for promises of a future position as bailiff of a manor, Janyn works as his agent, monitoring the border.

[5] The young couple have the master bedroom to themselves, though there is a bed for a wet nurse and a crib for a child, a not so subtle hint from Lady Rilea. Sir Tristan has his armour (an excellent chain mail hauberk and plate helm) and weapons (sword, mace and dagger) stored under the bed. His warhorse and their palfreys are stabled at the White Gold Inn [8]. The couple spend quite a bit of time there, but Tristan is blind to his wife's constant flirting with any man who appears important.

[6] Janyn and Lady Rosanna's lady-in-waiting use this bedroom. The cook and domestic servant sleep on the floor in the kitchen. Both are notorious gossips and have spread rumours that Lady Rosanna has been doing more than flirting with men at the inn.

[7] The hall and kitchen are very modern and cozy. A fine fireplace and glass windows keep out the draft. The two large overstuffed leather chairs are for the use of the nobles and their guests and a shield with the family coat of arms hangs over the mantle. Janyn has entertained several visitors here who came and went by the back door.



## WOODCRAFTER [12]

A dark secret hangs over this house like a cloud. At first, it seemed to be the natural mourning after the tragic and untimely death of the woodcrafter's beloved wife, Cena, but the truth is much worse. The woodcrafter's only child, a daughter named Cesnia, lives in dread of her father. His men, once happy to serve a fair and just master, now fear his volcanic temper and quick fists.

Townfolk who have been Oner's customers for years have recently begun avoiding him and dealing with him only on business. In his grief and self-hatred he hasn't even noticed. Father Yoesf, the head Peonian priest has tried to visit the distraught man, but has been rudely turned away and told to mind his own business. This attitude has begun to effect his work. He has missed deadlines and produced shoddy work. Oner tries to blame his journeymen, but the townfolk know better.

[1] The large open space of the workshop is full of half completed projects. The main woodcrafter for the town, Oner of Fondria has more work than he could hope to do himself. During the summer, he often has

to contract out work out to fellow masters in the surrounding villages. He is known for his furniture, chests, ploughs, wagons and even houses, though by tact agreement he leaves barrel making to Rela [35]. Currently, Oner and his men are working on a new house for a guildsman. They have just started and only have part of the end wall in pieces for fitting.

[2] The room under the living quarters is used to stockpile timber and other construction materials. With no large forests near Selvos, Oner must range far and wide to find enough wood to fill all his orders. Lately, he has been reduced to purchasing assart wood (especially oak, elm, birch and ash) from the landowners across the Hundred. Since he never knows when he will find more logs for sale, he buys as much as he can get. Cut roughly to size, the wood is then neatly stacked in his warehouse until needed.

[3] Since Oner's wife died six months ago from a fever, a painful quiet has descended on the hall. Where once the house was full of joking and laughter, now the journeymen and apprentices are afraid to speak. The wrong word or an impertinent look draws a quick and powerful backhand from the master. The only one spared is Cesnia. The spitting image of her mother, his daughter has taken over all her duties, including cooking and cleaning. Although she goes through the motions of taking care of the nine men, the house is gradually slipping into a state of squalor. Two smelly, unwashed labourers sleep on the hall benches at night.

[4] Three months ago, Oner insisted Cesnia sleep in his room. He said it was so he could give her room to Ealyn, his journeymen. Though no one will say, everyone knows that something is terribly wrong. Father Yosef has tried to talk to Cesnia, but she refuses.

[5] The four apprentices sleep in bunk beds. There is no privacy and only one chest for the four of them. Most of their belongings are hung on pegs in the hallway. The newest apprentice, Jehaeue, has a bad case of puppy love and will do anything for Cesnia. He is secretly planning to kill his master and run off with her. She knows nothing of this and considers him a child. He is not very bright and his plans are not likely to succeed.

[6] Braeld and Ealyn are Oner's two journeymen. They have been with him for just over a year. They both want their letter of recommendation so they can leave this accursed place.



## MINER'S GUILD [17]

Much of Selvos' wealth comes from mining. The guildhall is an impressive stone building opening on to Victory Square. Whitewashed with a red tile roof, it overwhelms the other dingy buildings and is an impressive display of the guild's wealth and power. The large front doors are painted bright red and the guild badge is prominently displayed on the wall facing the square.

Although the mining and smelting occurs to the north near Ilikur, most of the other guild business happens in the more civilized surroundings of Selvos. The guildhall has several purposes. It is used for trading, negotiations, planning prospecting missions, guild courts of law and as a hiring hall for mercenaries guarding the mines and shipments. On a more casual note, the hall acts as a private club and hostel for its members. Miners can buy meals and drinks and even rent accommodation here.

The guildhall is also shared with the Mason's Guild. It was not practical for them to build their own guildhall. Instead, they pay a fee for full access. A smaller mason's badge is mounted below that of the miner's guild.

### Ground Floor

[1] The Miner's Hall is a spacious and well-appointed room. Whitewashed walls and glass windows make the room appear airy and bright. Fine oak tables and chairs make it suitable for entertaining clients.

[2] The large kitchen is always busy. It serves three meals a day, plus snacks and special meals as requested. Although the miners are billed for what they eat and drink, the prices are quite reasonable. The three servants share a small corner room. The cook, a kind old woman named Nerele, rules the kitchen with a quiet word, though she can be quite ferocious when riled. She watches over the two domestic girls, Erny and Lalyn, like a mother and hopes to see them married to nice (wealthy) guildsmen. They are all uneasy about Darnt, though none can say why. No one is ever allowed in his private quarters.

[3] Darnt of Lylaka is the administrator of the guildhall and a secret agent of the *Copper Hook*. Exploiting his position in the community, he is able to gather valuable information on the military, political and economic activity. His room is spotless and contains nothing that could link him to Rethem.

[4] Built when the hall was first constructed, this secret room is used to hold chests with money and documents for the guild. It is accessed through a sliding panel in Darnt's room and is large enough to hide two or three people if required. Copies of Darnt's reports to Hyen and a bag of gold and silver are hidden under a loose floorboard at the west end of the room.

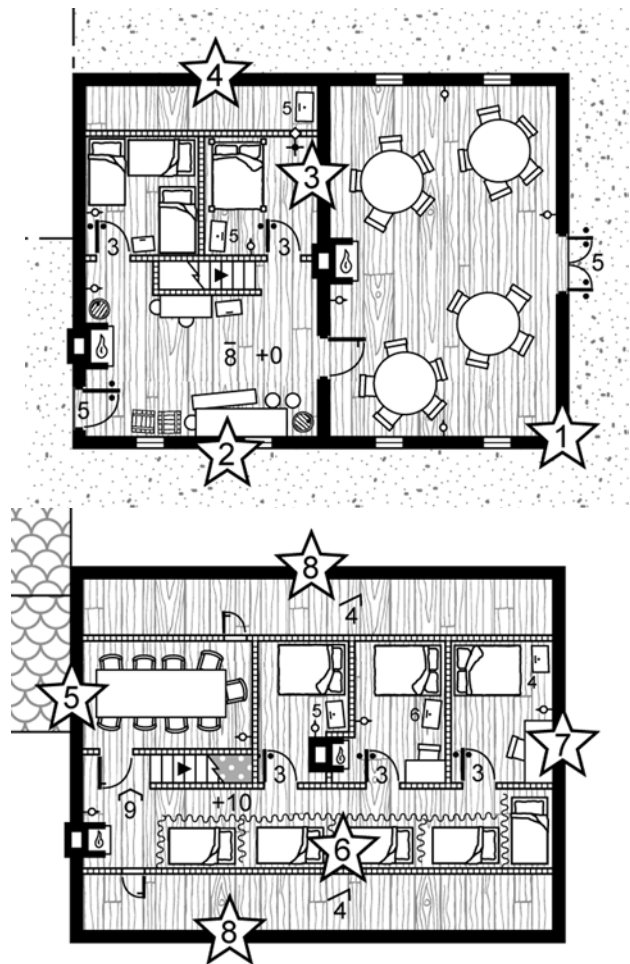
### Second Floor

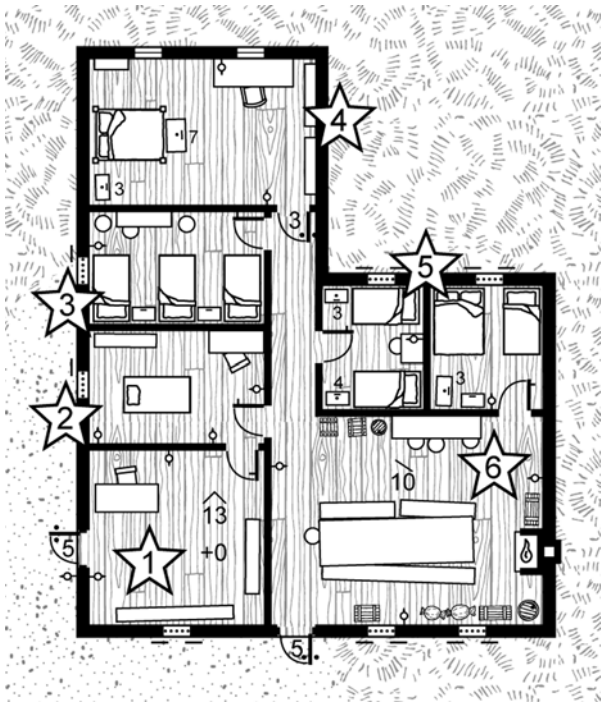
[5] The council room is used for meetings of the masters and private negotiations. It is unlocked.

[6] The hallway leading to the private quarters is lined with curtained off cots. They cost a few silver pieces a night and are better than sleeping on the hall floor.

[7] These small private rooms are for the use of visiting masters. Only one is currently occupied. Arnaer of Hisyna, an iron-buyer from Torthan has been here for three weeks negotiation a large shipment of iron destined for Aleath. He shares his room with his teenage nephew, Rathalmido, who is learning the trade.

[8] Because of the slope of the roof, there are small crawlspaces under the eaves. The attics are empty, but small holes have been made to allow Darnt to spy on the activities in the council chamber and private rooms.





### PHYSICIAN [19]

Clarlan is one of the few Trierzi in Western Harn. He arrived here eight years ago with just a few travelling trunks and physician's guild credentials. At first people were sceptical and distrusted this stranger who spoke with such an unusual accent. However, the lack of alternatives soon forced the townsfolk to seek his services.

He has proven to be an excellent physician and been accepted by the community. His first house and surgery were next to the Safe Harbour Inn, in what is now the butcher's shop [29a]. Due to the growing success of his business and a desire for a grander home, he hired Hakyl of Salgen [20] to build him this large stone house.

[1] Clarlan's senior apprentice, Selenyla works here.

She greets each of the visitors and does a cursory inspection of their wound or illness and quotes them a price. The prices are high and are based on the perceived wealth of the customer as much as anything else. Clarlan charges for his time as well as for any materials used. The difference is, his ministrations often are effective, which is more than can be said for the alternatives. The price once quoted, must be paid in advance. Visitors are served based on their rank, status, wealth and willingness to pay. Nobility, then guildsmen, finally well off commoners. Poor freeman and serfs are referred to the Peonian church. Clarlan will make house calls, for a price. He is on permanent retainer for the Earl and Laranian church.

[2] The surgery is a simple room. A large glass window and several torches provide good light. The simple wooden examining table doubles as an operating table. Although less than a year old, it is already stained a dark, almost black colour, from all the blood it has absorbed. The shelf against the wall contains a selection of fine instruments, most of them from Trierzon, including knives and saws for amputations, spoons for scooping out arrows and various bottles of unidentified drugs, potions and elixirs.

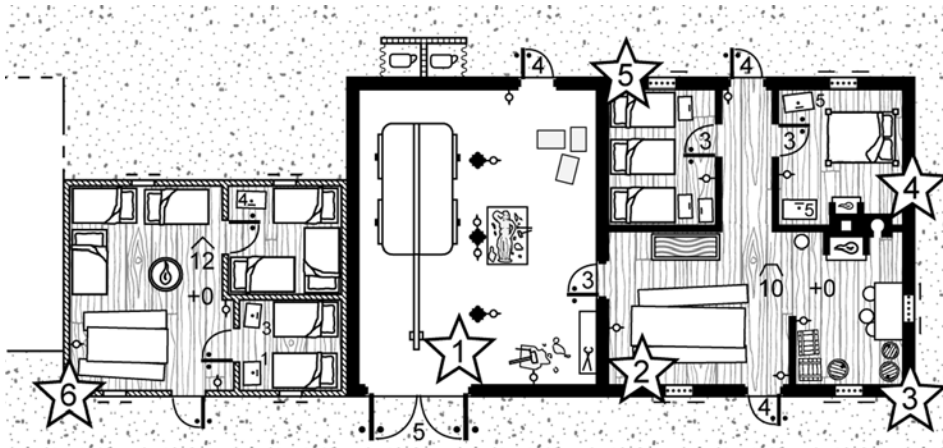
[3] The small infirmary has three beds where customers may recover under his care. This significantly increases the chance of recovery, but a bed costs as much as the finest room in the White Gold Inn.

[4] Beautiful stained glass windows, rich oak wainscoting, whitewashed walls and a gorgeous fresco of voluptuous women bathing in a stone bath decorate this room. The four-poster bed is enclosed with the finest embroidered cloth and is flanked by a carved trunk and a bookcase with eight medical texts in a foreign tongue. The room's largest trunk, at the end of the bed, has a fiendishly clever lock, possibly Khuzan. It contains Clarlan's most prized possessions, including a painting of a beautiful woman and a book. The book is the rutter of the Corani Empire captain who sailed out of Selvos in 563TR loaded down with treasure. Despite his best efforts, he has been unable to break the code giving directions to the treasure's final resting place. The chest also contains several large bags of silver and a small bag of gold.

[5] The west room is the sleeping quarters of Clarlan's two apprentices, Selenyla of Pharcaras and Larissa of Wairen. Early on, several masters approached him hoping that he would take their sons as apprentices. He refused. Then, unexpectedly, he received a visit from a master and two young women from Cherafir. How they knew Clarlan was here no one knows. The master toured his house and the two talked for several hours behind closed doors. When they emerged, Clarlan unexpectedly announced that he would be taking the two women (the man's daughter and niece) as apprentices. They have been here six years.

The physician's servants, a middle-age couple and their son, who take care of the house and the physician's needs, occupy the east room.

[6] The hall and kitchen is large, with a fine table and stone fireplace. Despite his wealth and standing in the community, Clarlan seldom entertains guests. Instead he has become friends with the librarian of the Laranian Church and is allowed to borrow books that he prefers to read in his room at his desk.



### MASON [20]

Hakyl of Salgen has had a near monopoly on masonry in the Dureve Hundred for the last twenty-four years. A competent mason, he has the luxury of being able to charge high prices for his work and still have a large backlog to keep him busy, even in the winter months. This has made him very wealthy. Shrewd investments have made him even richer. Despite his success, Hakyl has not forgotten his roots. The son of an impoverished, barely adequate travelling mason, he has never forgotten the times when it was only the charity of the Peonian Church that kept him from starving. Because of this, Hakyl is a devoted follower of the Lady of Industrious Labours and contributes a full one third of all of his earnings to the church.

Besides building the Laranian Temple, Hakyl is also responsible for the construction of the Peonian Temple, most of which he did on his own time, free of charge. He is a close friend of Father Yoesf, the head priest. The Good Father is a frequent guest in his home and Hakyl looks to him as his personal spiritual advisor.

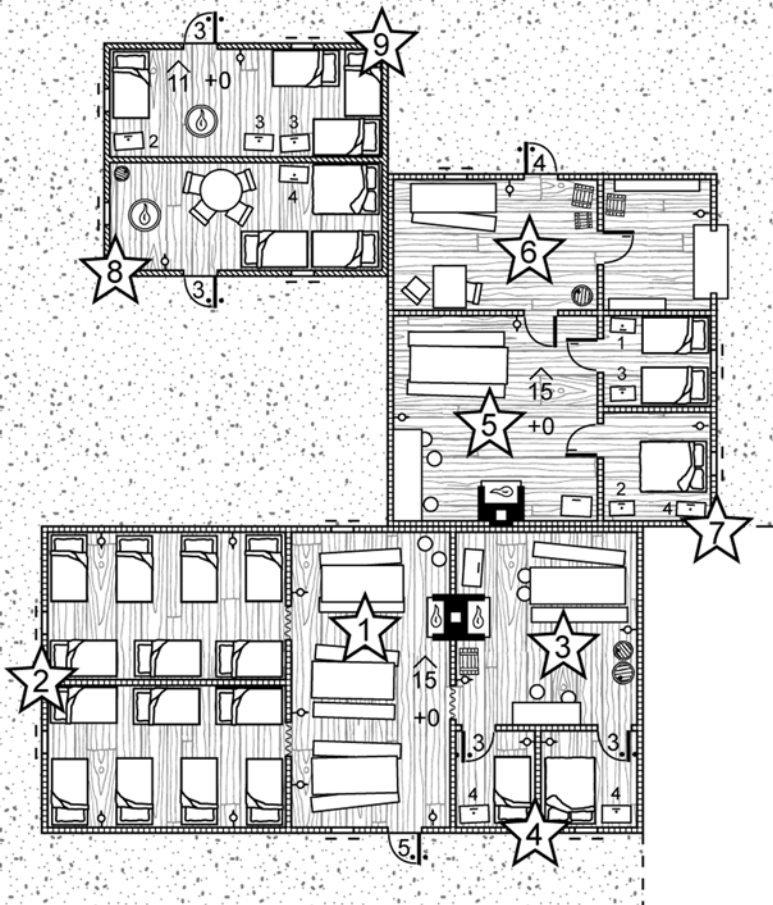
Besides the two temples, Hakyl worked on the repairs and improvements to Selvos Castle and many of the surrounding manors. He has also been busy building stone houses for many of the more prosperous guildsmen. At his peak, he had twelve journeymen and sixteen apprentices under his direction. Now in his late fifties he no longer has the energy to undertake large projects and the physician's house [19] was probably his last major undertaking. He only has two journeymen working for him now and they do most of the heavy work. He has not taken on an apprentice in three years. His eldest son, Arathid, has finished his apprenticeship in Menekod and is now travelling as a journeyman. When he returns, Hakyl will most likely turn the franchise over to him and retire.

A talented sculptor, Hakyl has been working on a statue of Peoni to stand in front of the temple. He spends his free time working on it, to the exclusion of almost all other activities, except attending daily services at the temple and supervising his journeymen. The one thing that will pry him away from his work are his grandchildren who he loves dearly. His eldest daughter, Mevadia, is married to Parond the Clothier [9] and they have four children, three boys and a girl.

- [1] Once a hectic and crowded place, the workshop is now used to store Hakyl's wagon and for his sculpture. On stormy or cold days, the journeymen use it to carve detailed trim or shape stone, but work has been light of late and they more frequently just take bad days off and head into town.
- [2] The main hall is warm and comfortable. It is often filled with laughter, and the couple's grandchildren spend much of their time here. The large stone trough is used for bathing. Water is heated over the fireplace and used to fill the tub. Hakyl insists that everyone, from the youngest child to himself, bathes every week. Many people think he is crazy, but his word is law in the house. His wife, Lalin, also uses it for doing laundry. A drain in the bottom is stopped up with a cork. It leads to a stone channel, lined with waterproof mortar, out to a drainage pit behind the house. As a result the family and their clothes are always clean and neat.
- [3] The small kitchen is neat and tidy and well stocked with a large supply of fine food.
- [4] An expensive four-poster bed, fine chests and a fireplace mark this as the room of a wealthy man.
- [5] Only two beds are used. Ataras and Carak are both very senior journeymen with two letters of recommendation each. Hakyl intends to advocate their promotion to master within the year.

### LABOURER'S COTTAGE [20a]

- [5] Hakyl also owns this cottage. He uses it to house the unskilled labour he hires to work on his projects. Currently, there are only three of his employees living here, so he has offered the additional beds to the Peonian Church. A destitute family of four have gratefully taken up residence. They lost their farm when they couldn't pay the rent. The mason's wife, Lalin, gives odd jobs to do in return for food.



### SEAMEN'S GUILDHALL [28]

The guildhall serves as a hostel and hiring hall. Meals can be had for just 1d per day with a bed in the common dormitory an additional 2f. The price is right, but the beds are lumpy, the pottage is watered down and the sailors carouse until late in the night keeping everyone awake.

- [1] The mess hall is a rowdy and noisy place. Fights are common but Vok keeps them under control with a kind word and a club upside the head. Drunks being thrown out the front door are a common sight.
- [2] Dirty, flea infested but cheap, the guildhall cots are rarely empty and most beds are spoken for by noon.
- [3] The kitchen produces a thin gruel, possibly with fish in it, for breakfast and lunch. Bread and vegetable pottage is available for dinner. Men are expected to buy their own meat if they want it. Vok uses the kitchen as an office where he meets Master Mariners and records the details of their ship's sailors' service.
- [4] Vok shares a private room with his wife Ceya who, along with their son Brint, prepare the meals and clean up (as best they can) after the sailors.

### HIDEWORKER [21]

Voadu of Kail spends his days at the tannery with one journeyman and two apprentices, leaving his wife to supervise the other journeyman and apprentice and tend the store. The rest of his time is spent at the Hlean Temple. His obsession with the new priestess is well known and makes his wife, Maeba, furious. In revenge, she has bedded both his journeymen and several of his friends. If Voadu knows it, he doesn't care.

[5] Despite the hideworker's generous donations to the Hlean Church, business is good and the couple have a fine house. The hall and kitchen are large and finely furnished. Three apprentices sleep in the hall, though lately Maeba has been eyeing the oldest, a strapping lad of sixteen.

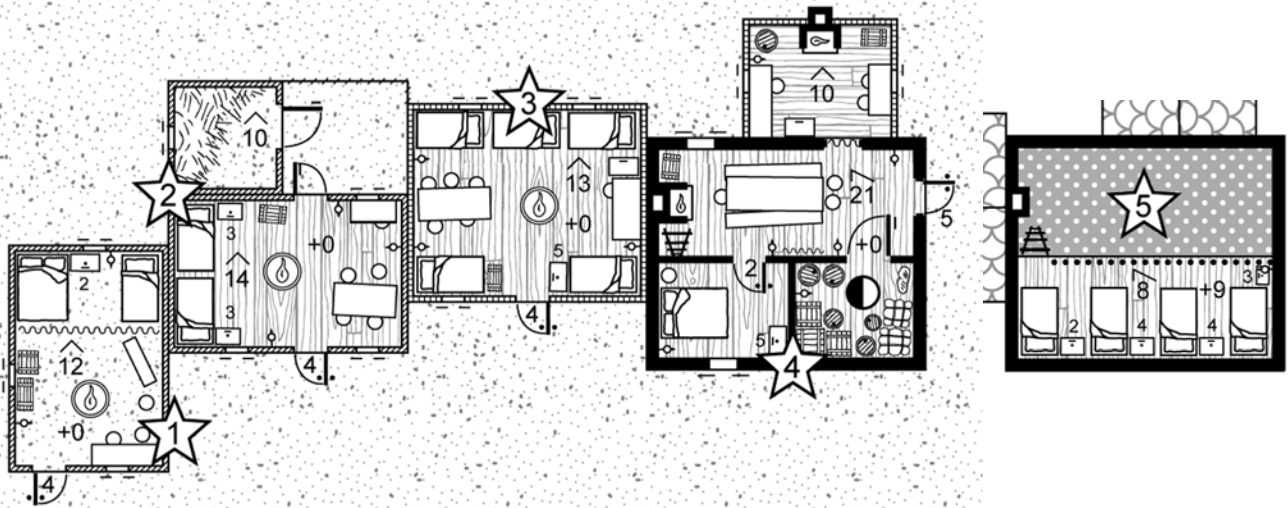
[6] The workshop is where the leather is cut and sewn into shoes, boots, belts and pouches. Completed merchandise is on display in the store. A counter opens onto the street and is secured at night with a shutter which doubles as an awning during the day.

[7] When Voadu does chose to come home, he receives a frosty reception from his wife and on more than one occasion he has been forced to turn one of the journeymen out of his cot when his wife has barred the door against him.

### FISHERMAN & LABOURER'S COTTAGE [21a]

Baras of Pandria, the local miller [16], owns this house. He is something of a slumlord in Selvos. Baras owns eight cottages, all decrepit, which he rents out to the poor and desperate.

- [8] This room is rented to a fisherman, Desett, and his wife, two boys and an infant daughter. He is two weeks late with the rent and Baras has threatened to seize his boat and throw them out on the street if he doesn't find the money (8d) in three days.
- [9] The four young farm lads who live here left home hoping to make their fortunes in the big town. They do odd jobs, including working as longshoremen or labourers. They live hand to mouth, but so far have stayed one step ahead of Baras and starvation. The youngest, Sine, is considering going home to his family in Gredla.



## GENERIC BLOCK OF HOUSES

This could be any block of houses and the GM is encouraged to insert them where he likes. On the Selvos map, the buildings are located immediately north of the Mercantyle's Hall [23].

[1] The smallest and poorest of houses, this decrepit building is little more than a shack. The wattle and daub walls are flaking off and the old, thin thatch barely serves to keep the rain off. Drafts swirl around and the family has barely enough wood to cook meals. The family are the poorest of the poor and always on the verge of starvation.

[2] An average home, this little one-room house belongs to two bachelor brothers, who work as labourers. They have a small shed out back for their pig and chickens. A couple of haunches of smoked meat and bags of grain are hung in the high rafters to keep them away from the rats and other vermin. The house has a messy feel to it and lacks a woman's touch.

[3] This is the local flophouse. Owned by an old widow who earns her living renting out beds by the week or month. The house is not much, a single room with a few beds and two tables, but it is relatively clean and cheap. Pottage bubbles over the hearth and the owner can often be seen sewing or preparing vegetables outside the door on a fine day. Because of her age, the widow is well known and respected by the other members of the community; they will help her deal with delinquent renters or disrespectful rowdies.

[4] The storey and a half stone house is the home of a successful merchant, guildsman or hedge knight. The house has a proper hall

with the latest innovation, a stone fireplace. The solid wooden floor is warm and dry. The master has a private chamber with a good bed and a chest to secure his personal belongings. A storage room, just inside the front door, provides space to keep goods for sale or food for winter consumption. The most recent addition is a new timber-frame kitchen built on to the side of the building two years ago. Preparation tables, crates and barrels of food line the walls of the kitchen.

[5] Above the master's chamber and storeroom is the sleeping loft for the children and servants. The fireplace keeps the loft relatively smoke free and comfortably warm. Straw filled mattresses and wooden storage chests are the only furniture.



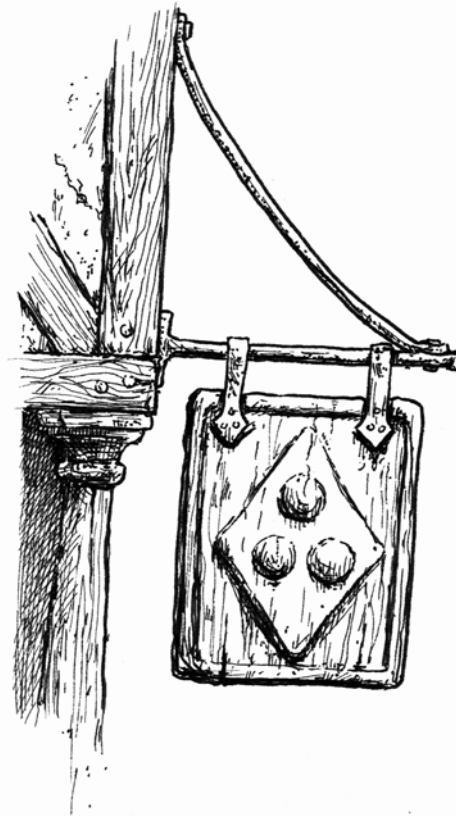
**MERCANTYLER'S HALL [23]**

The Mercantylers' Guild is the most powerful in Selvos. Isolated and surrounded by Agrikans, moors and swamps, the town depends on the free flow of goods for its very survival. The local mercantylers know this and since the arrival of Kandians have made a healthy profit off this dependence. Still, they are careful not to kill the goose that lays the golden egg and temper their greed lest they anger the Earl. The leader of the guild is Taanar of Pomada, an elderly and frail man who avoids confrontation.

The tremendous flow of goods required a place where merchants could meet and trade in comfort and privacy. Their old hall had been first seized by the Agrikans and turned into a barracks and then burned down by the Laranians. Undeterred, the mercantylers set about building a new hall on the same location. Built of local cut limestone, it is grey with bright green doors and shutters. The roof is made of the finest slate.

**Ground Floor**

- [1] The front entrance has a large oak door with elaborate iron hinges. It is flanked by torches and guarded by a watchman. During the day, the watchman guards the door, ensuring none but guild members enter. At night the door is locked by the Master Mercantylers and the watchman splits his time between the front door and regular patrols around the building. The main hall is a huge room with high ceilings and three huge glass windows. Heated by a large fireplace it is a dignified and comfortable place to do business. Most days the hall the tables are at least half full.
- [2] The north wall of the hall is decorated with a large imported tapestry. It screens the main banquet table. Breakfast and lunch are served daily, for a small fee, and one or two nights a week, the Master Mercantylers hosts a dinner. The table is of finest elm and is inlaid with the badge of the mercantylers' guild in mother of pearl and silver. It is extremely valuable, but is so large it had to be assembled in place. Two smaller private rooms open off the dining room. They can be used for private meals or negotiations. There is no fee for their use, but they must be booked at least a day in advance as they are quite busy.
- [3] The kitchen is the domain of Brigyne, a tall, quiet spinster who lives across the back lane. A fine cook and skilled baker, she also runs the domestic side of the guildhall, answering only to the Master Mercantylers. She is aided by three girls to help with cooking, inside cleaning and laundry and two boys who fetch water, wood and do the outside cleaning.



They arrive at sunrise and finish in the early afternoon. Brigyne usually checks with Taanar and locks the back door before leaving by the front.

- [4] A recent addition to the guildhall is a small warehouse. It can be used to store goods for short periods of time, for a fee of course. For the last several months Master Valenar of Emyrn, the Usurer, has been using it to store his wagon and a shipment of wool and miscellaneous goods.

**Second Floor**

- [5] Taanar of Pomada has a large office on the second floor. Here he manages the guild's affairs and collects the various fees, fines and assessments the guild levies on its members. As he has grown older, he has become a bit forgetful and more than once he has left the guild's treasury chest unlocked. It contains several bags of silver pennies and a dozen usurer's notes for various amounts.
- [6] Behind Taanar's office is a large, comfortably appointed bedroom. Originally it was the quarters for the master mercantylers before Taanar was elected. A wealthy retired free master, he built his own house next door (see below). Since that time, the guild has rented the rooms out to visiting guildsmen. The current occupant is Daerga Ekimon, a mercantylers

specializing in jewellery. He is a frequent visitor to Selvos, passing this way every month or two. While he is here, he receives many visits from noble women seeking new ways to show off their wealth. He even counts the wife of the Earl's heir, Lady Myrrhe, among his regular customers.

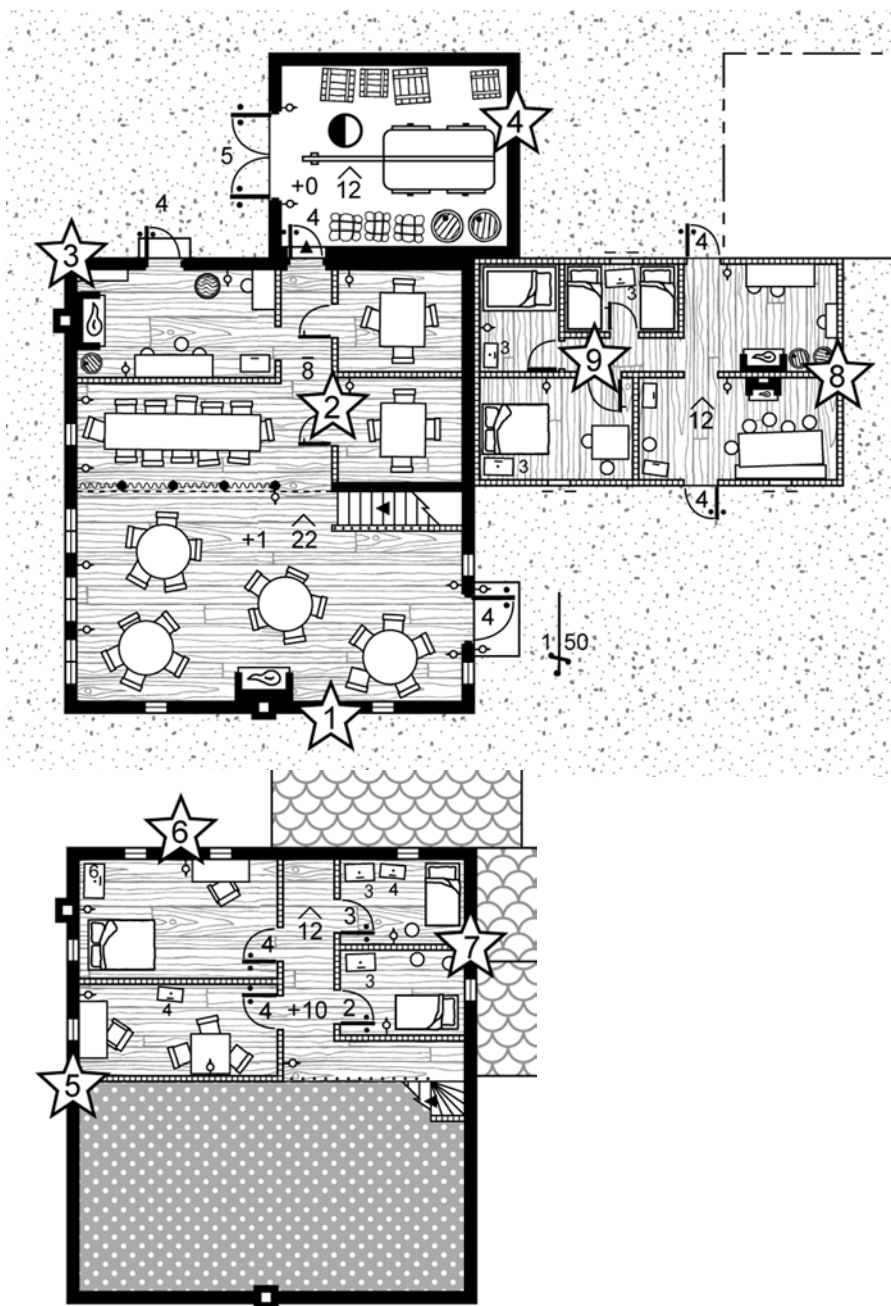
[7] These two smaller rooms are also for rent. The north bedroom is currently occupied by Braen, Daerga's bodyguard. A cutthroat and veteran street fighter, he accompanies Daerga everywhere.

## Master Mercantylers' House

Taanar of Pomada had a long and extremely successful career trading wine and spices between Kanday, Rethem and Tharda. He retired from active trading ten years ago to enjoy the profits of his labours. Soon after arriving, a few of his friends asked if he would serve as the local head of the guild. Everyone agreed and he was elected. He built his home adjoining the guildhall. A prosperous looking timber-frame building, it gets a new coat of whitewash every year.

[8] The house has a warm and pleasant hall and Taanar often spends the evening dozing by the fire. His wife died two years ago, but he has three strong sons, all journeyman mercantylers, who visit a couple of times a year.

[9] Taanar has a large room to himself. His housekeeper and her grown son sleep across the hall and watch over him like family. The guild's two watchmen pay room and board and sleep in the room with the bunk.



**BONDING HOUSE [26]**

This tall stone building dominates the Selvos waterfront and is the focus of considerable activity. Due to the town's isolated position, most goods come by ship from Aleath. Much of that cargo is held in bond for a period of a few days to weeks. To cater to this, the Earl ordered a large warehouse built to store bonded goods.

Constructed of close fitting limestone blocks, the building has only two entrances, large cargo doors and a smaller door for personnel around the corner. Both are solid wood with large iron hinges and intricate locks. Only the Bondmaster has the keys. The ten small windows are set high in the walls and stoutly barred.

The Bondmaster, Parinan of Kemada, is a short man, with black hair and a weak chin. He is suspicious of everyone and very meticulous. He collects the hawking licences and bonding fees for the Earl. Nothing escapes him. He keeps an intricate set of books and has two brutish lads, Halas and Brathal, who do the heavy work for him. Unknown to all, Parinan has developed a method of skimming off one-tenth the profits. He runs two sets of books and his outstanding mathematical abilities mean it would take a very talented person to detect the fraud.

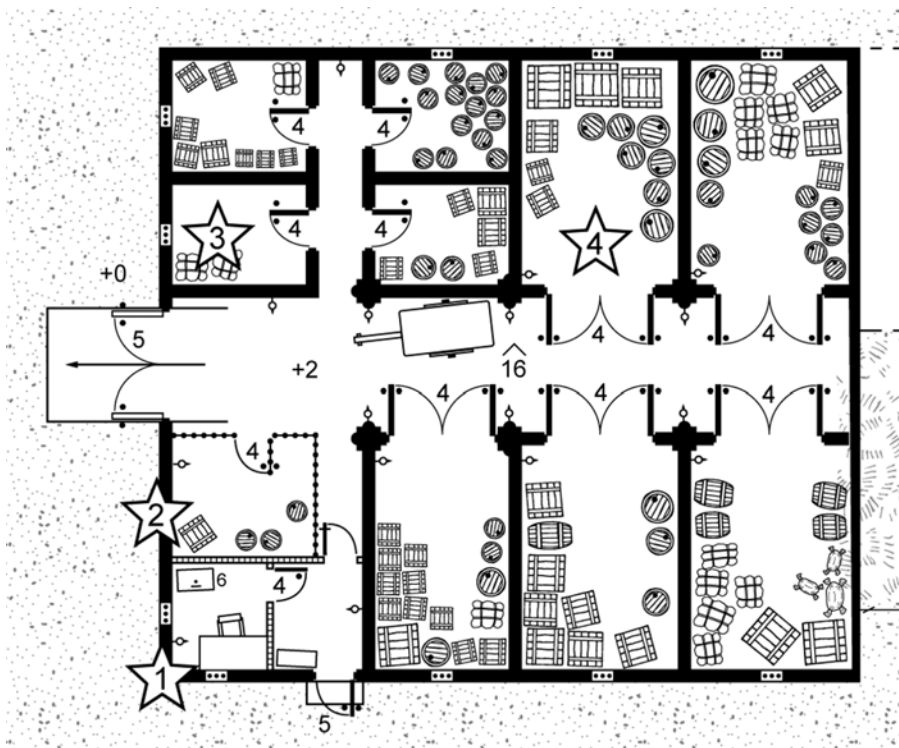
Parinan lives with his wife and two young daughters in a modest home on the south edge of the common. Halas and Brathal sleep in the loft of his house.

[1] During the day, the outside door to the waiting room and office is kept locked. Visitors come and go through the larger cargo doors. Parinan spends his days in his office. The "official" ledger is either open on his desk or locked in the chest in the corner. The ledger with the real figures is kept in a false compartment under his desk. The money he has embezzled, a substantial amount, is buried under the floorboards of his home.

[2] The large main doors leading to the temporary holding area are left open during the day. Halas and Brathal lounge around here, guarding the doors and waiting for work. The caged area is used to hold small quantities of goods from travelling merchants who are just passing through.

[3] These four cargo lockers are used for smaller, man-portable cargo. These doors, like those on all the lockers, can be locked. Once the cargo is put into bond, Parinan places a wax seal on the door. There have never been any complaints of lost or stolen cargo and the merchants consider this one of the safest bonding houses in Kandy.

[4] The last five rooms are the largest and are used for the big cargos from Aleath, Golotha and Coranan. They can store as much as a ship's hold.







## SAILMAKER [32]

The manufacture of sails and rope is a vital business in a maritime port such as Selvos. Saery of Mest is relatively young for a master shipwright and originally hails from Edino.

[1] The ground floor of the home is used as a cutting room and sewing shop. Bundles of sailcloth (imported from Aleath) are stored until needed. The large table is used for cutting canvas, taking meals and as Saery's office where he deals with customers. On fine days, the front doors are left open. Saery's can often be heard singing while he works.

Rope making requires more room than is available in town, so Saery has contracted with the Earl to grow hemp on his demesne. He has also built a large rope shed. There, he processes the hemp into cords and winds the cords into rope. The open spaces allow him to make ropes up to 180 feet long.

[2] The second floor houses Saery's family and employees. Still a young couple, Saery and his wife do not have any children yet. His wife tends the kitchen and hall which are neatly, if sparsely, decorated. Despite his wife's gentle urging, Saery consistently insists on reinvesting his money in more equipment, supplies

and tools. Saery's newest apprentice, a young boy of twelve, sleeps in front of the hearth.

[3] The master's quarters have a good bed. Occasionally, Saery conducts private business here.

[4] Three journeymen sleep here. Two are specializing in sail making and one in rope making.

## HARBOURMASTER / PILOT'S GUILD [27]

The official in charge of Selvos harbour, Parqu of Udinell, is a busy man. Besides supervising port maintenance and providing pilotage services he must also collect pilotage, whafage and vessel registration fees. He leaves the collection of monies owed to his clerk, a handsome and clever young man named Tyster of Doldis.

[5] The main office is always busy. Besides collecting the fees, Tyster runs a side business as a broker, hooking up vessels for hire with customers. A few

coins to him can make the difference between a full cargo hold and ruin. He pays his master fifty percent.

[6] The hall and kitchen are a popular hangout for Tyster's friends. Parqu doesn't mind, in fact he enjoys the company of young men, and more than one has found him handsome enough to stay the night.

[7] Parqu's room is a disaster, with clothes and sheets strewn about, definitely the home of a bachelor.

[8] Tyster shares his room and frequently his bed with the pilot's cook and servant, Myrall, a unsophisticated but attractive farm boy from Jazo.

[9] Jessye of Keleto is the simpleton son of a local retired pilot. He tends the Pilot's Guildhall, cleaning and fetching water and firewood.

[10] The kitchen is available if guild members wish to cook their own food, though few bother.

[11] The guildhall is rarely empty, so latecomers and apprentices often have to sleep on the floor of the hall. The hall is large, comfortable and well lit. There is always wood for a fire.

[12]. The private rooms for visiting master pilots are always clean and well kept. Selvos is known for its fine guildhall. Jessye is known and liked by the pilots.

## SAFE HARBOUR INN [29]

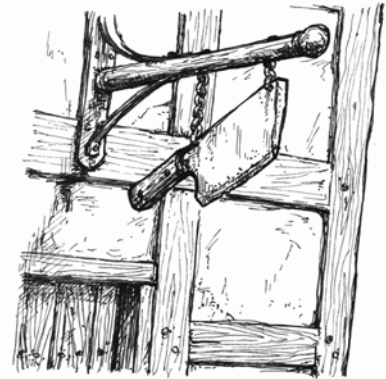
Carans of Hilgenel knows how to keep his mouth shut. As a result, his inn has become the hangout for those who don't want inquiries into their business. Just as the White Gold Inn attracts the cream of society, the Safe Harbour Inn attracts the dregs. Sailors, mercenaries, labourers, horse traders and worst of all, adventurers come here to flop for the night, trade goods, swap stories and pound back a few drinks. Fights are common and far from breaking them up, Carans considers them free entertainment. Rowdies must pay for damages (silver only), or the bouncer, a huge, muscle bound blonde named Jourdo, will break one finger at a time until they do. The innkeeper's son, Dralvin, has a talent with tin flute and is often called up to play a tune or two. If he is lucky, the thrown coin ends up in his hat.

- [1] This room is dark, smoky and poorly lit. There are plenty of dark corners where customers can arrange deals in private and everyone is careful not to intrude on other people's business. The constant hum of voices, clang of tankards and general hubbub make it hard to hear anything. Carans mans the bars most nights while his daughter waits tables. He serves cheap ale and beer. The tankards are given a quick wipe with a dirty rag (if there is time).
- [2] The 12 rooms for rent all desperately need cleaning. They are flea and rat infested. Three rooms are of a reasonable size, five are marginal, but the remaining four are little more than closets. The locks on the doors are mainly for show and anything left behind will be gone within the hour. Their only attraction is the price, 3d, 2d and 1d per night, meals extra.
- [3] The kitchen is the domain of Carans' wife, Delael, where she prepares cheap meals to sell to the customers. It is best not enquire too closely into the contents of the common pot.
- [4] The small room off the kitchen houses the whole family. It is filthy and squalid. Hidden under the bed is a small chest with a heavy lock containing a wide assortment of drugs, including: Alanal, Fanosel, Leortevald and Tirageyth. Carans wears the key around his neck.
- [5] Filled with barrels and boxes of supplies, the storeroom is also used to brew the Inn's thick, bitter ale. It has a high alcohol content.

## BUTCHER SHOP [29a]

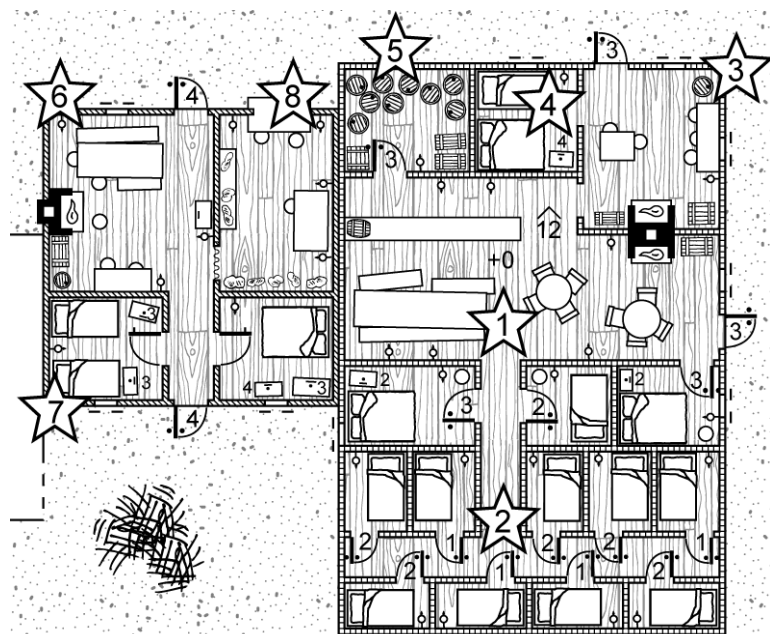
Besides salting, there is no way to store meat before it goes bad. Therefore, most people only eat meat on special occasions since they can't consume a whole animal without some going to waste.

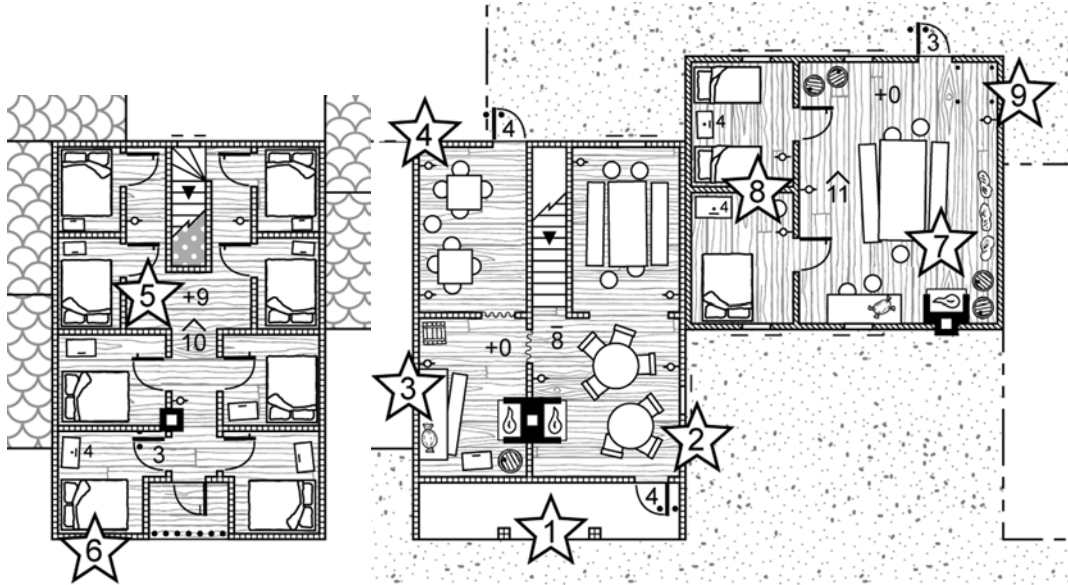
The butcher, Mosa of Basyin, solves this problem by butchering one animal and sell it to many customers. Each family buys only what they needed. He makes sausages and smoked meat with the rest.



This house was built for the Physician [19]. One of Mosa's best customers, he decided to take a chance on the young man who operated a stall in the marketplace. In return for half the profits, he rented Mosa his old house for just 10d per month and a share of the profits. Mosa jumped at the offer and both have profited handsomely.

- [6] The hall and kitchen are much nicer than Mosa and his young wife, Harilea, could normally afford.
- [7] Mosa and Harilea have a simple room with little besides the bed and a couple of chests for clothes. The couple have a son (5) and daughter (3). Born a hunchback, their son stays in his room and is rarely seen. Despite his affliction, he is quite intelligent.
- [8] A large stone table for cutting meat dominates the shop. Animals are slaughtered in the morning and fresh meat is available before noon. Many housewives queue up at the counter to get the pick of the best cuts. Most meat is gone within the hour. Afterwards Mosa spends the day making sausages.





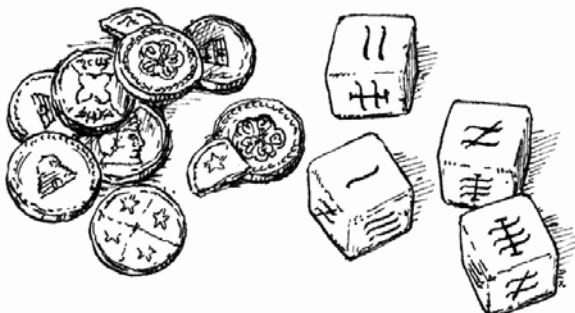
## BROTHEL [30]

Right off the waterfront and next to the Seaman's Guildhall, Aelsi of Dondis' brothel is the region's most notorious house of ill repute. Catering to visiting sailors and the lower classes, it does a booming business, especially on fair days. He also runs a profitable gambling den with the assistance on one of the local Lia Kivair, Maten [31].

The brothel is a timber-frame building, filled in with wattle and daub. It has been many years since it has seen a coat of whitewash. Both the front and back doors have solid locks and only Aelsi has the keys. He locks them before going to bed and Eradai, the bouncer, sleeps on a straw-tick at the foot of the stairs to ensure none of the girls get any ideas about leaving during the night. The cook, Bosis, a cowardly little man, sleeps in the kitchen.

### Ground Floor

- [1] The front of the house has a stone walkway where the girls display their wares for the world to see.
- [2] The meeting room is used on cold days and during the evening. This room is always kept warm, since the girls wear only skimpy dresses. Aelsi can be found at the large table and bench. Customers must negoti-



ate with him and pay in advance before going upstairs.

[3] The kitchen is a simple room. Bosis is a poor cook, and those with a choice eat elsewhere.

[4] A non-descript backdoor gives access to Selvos' most popular gambling room. Dice, cards and games of chance are played here. Jerael, a member of the town guard, is a frequent guest. Of late, his losses have been severe.

### Second Floor

[5] There are seven rooms for the girls and a small balcony where they can solicit customers. Elycia and Nyla are Rethemi. Fonnia, Jayal and Lerlyn are Thardic. Syre and Maire are Kuboran and have exotic ritual scarring. Although slavery is illegal in Kanday, these girls are far from free. After Aelsi takes his cut, they still must pay for their room, clothing, food and drink. They can never get ahead and are beaten if they talk back or try to escape.

[6] Aelsi locks himself in his room every night before he goes to sleep. He has a short sword beside his bed.

### CAPTAIN'S HOUSE [30A]

Menar of Surrata is the captain of the trading Nivik *Storm Wind*. Based out of Selvos, his voyages take him far and wide. Because of the trips, his wife, Alagra, is often left on her own. The couple have four children, Lymal, Midanyl and the twin girls, Erenila and Erenesa. Although quite wealthy by local standards, Alagra is very tight with her money, as she never knows how long it must last.

[7] The hall and kitchen are neat and tidy; the table is often strewn with colourful fabric from which Alagra makes beautiful quilts for sale in the market.

[8] Menar and Alagra's most prized possessions are their carved bed frame and chest brought from Ulfshafen. The girls' room is filled with hand carved toys and souvenirs of their father's many voyages.

[9] The hatch leads to a loft. When the *Storm Wind* is in port, Menar allows his men to sleep here and eat from his table, free of charge. He has a loyal crew.

## FISHMONGER'S COTTAGE [31a]

[1] This is the house of Malkea of Malon, the local fishmonger. Her parents died when she was young and left her to care for her two brothers. She buys fish, mainly cockles and mussels, and sells them from her barrow as she wheels it through the streets. This only pays some of the bills, but as a very attractive girl, she has managed to attract several paramours, including Baras [16], the miller.

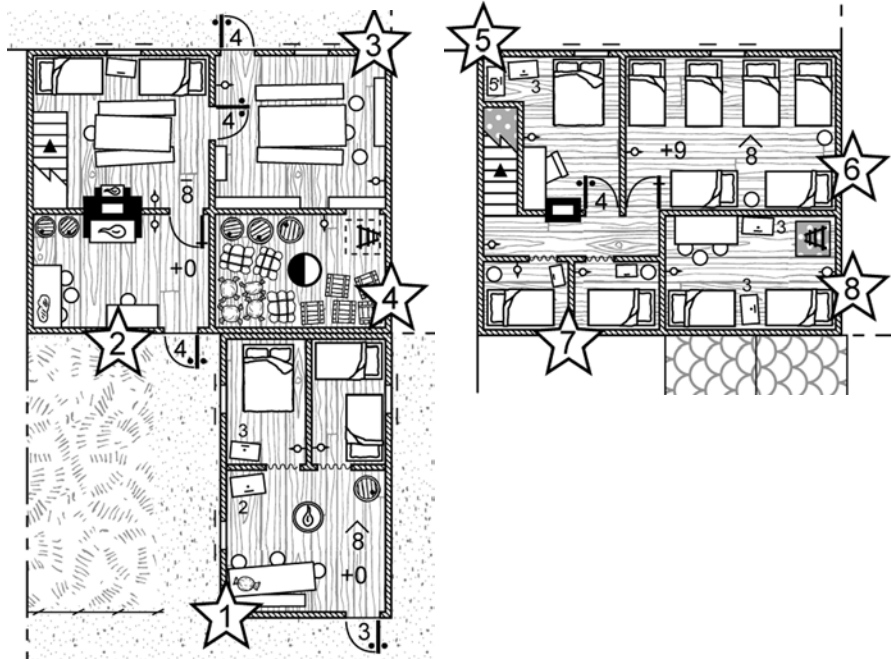
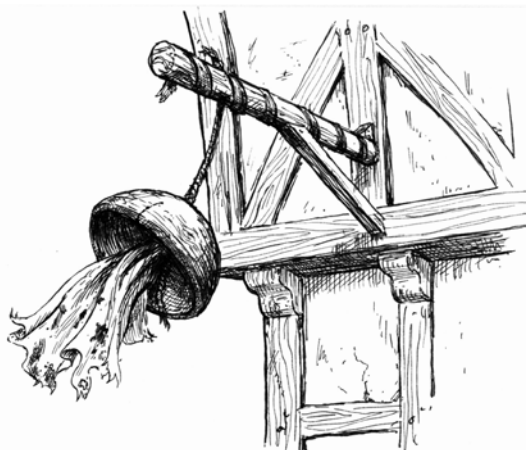
## LIA KAVAIR SAFE HOUSE [31]

A bleeding bowl and blood soaked rags drying in the wind mark this as the shop of Vastyl, the local barber. He was a minor member of the local Lia Kavair until last year when the town guard caught and executed the local master and his chief lieutenant. Since then, Vastyl has secretly seized control of the thieves' guild. In public, Vastyl appears pleasant and helpful. Despite the number of toughs and sailors who hang out around his barbershop, there is rarely any trouble.

### Ground Floor

[2] The kitchen and hall are small and not particularly clean. There are two downtrodden serving girls who take care of the house and cook for the barber and his "guests." He uses them as little better than prostitutes and shares them out with his friends. The older girl, Pella, tried to runaway, but the thieves caught her easily and she was beaten severely.

[3] Vastyl's shop is always busy and hums with all of the local gossip. He is an excellent barber and most townsmen come to him for a haircut and shave. In good weather, he does



his work outside his front door with the customer sitting on a stool. He also discretely sells beer and wine and his shop often seems more like an alehouse than a barbershop. Strangely, none of the innkeepers have protested this violation of privilege, although it is widely known.

[4] Before his capture and execution, the previous master of the Lia Kivair discovered Vastyl was actually from Golotha and had fled after raping and murdering six prostitutes. He blackmailed Vastyl into building this secret storeroom where the guild could hide their loot. The door to the room is concealed behind a large shelf of tools. There are a few scuffmarks on the floor where the furniture has been moved regularly.

### Second Floor

[5] Vastyl's private room is very comfortable. One of the serving girls, sometimes both, sleeps with him.

[6] Officially, Vastyl rents these beds out for a week at a time to make extra money. Unofficially, his toughs use it as a flophouse. It is dirty and smells. Four to six men live here at any one time.

[7] These private rooms (also for rent) are occupied by Vastyl's two lieutenants, Maten and Torran. Maten runs the gambling den at the brothel [30] and Torran extorts money from the petty thieves and beggars.

[8] Hidden above the secret storage room is a hideout. Guild members use it when things get too hot and they need to lay low for a while. After the death of Daerga [Selvos 47] his murderer and his accomplice (Arvid and Braen) will seek refuge here.

## SALTER [34]

One of the few means of preserving food is by salting. Because of this, Damys of Bostada is always busy. He salts fish for export to the big cities or local consumption and his pickles, cabbage and cheese are staples in almost every home through the winter. A devout Peonian, his family, journeymen and apprentices never miss a Lesser Sapeleh.

- [1] The large warehouse takes up a third of the home. It is where he stores his finished product. Barrels of salted fish, pickles and cabbage are piled two high in this large room.
- [2] The shop and salting room are where the Salter spends most of his time. A selection of Damys' goods and a broad selection of spices are on display in the store. The salting room has two large worktables and several barrels of refined and purified salt. The salt is collected from saltpans along the coast by the senior journeyman, Etheri.
- [3] Besides preserving food, Damys also makes a simple, tasty white cheese. After it is made into wheels, it is sealed in a red wax coating and left to age for a year.
- [4] The salter, his wife, four children, four journeymen and five apprentices fill the house to overflowing. Bethun is a happy and generous woman and dotes over their employees as she does her own children. With so many to cook for, the hall is always hectic and crowded, but there is always a bit of cheese or a bowl of pickles to snack on and fresh bread roasting on the hearth. No one goes hungry in this house.

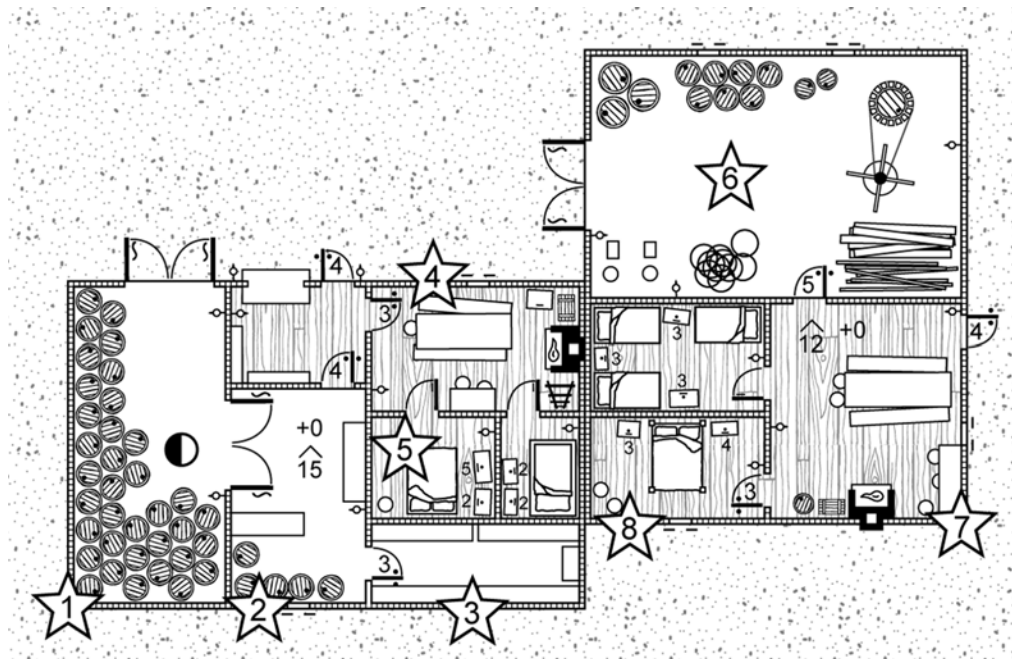
- [5] The two oldest sons share a small room, while their baby sister sleeps with her parents in the master's room. A ladder leads up to a large loft above the bedrooms and cheese room. Each journeyman had his own straw-tick with a bit of cloth curtain for privacy. The five apprentices share a large communal bed. The loft is warm, even in winter, and the workers consider Damys an excellent master.

## WOODCRAFTER [35]

Coopers are woodcrafters who specialise in making barrels. Between his steady contract with Damys [34] and his many other customers, Rela of Postys has little time for anything else. A fine furniture maker, he will occasionally take on small jobs just to do something different.

- [6] Salt fish are one of Selvos' prime exports and every pound goes out in one of Rela's fine oak barrels. He makes "wet" barrels for liquids (like pickles) and "dry" barrels for salt and other granular materials (like flour). His two journeymen spend most of their time carving staves by the main doors, while he and his apprentice assemble the barrels with the large windlass in the corner. Rela buys hoops in bulk from Bjerge [15] and imports the oak from a timberwright in Aleath who is logging a large stand of mature trees on the east bank of the river Eryn near Idister.
- [7] As befits to woodcrafter, Rela has excellent furniture that he built himself. The tables and benches are of the finest oak. A large fireplace warms the room and is where his wife, Pelilid, does most of the cooking.

- [8] Pelilid and Rela have been trying to conceive a child for over a decade. They had given up hope until six months ago they found out Pelilid is pregnant. They are overjoyed and Rela is building a cradle for the child, who is due next month. The two journeymen and apprentice share a spacious room. They work long hours, but Rela is not a tightwad and they are paid slightly more than average wage.



## MARKETS

A large centre of trade, Selvos supports two major markets a month. The first happens on the full moon (15th) and the second happens on the new moon (30th). Since the Dunir market (15th), tends to draw off some merchants, the 30th is usually the busiest market day of the month. The smaller daily markets cater only to local needs and deal mainly in food and perishables.

## ANNUAL CALENDAR

By royal decree, Selvos is allowed to hold two fairs a year. In addition, numerous religious and secular festivals have grown to become important events. Over the years, each has taken on a particular character and nobles and commoners alike eagerly anticipate them.

Spring is a busy time of the year. The Restoration Festival on 4 Peonu includes a large ceremony at the Peonian Temple followed by a generous feast sponsored by the Earl. The Spring Lamb Market consists of mostly local trade between manors and lasts for only three days, from 27-29 Kelen. Newly weaned lambs are sold at the large auction on the 29th.

The Summer Wool Fair is the largest and most important event of the year. Sheep are sheared during the month of Kelen and by Larane the wool has been washed, carded and baled for sale. The Fair lasts seven days, from 11-17 Larane, and draws merchants from across western Harn. A large and highly profitable event, the Fair temporarily doubles the size of the town. Besides the wool market, the Fair includes the Peonian Lesser and Greater Sapeleh, contests (archery, wrestling etc.), races (foot and horse) and concludes with the Selvos tournament from 15-17 Larane. The tournament is also always well attended, drawing 40-50 competitors, and ends with the Feast of Saint Ambrathas on 17 Larane. The Laranian ceremony begins with a mass at the temple followed by a lavish dinner at the castle, hosted by the Earl.

Autumn begins with the Harvest Home Festival. Four days of prayer, meditation and fasting are concluded with a feast on 4 Azura. Every year the Earl donates a bull to grace the dinner at the Peonian Temple. At the same time, Dunir hosts its annual festival. People with relatives and merchants with business take the opportunity to travel to Dunir to participate in the festivities. Selvos' Fall Salt Fair, from 25-28 Halane, is the time when merchants come to purchase fish and livestock for sale in Aleath and Golotha. Barrels of salted fish sell briskly as do the salted or smoked mutton, beef and pork.

Winter is the slowest and leanest time for the merchants of Selvos. Recognising this, the Earl instituted the Winter Carnival to drum up business. Lasting four days from 14-

17 Navek, Selvos' smallest festival includes eating, drinking, playing games and dancing. On the 17th, a newborn calf is taken to the Peonian temple to be blessed and celebrate the renewal of the cycle of life.

## THE WIHTRIG

When the Jarin first settled these shores, 1700 years ago, they noticed something strange about Deversh Bay. Wild animals stayed away from its shore and sea birds would often take flight off the water for no apparent reason. Tales were told of unexplained ripples on windless days, and occasional movement under the water that would drive fish to leap out of the water as if to escape something. The Jarin named this thing the Wihtrig, and tales were often told of how it would eat naughty children who failed to obey their parents.

When the Corani first established their naval station, the surviving Jarin passed on the legend to the sailors, who were by nature a suspicious lot. Reports of sightings soon began to appear among the navy sailors and fishermen. One particular account claimed that shortly after a ship floundered on a rock within sight of the castle, several men were pulled under by a creature they referred to as the "Downdragger."

The legend has survived to the present day. A common curse in the region is "Wihtrig Take You." Despite the Laranian inquisition, belief in the Wihtrig survives and local tradition dictates fishermen throw one fish in twenty back into the harbour to appease the creature.

## GM Options

[1] The Wihtrig is no more than a peasant's legend.

The wild animals avoid the shore because of salt spray and natural currents cause the upwellings. The fisherman's habits have attracted a small population of sea lions, whose depredations of lines and nets have only reinforced the superstition.

[2] Deversh bay is home to a purely natural population of giant octopus, normally found in deep water. They have adapted to hunting close to the shore where food is plentiful. One particularly elderly, and thus large, octopus has taken up residence in the harbour. It feeds on the plentiful source of free fish and offal thrown back by the fishermen. It is jet black with ten-foot long tentacles.

[3] A unique and extremely long-lived aquatic ivashu migrated down the Thard River from Araka-Kalai thousands of years ago. It took up residence, feeding on the abundant supplies of cod. It is quite intelligent and long ago learned to avoid man. It has the neck and head of a snake and the body of a walrus.