

A COMPANY OF ADVENTURERS



GENERAL INFORMATION

Species: **Human**

Sex: **Male**

Apparent Age: **Adult**

Social Class: **Guilded freeman**

Height: **5' 5"**

Frame: **Medium**

Weight: **141 lb**

Appearance: **Average**

Hair Color: **Black**

Eye Color: **Brown**

Voice: **Pleasant**

Medical Traits: **None**

Apparent Occupation: **Journeyman
mercantylor**

Apparent Wealth: **Moderate**

Weapons: **Dagger**

Armour: **None**

Companions: **Tolaal of Clinomet and
others in his employ**

Other Features: **None**

Special GM Comments:

Note: This character is designed to be used with the
On the Edge HårnWorld adventure module.

Writer: *Kerry Mould*
Artist: *Richard Luschek*
Editor: *Brent Bailey*
Layout: *Kerry Mould*
Art Sponsor: *Columbia Games, Inc.*



MERCANTYLER

ORSIN OF HANUS Journeyman Mercantylar

Orsin comes from a family of mercantylers. When he was 10, his father apprenticed him to a friend in Cherafir. He traveled extensively, including several visits to Trierzon. While in Tashal for the Summer Fair of 713, his master had some dealings with Tolaal of Clinomet, a flamboyant and eccentric Trierzi mercantylar. When Orsin recognized the accent and spoke to Toalla in his native language, the older mercantylar took an instant liking to the boy and offered him a position as journeyman after he finished his apprenticeship.

When the time came, Orsin sought out Tolaal and over the past four years has risen to become Tolaal's right-hand man. Orsin's youthful appearance leads many people to underestimate him. He has proven himself to be a sharp and experienced mercantylar and Tolaal depends on him quite heavily.

Orsin has put down roots in Tashal and married a weaver's daughter. The couple have a healthy baby boy and are expecting a second child soon. His shares in Tolaal's caravans and his side trading have been quite lucrative and enabled Orsin to purchase a modest house in Lyryn Village just outside the city walls.

Orsin often acts as the face of Tolaal's enterprises. The young man is well known and popular with other mercantylers while his boss, a foreigner with a thick accent and outlandish ideas, is much less so. Orsin was heavily involved in the plan to build a new bridge at Guthe Gorge and did much of the face-to-face recruiting. He knows all of the crew (except for the Khuzdul) quite well. Over his wife's objections, he put their house and furniture up as collateral to buy a 10% share in the venture. If the bridge construction goes well, Tolaal has promised to support Orsin's elevation to master within the guild.

ADVENTURE HOOKS

Our Go-To Guy. Everyone knows that when you need something specific and in a hurry, Orsin is your man. If an item can be had within a day's ride, he can find it and get it — if you can meet his price. Orsin drives a hard bargain and knows exactly how much things are worth.

Excuse Me. The PCs have been told to meet the senior journeyman organizing a caravan. They mistake Orsin for an apprentice. He sets them straight in a hurry.

Willing and Able. Orsin is a young man without a franchise and is looking for work. He knows the PCs by reputation. They have profits that need investing. He suggests he would be the perfect man to manage (and multiply) their investments.

HârMaster

Name: Orsin of Hanus **Race/Sex:** Human/Male
Occupation: Journeyman Mercantylar **Born:** 14 Peonu 698 (Aralius)
Appearance: Age 21, height 5'5", medium frame, weight 141 lb, size 6, average appearance, fair complexion, black hair, brown eyes
STR 10 **AGL** 13 **SML** 10 **WIL** 14 **CML** 12
STA 12 **EYE** 12 **VOI** 15 **AUR** 09 **END** 12
DEX 12 **HRG** 18 **INT** 13 **MOR** 12 **MOV** 13
Medical/Psyche: None
Physical Skills: Climbing 14/63, Condition 12/63, Jumping 12/58, Riding 13/76, Stealth 15/54, Throwing 11/52
Communication Skills: Awareness 13/56, Intrigue 12/65, Oratory 14/45, Rhetoric 14/73, Singing 16/53
Languages: Hârníc 14/74, Trierzi 14/66, Jarinese (Azadmere) 14/63
Scripts: Lakise 12/72, Runic 12/53
Religion: Ritual: Halea 13/15; Piety: 13
Combat Skills: Initiative 14/64, Unarmed 12/57, Dodge 13/74, Club 12/52, Dagger 12/46, Shield (Round) 11/41, Sword (Short) 11/43
Craft Skills: Animalcraft (Mules) 14/71, Law 14/36, Mathematics 13/45, Seamanship 13/29, Survival 13/42, Weatherlore 12/38
Money/Valuables: 101d in silver, silver belt buckle.
Armour/Weapons: Cloth tunic and leggings, leather cap and shoes. Carries a dagger, add a short sword when traveling. Add quilt tunic and cap, kurbul half helm, and roundshield if he has time to prepare.
Other Equipment: Belt pouch, tinder box, ledger, pen and ink
Load: 11.8 lb / 34.4 lb **Encumbrance:** 1 / 3

Melee Wpns	Wt	WQ	AML	DML	HM	B	E	P
Short sword	2	12	53	48	•	2	4	4
Dagger	1	11	51	51	•	1	2	5
Round shield	6	13	46	61	•	2	•	•
Club	3	9	67	57	•	4	•	•

Missile Wpns	AML	Short (0)	Med (-40)	Long (-60)	Ext (-80)
None	•	•	•	•	•

Location	Armour Layers	AQ	B	E	P	F
Skull	Kurbul, quilt	+0	9	8	6	7
Face	•	•	•	•	•	•
Neck	•	•	•	•	•	•
Shoulder	Cloth, quilt	+0	6	4	3	5
Upper Arm	Cloth, quilt	+0	6	4	3	5
Elbow	Cloth	+0	1	1	1	1
Forearm	Cloth	+0	1	1	1	1
Hand	•	•	•	•	•	•
Thorax	Cloth, quilt	+0	6	4	3	5
Abdomen	Cloth, quilt	+0	6	4	3	5
Hip	Cloth, quilt	+0	6	4	3	5
Groin	Cloth, quilt	+0	6	4	3	5
Thigh	Cloth x 2	+0	2	2	2	2
Knee	Cloth	+0	1	1	1	1
Calf	Cloth	+0	1	1	1	1
Foot	Cloth, Leather	+0	3	5	4	4

Invocations: None
Convocations: N/A
Spells: None
Psionics: None
Notes:

A COMPANY OF ADVENTURERS



GENERAL INFORMATION

Species: **Human**

Sex: **Male**

Apparent Age: **Adult**

Social Class: **Tribal, freeman**

Height: **5' 8"**

Frame: **Medium**

Weight: **153 lb**

Appearance: **Average**

Hair Color: **Light Brown**

Eye Color: **Brown**

Voice: **Pleasant**

Medical Traits: **None**

Apparent Occupation: **Hunter**

Apparent Wealth: **Poor**

Weapons: **Flint spear, club, short bow**

Armour: **Leather and kurbul**

Companions: **Tolaal of Clinomet and others in his employ**

Other Features: **Mustache and beard**

Special GM Comments:

Note: This character is designed to be used with the **On the Edge** HânWorld adventure module.

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HUNTER (TAELDA)

RENYR

Hunter/Scout

Renyr, a Taela tribesman, is well known among the mercantylers plying the Silver Way for his skills as a woodsman and his burning hatred for the gargun. When Renyr's wife and young children were killed in a gargun attack, his chieftain was unwilling to risk the tribe's warriors by going after the attackers. Renyr disobeyed and went anyway, killing scores of the creatures. The bad blood lingers between Renyr and the chief so he limits his visits to family and friends to once or twice a year.

Renyr knows the Silver Way and surrounding countryside better than almost anyone. He rarely travels with the caravans he is hired to guide, preferring instead to range ahead. He travels light, choosing stealth over armour, and strikes from the shadows with arrow or club.

When between caravans and over the winter, Renyr likes to travel across Kaldor. He carefully saves his pay and uses it to explore the country. His Hârníc is accented but easily understood. Renyr has a keen eye and likes to watch and listen; his insights into "civilization" show wisdom far beyond what most people expect. These far-ranging trips have also earned Renyr casual employment as a hunting guide, tracker, and spy.

It was these skills that brought him to the attention of the Uthriem Roliri. He is a close ally of the group, one of the *Tamsen Roliri*, or "Kindred of the Forest." These trusted people, called "cousins" by those of the Brotherhood, help them by relaying messages and providing supplies and shelter. Renyr knows their signs and has aided them as often as they have aided him.

Renyr was one of the first people hired to be part of Tolaal's mission to restore Guthe Bridge. The mercantylers wanted someone who knew the territory intimately to be his eyes and ears. Despite working with Tolaal and his men for more than a year, Renyr stands apart from the group. He is friendly, but not friends with anyone.

ADVENTURE HOOKS

Someone is Watching Us. The PCs get the eerie feeling that someone (or something) is watching them intently. Renyr reveals himself in their moment of need.

Meet the Taela. If you want to deal with the Taela, Renyr is the man to go to. For a healthy fee, he will guide outsiders into Taela territory and introduce them to the tribesmen, but he stays out of their negotiations for safe passage.

Gargun Killer. Renyr arrives in town with the right ears of 27 dead gargun. He reports that a nearby colony is reaching capacity and may swarm soon. He tries to convince the locals they need to attack first.

HârnMaster

Name: Renyr **Race/Sex:** Human/Male
Occupation: Hunter/Scout **Born:** 10 Navek 685 (Masara)
Appearance: Age 34, height 5' 8", medium frame, weight 153 lb, size 6, average appearance, medium complexion, brown hair, brown eyes

STR 16	AGL 14	SML 15	WIL 13	CML 12
STA 14	EYE 15	VOI 15	AUR 14	END 14
DEX 14	HRG 13	INT 12	MOR 12	MOV 14

Medical/Psyche: None
Physical Skills: Climbing 15/85, Condition 14/76, Jumping 15/62, Riding 14/63, Stealth 13/93, Throwing 15/61
Communication Skills: Awareness 14/62, Intrigue 13/47, Oratory 12/30, Rhetoric 13/45, Singing 15/48
Languages: *Jarinese (Taela)* 13/73, *Hârníc* 13/63
Scripts: None
Religion: Ritual: Cothlynn 13/13; Piety: 17
Combat Skills: Initiative 13/80, Unarmed 17/70, Dodge 14/76, Bow (Short) 15/91, Club 16/84, Dagger 14/88, Spear 15/62
Craft Skills: Animalcraft (Horses) 14/34, Fishing 17/42, Fletching 14/31, Foraging 14/45, Herblore 14/29, Physician 16/36, Survival 14/63, Tracking 14/89
Money/Valuables: 15d in silver (Renyr buries his excess coin deep in the forest where only he can find it)
Armour/Weapons: Cloth tunic and leggings; leather tunic, calf wraps, and shoes; fur (quilt) wrap on shoulders and upper arms; kurbul ailettes and rerebraces. Short bow and 20 arrows, steel dagger (gift from Tolaal), intricately carved wooden club, flint spear.
Other Equipment: Belt pouch, quiver, tinder box
Load: 21.2 lb **Encumbrance:** 2

Melee Wpns	Wt	WQ	AML	DML	HM	B	E	P
Club	3	9	99	89	•	4	•	•
Dagger	1	11	93	93	•	1	2	5
Flint spear	5	8	82	72	-10	4	•	7

Missile Wpns	AML	Short (0)	Med (-40)	Long (-60)	Ext (-80)
Short bow	91	20/6	40/5	80/4	160/3

Location	Armour Layers	AQ	B	E	P	F
Skull	•	•	•	•	•	•
Face	•	•	•	•	•	•
Neck	•	•	•	•	•	•
Shoulder	Cloth, quilt, kurbul	+0/0/0	10	8	7	8
Upper Arm	Cloth, quilt, kurbul	+0/0/0	10	8	7	8
Elbow	Cloth	+0	1	1	1	1
Forearm	Cloth	+0	1	1	1	1
Hand	•	•	•	•	•	•
Thorax	Cloth, leather	+0	3	5	4	4
Abdomen	Cloth, leather	+0	3	5	4	4
Hip	Cloth, leather	+0	3	5	4	4
Groin	Cloth, leather	+0	3	5	4	4
Thigh	Cloth, leather	+0	3	5	4	4
Knee	Cloth	+0	1	1	1	1
Calf	Cloth, leather	+0	3	5	4	4
Foot	Cloth, leather	+0	3	5	4	4

Invocations: None
Convocations: N/A
Spells: None
Psionics: None
Notes:

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GENERAL INFORMATION

Species: **Human**

Sex: **Female**

Apparent Age: **Adult**

Social Class: **Freeman**

Height: **5' 9"**

Frame: **Medium**

Weight: **121 lb**

Appearance: **Average**

Hair Color: **Brown**

Eye Color: **Hazel**

Voice: **Average**

Medical Traits: **None**

Apparent Occupation: **Peonian Priestess**

Apparent Wealth: **Little**

Weapons: **Staff**

Armour: **None**

Companions: **None**

Other Features: **None**

Special GM Comments:

Note: This character is designed to be used with the **On the Edge** HårnWorld adventure module.

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PRIESTESS (PEONI)

GRYTA OF SAURAS

Peonian Priestess

Gryta is the seventh child (and sixth girl) of a poor cottar family from Londex Manor, just outside of Kiban. Unable to provide dowries for so many girls, her parents gained their lord's permission to have Gryta join the Peonian Church. When she was 13, the village priest took Gryta to Erone Abbey, where she learned many skills and proved to have an exceptional ear for languages.

When she was 21, Gryta left the abbey to become an itinerate priestess. She has traveled to every corner of Kaldor and is worldly enough to know that her vestments alone won't protect her. She abhors violence, but her hoe is more than just a gardening implement.

During one of her travels, she came across a Khuzan caravan that had been ambushed by gargun. She thought everyone was dead until a gravely wounded mercantylar called to her from under a log where he had managed to hide himself in the chaos. Gryta dragged him on a stretcher eight miles to the nearest manor, then cared for him for several weeks. During that time, she learned the basics of the Khuzan language, a rare skill for non-Khuzdul and one she has continued to develop. She makes a point to speak with every Khuzdul she meets and now speaks excellent Khuzan.

When the mercantylar Tolaal of Clinomet was planning his bridge construction project, he wanted a trustworthy Khuzan translator; Gryta came highly recommended. Her medical skills are a happy bonus. Gryta plans to donate the handsome salary Tolaal has promised for her skills to Erone Abbey.

ADVENTURE HOOKS

Family Trouble. Gryta visits her family when she can. Her only brother, Glynd, hated his life as a cottar's son and recently decided to run away. The lord is threatening to punish the whole family if the youth does not return. The PCs have recently hired Glynd as a new servant but don't know his true background.

Priestess in Trouble. The PCs are minding their own business when they hear a commotion. A Peonian priestess has interrupted a badger-baiting fight and rescued the animal just before the dogs could be let loose. The badger's owner is angry and threatening her. The patrons are starting to take bets on what he will do.

Medical Assistance. The PCs bring one of their injured members to the nearest settlement, where Gryta provides medical assistance. After the PC recovers, she asks the party if they will do her a little favor. She wants to collect some special herbs but the woods are infested with gargun and she needs an escort

HârnMaster

Name: Gryta of Sauras **Race/Sex:** Human/Female
Occupation: Peonian Priestess **Born:** 25 Nuzyael 692 (Ulandus)
Appearance: Age 27, height 5'9", medium frame, weight 121 lb, size 5, average appearance, fair complexion, brown hair, hazel eyes.

STR 08	AGL 08	SML 10	WIL 15	CML 12
STA 11	EYE 16	VOI 12	AUR 12	END 11
DEX 14	HRG 09	INT 17	MOR 16	MOV 08

Medical/Psyche: None
Physical Skills: Climbing 12/49, Condition 12/59, Jumping 8/42, Stealth 12/41, Throwing 13/55
Communication Skills: Awareness 12/51, Intrigue 15/62, Mental Conflict 14/61, Oratory 14/43, Rhetoric 15/69, Singing 11/41
Languages: Hârníc 15/91, Emela 15/89, Jarinese 16/91 (including Azadmere, Taelda, Kath, and Pagaelin dialects), Khuzan 16/94
Scripts: Lakise 16/90, Khruni 16/92, Runic 16/87
Religion: Ritual: Peonian 14/63; Piety: 75
Combat Skills: Initiative 13/53, Unarmed 12/57, Dodge 8/49, Dagger (knife) 15/47, Spear (Staff) 10/60
Craft Skills: Agriculture 13/54, Animalcraft (Sheep) 13/40, Cookery 11/51, Drawing 15/40, Embalming 14/45, Folklore 15/54, Heraldry 15/39, Herblore 17/57, Law 15/37, Physician 16/72, Survival 15/64, Textilecraft 16/36, Weatherlore 14/52
Money/Valuables: 4d in silver
Armour/Weapons: Green robe embroidered with daisies, white scarf over her hair, leather belt and sandals, and cloak/blanket. She has a knife for eating and a hoe she can wield as a staff.
Other Equipment: Belt pouch, tinder box, shoulder bag, waterskin, holy book, notebook, quill, ink, begging bowl, bandages, needles, catgut, selection of useful herbs.

Load: 14.4 lb **Encumbrance:** 1

Melee Wpns	Wt	WQ	AML	DML	HM	B	E	P
Knife	1	10	53	47	•	0	1	4
Staff	4	11	80	75	-10	4	•	•

Missile Wpns	AML	Short (0)	Med (-40)	Long (-60)	Ext (-80)
None	•	•	•	•	•

Location	Armour Layers	AQ	B	E	P	F
Skull	•	•	•	•	•	•
Face	•	•	•	•	•	•
Neck	•	•	•	•	•	•
Shoulder	Cloth	+0	1	1	1	1
Upper Arm	Cloth	+0	1	1	1	1
Elbow	Cloth	+0	1	1	1	1
Forearm	Cloth	+0	1	1	1	1
Hand	•	•	•	•	•	•
Thorax	Cloth	+0	1	1	1	1
Abdomen	Cloth	+0	1	1	1	1
Hip	Cloth	+0	1	1	1	1
Groin	Cloth	+0	1	1	1	1
Thigh	Cloth	+0	1	1	1	1
Knee	Cloth	+0	1	1	1	1
Calf	Cloth	+0	1	1	1	1
Foot	•	•	•	•	•	•

Invocations: All common invocations (Level II), Peace of Valon (III), Tirrala's Cure (III), Healing of Gorlan (IV), Peoni's Aid (IV)
Convocations: N/A
Spells: None
Psionics: None
Notes:

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GENERAL INFORMATION

Species: **Human**

Sex: **Male**

Apparent Age: **Adult**

Social Class: **Noble**

Height: **5' 10"**

Frame: **Heavy**

Weight: **176 lb**

Appearance: **Attractive**

Hair Color: **Brown**

Eye Color: **Brown**

Voice: **Average**

Medical Traits: **None**

Apparent Occupation: **Knight**

Apparent Wealth: **Wealthy**

Weapons: **Broadsword, dagger**

Armour: **Mail hauberk, helm**

Companions: **Golden Guard
(a mercenary unit)**

Other Features: **None**

Special GM Comments:

Note: This character is designed to be used with the ***On the Edge*** HårnWorld adventure module.

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FEUDAL KNIGHT

SIR YENIN ARGANTA

Knight, Captain of Golden Guard

Sir Yenin is the third of four sons of Sir Ernall Arganta, Lord of Kilon Manor in Melderyn. With a lust for adventure and few prospects of inheritance, Sir Yenin left home as soon as he was knighted. Using a generous parting gift from his father, he was able to travel to Trierzon on a pilgrimage to Tengela. After the pilgrimage, he was at a loss as to what to do with himself. A chance encounter with another Hârníc knight in a tavern resulted in him joining a large mercenary cavalry company, with which he spent 12 years fighting throughout Trierzon.

During his time in Trierzon, Sir Yenin learned a great deal about command and the mercenary business. After several successful and lucrative contracts left him with a small fortune, he decided to strike out on his own. He returned to Melderyn, where a brief visit home found his father dead and his older brother none too receptive. He and his younger brother, Sir Baris, spent the next few years adventuring. During one of their adventures, he fought and killed an ogarna (a type of Ivashu known as “the Golden Emissary”). To symbolize his final break from his family, he registered a new coat of arms featuring the rare beast.

While in Tashal during the Summer Fair eight years ago, Sir Yenin and Sir Baris started their own mercenary company. They recruited two veteran sergeants and six experienced corporals, then assembled, equipped, and trained 32 young freemen (mostly yeomen and farmers’ sons) around this cadre, welding them into a formidable mercenary unit. Sir Yenin named it the Golden Guard after his new heraldry. The company varies in size but usually has around 50 men.

Sir Yenin has made a solid living, mostly by escorting mercantylers to and from Tashal along Hârn’s major trade routes. In 718, he happened to escort a caravan that included Tolaal of Clinomet and the two shared tales of their time in Trierzon. Last fall, Tolaal offered Sir Yenin a year-long contract for the Golden Guard to provide security for a project he was planning on the Silver Way. Sir Yenin and his men have a great deal of experience fighting gargun and Tolaal’s commission was 20% higher than he could earn guarding caravans. Sir Yenin agreed.

ADVENTURE HOOKS

Fresh Recruits. Sir Yenin is recruiting for a big job. The Golden Guard has a good reputation as a solid, well-run mercenary unit that pays its men well and on time.

You Killed My Man. The PCs have killed one of Sir Yenin’s men (fair fight, bar brawl, etc). He arrives a few hours later and challenges the PC responsible to a duel. Several of his veterans, twice as many as the number of party members, are there to ensure it is a fair fight.

HârnMaster

Name: Sir Yenin Arganta **Race/Sex:** Human/Male
Occupation: Knight, mercenary captain **Born:** 23 Navek 681 (Masara)
Appearance: Age 38, height 5’10”, heavy frame, weight 176 lb, size 7, attractive appearance, medium complexion, brown hair, brown eyes
STR 15 **AGL** 13 **SML** 12 **WIL** 16 **CML** 15
STA 17 **EYE** 14 **VOI** 08 **AUR** 15 **END** 16
DEX 17 **HKG** 10 **INT** 15 **MOR** 13 **MOV** 13
Medical/Psyche: None
Physical Skills: Climbing 15/60, Condition 16/90, Dancing 15/45, Jumping 14/56, Riding 16/96, Stealth 13/61, Throwing 16/64
Communication Skills: Awareness 12/84, Intrigue 16/78, Oratory 13/82, Rhetoric 13/76, Rhetoric (Command) 13/93, Singing 10/30
Languages: Hârníc 13/83, Trierzi 13/63
Scripts: Lakise 15/85
Religion: Ritual: Larani 13/13; Piety: 80
Combat Skills: Initiative 15/90, Unarmed 17/68, Dodge 13/65, Axe (Hand) 16/80, Bow (Short) 16/80, Dagger 16/80, Polearm (Lance) 16/96, Shield (Knight) 18/108, Sword (Broad) 17/102
Craft Skills: Fishing 18/72, Foraging 15/60, Heraldry 16/76, Hunting 13/39, Physician 18/36, Survival 16/64, Tracking 14/42, Weaponcraft 16/32, Weatherlore 15/60
Money/Valuables: 193d in silver, gold ring, silver belt buckle, several usurers’ notes in various denominations.
Armour/Weapons: Cloth tunic, leggings, and surcoat; quilt cowl and gambeson; mail cowl, hauberk, and leggings; leather gauntlets and shoes; kurbul kneecops; plate great helm. Broadsword, dagger, lance, and knight shield. Add handaxe and shortbow (with quiver and 20 arrows) if he has time to prepare.
Other Equipment: Belt pouch, tinderbox.
Load: 112.4 lb (121.2 w/helm) **Encumbrance:** 7 (8 w/helm)

Melee Wpns	Wt	WQ	AML	DML	HM	B	E	P
Knight shield	5	14	113	128	•	2	•	•
Lance	8	11	121	101	-15	4	•	8
Broadsword	3	13	117	112	•	3	5	3
Hand axe	3	11	90	85	•	4	6	•
Dagger	1	12	85	85	•	1	2	5

Missile Wpns	AML	Short (0)	Med (-40)	Long (-60)	Ext (-80)
Short bow	80	20/5	40/5	80/4	160/3

Location	Armour Layers	AQ	B	E	P	F
Skull	Plate, quilt	+0	11	13	8	6
Face	Plate	+0	6	10	6	2
Neck	Plate, quilt	+0	11	13	8	6
Shoulder	Cloth, mail, quilt, cloth	+0	9	13	9	7
Upper Arm	Cloth, mail, quilt, cloth	+0	9	13	9	7
Elbow	Cloth, mail	+0	3	9	6	2
Forearm	Cloth, mail	+0	3	9	6	2
Hand	Leather	+0	2	4	3	3
Thorax	Cloth, mail, quilt, cloth	+0	9	13	9	7
Abdomen	Cloth, mail, quilt, cloth	+0	9	13	9	7
Hip	Cloth, mail, quilt, cloth	+0	9	13	9	7
Groin	Cloth, mail, quilt, cloth	+0	9	13	9	7
Thigh	Cloth, mail, quilt, cloth	+0	9	13	9	7
Knee	Cloth, mail	+0	3	9	6	2
Calf	Cloth, mail	+0	3	9	6	2
Foot	Cloth, mail, leather	+0	9	15	10	10

Invocations, Convocations, Spells, Psionics: None

Notes: Few people recognize the ogarna in Sir Yenin’s coat of arms. Many think it is the legendary kraken, which annoys Sir Yenin to no end.

A COMPANY OF ADVENTURERS



GENERAL INFORMATION

Species: **Human**

Sex: **Male**

Apparent Age: **Adult**

Social Class: **Guilded freeman**

Height: **5' 7"**

Frame: **Medium**

Weight: **149 lb**

Appearance: **Attractive**

Hair Color: **Blond**

Eye Color: **Brown**

Voice: **Pleasant**

Medical Traits: **None**

Apparent Occupation: **Caravan master**

Apparent Wealth: **Well off**

Weapons: **Falchion, dagger**

Armour: **Ring**

Companions: **Large caravan**

Other Features: **None**

Special GM Comments:

Note: This character is designed to be used with the **On the Edge** HårnWorld adventure module.

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MERCANTYLER

JORLAK OF FALESH

Mercantylar and Caravan Master

Jorlak is relatively young to be a caravan master. He took over this caravan when his father retired three years ago. Despite his young age, he has been working with caravans for 18 years. During his apprenticeship and as a journeyman, he crisscrossed all of Hârn. However, his first love was always the Silver Way, his father's traditional route. Jorlak has made the trip more than 100 times. Despite the dangers, he still finds time to enjoy the beauty of the Sorkin Mountains.

Because he started his trips on the Silver Way as a boy at his father's side, he has gotten to know many of the Khuzdul in Zerhun and mercantylers from Azadmere city. Despite their gruff nature and standoffishness, he has made many friends. Once business is done, he spends his evenings in the tavern at Pedwar, where his broad smile and infectious laugh are well known to all.

Despite Jorlak's friendly nature, he is a hard taskmaster who tolerates no nonsense on the trail. He has lost too many friends, mules, and cargos to tolerate laxness under his watch. There is time for drinking and relaxing after the cargo has been safely delivered and the animals tended to. He runs a tight caravan. His men respect him and are well drilled. Veteran mulejacks who served under his father form the core of his caravan.

Clan Falesh owns a multi-story building in Tashal. The ground floor is a warehouse for assembling cargos and storing mule tack and equipment. The upper floors have dormitories for unmarried mulejacks, journeymen, and apprentices, and chambers for Jorlak's wife and three children as well as his parents and younger sister Perla, a Silver Way widow. Perla's husband was killed by gargun and Jorlak treats her two sons like his own.

ADVENTURE HOOKS

Hire A Professional. The PCs are planning a caravan. Given the complexities and risk, a friend has recommended they hire a professional to organize it. Jorlak comes highly recommended.

Help Needed. There is a shortage of mercenary companies this year. Jorlak has resorted to hiring individuals and small bands and intends to assemble a company to escort his caravan up the Silver Way. He has heard of the PCs exploits and wants to hire them to bang this motley crew into some sort of order. It pays well.

The Competition. The PCs are planning a caravan up to Zerhun. Jorlak and his boys aren't too keen on the competition. His first attempt to discourage them is polite but firm. His subsequent attempts get more vicious. His mulejacks are tough and ready to fight.

HârnMaster

Name: Jorlak of Falesh **Race/Sex:** Human/male
Occupation: Mercantylar **Born:** 25 Agrazhar 691 (Nadai)
Appearance: Age 28, height 5' 7", medium frame, weight 149 lbs, size 6, average appearance, medium complexion, blond hair, brown eyes
STR 11 **AGL** 12 **SML** 14 **WIL** 14 **CML** 15
STA 12 **EYE** 14 **VOI** 15 **AUR** 16 **END** 14
DEX 12 **HKG** 15 **INT** 12 **MOR** 12 **MOV** 14

Medical/Psyche: None

Physical Skills: Climbing 12/50, Condition 12/68, Jumping 14/61, Riding 13/67, Stealth 14/46, Throwing 14/59

Communication Skills: Awareness 14/80, Intrigue 14/73, Oratory 14/36, Rhetoric 14/72, Singing 15/50

Languages: Hârnic 14/74, Jarinese 14/74

Scripts: Lakise 13/83

Religion: Ritual: Halea 14/14; Piety: 16

Combat Skills: Initiative 14/58, Unarmed 12/56, Dodge 12/64, Dagger 15/61, Shield (Round) 12/50, Sword (Falchion) 13/62

Craft Skills: Animalcraft (Horses) 14/71, Animalcraft (Mules) 14/89, Foraging 13/43, Law 14/38, Mathematics 13/40, Survival 12/51

Money/Valuables: 180d in silver

Armour/Weapons: Cloth tunic and leggings, leather shoes and leg wraps, brigandine (ring) byrnie (when traveling), dagger, falchion, short bow, quiver (20 arrows), round shield, and wool cloak

Other Equipment: Belt pouch, tinder box

Load: 39.6 lb

Encumbrance: 3

Melee Wpns	Wt	WQ	AML	DML	HM	B	E	P
Dagger	1	11	93	93	•	1	2	5
Falchion	4	12	77	67	•	4	7	1
Round shield	6	13	55	70	•	2	•	•

Missile Wpns	AML	Short (0)	Med (-40)	Long (-60)	Ext (-80)
Short bow	91	20/6	40/5	80/4	160/3

Location	Armour Layers	AQ	B	E	P	F
Skull	Quilt (fur)	+0	5	3	2	4
Face	•	•	•	•	•	•
Neck	•	•	•	•	•	•
Shoulder	Cloth, ring	+0	4	7	5	4
Upper Arm	Cloth, ring	+0	4	7	5	4
Elbow	Cloth	+0	1	1	1	1
Forearm	Cloth	+0	1	1	1	1
Hand	•	•	•	•	•	•
Thorax	Cloth, ring	+0	4	7	5	4
Abdomen	Cloth, ring	+0	4	7	5	4
Hip	Cloth, ring	+0	4	7	5	4
Groin	Cloth, ring	+0	4	7	5	4
Thigh	Cloth	+0	1	1	1	1
Knee	Cloth	+0	1	1	1	1
Calf	Cloth, leather	+0	3	5	4	4
Foot	Cloth, leather	+0	3	5	4	4

Invocations: None

Convocations: N/A

Spells: None

Psionics: None

Notes:

A COMPANY OF ADVENTURERS



GENERAL INFORMATION

Species: **Khuzdul**

Sex: **Female**

Apparent Age: **Adult**

Social Class: **Noble**

Height: **4' 9"**

Frame: **Heavy**

Weight: **127 lb**

Appearance: **Attractive**

Hair Color: **Red (braided)**

Eye Color: **Green**

Voice: **Pleasant**

Medical Traits: **None**

Apparent Occupation: **Herald**

Apparent Wealth: **Wealthy**

Weapons: **Short sword, dagger**

Armour: **Mail**

Companions: **Aide to Lord Esatol**

Other Features: **None**

Special GM Comments:

Note: This character is designed to be used with the **On the Edge** HårnWorld adventure module.

Writer: *Kerry Mould*
Artist: *Richard Luschek*
Editor: *Brent Bailey*
Layout: *Kerry Mould*
Art Sponsor: *Columbia Games, Inc.*



SIGAM ASANDRIL

Herald

Sigam was born to Clan Dyrak, an ancient and respectable weaponcrafting family. When she was 15, her father, Rusan, was killed during an attempt to reclaim Fana, the ancestral clan hold captured by the gargun in 135. His death had a profound effect on the family. Sigam's mother was overwhelmed with grief. Her brother, Mizad, became consumed by revenge, abandoned the clan specialty, and joined Clan Kuhrdin to become a warrior and wage a personal war on the gargun.

In contrast to her mother and brother, Sigam devoted herself to more positive pursuits. Her interest in family history, obvious intelligence, and aptitude for diplomacy caught the attention of Lord Esatol, the steward to Crown Prince Khazar Tarazakh. He sponsored her entry into the college of heralds and adoption into Clan Asandrill. Six years ago, upon completion of her training, she became Lord Esatol's personal assistant and aide-de-camp. The unmarried and childless Esatol has become a mentor and father figure to the capable young woman, quietly guiding and championing her career.

Although she has taken the Asandrill name, Sigam is still a Dyrak at heart. She too wants revenge for her father's death and to win back Fana, perhaps even more than her brother. Sigam has been subtly influencing things behind the scenes. She encouraged Lord Esatol and the crown prince to meet the human mercantylers, Tolaal, and hear his plan to build a new bridge at Guthe Gorge. She hopes a new bridge will increase traffic and make it more urgent than ever to deal with the Fana gargun. Sigam believes the bridge is the key to uniting Clan Dyrak, the human mercantylers, the Order of the Lady of Paladins, and the crown prince in common cause against the gargun. Working together, they can they root out this filth.

Mizad and Sigam are not close. She feels he abandoned her to go off on a damn fool crusade and get himself killed like their father. Because they now belong to different clans, most outsiders have no idea they are siblings. The only clue is their common hair and eye color. Her brother is unaware of her long-term plan.

ADVENTURE HOOKS

Diplomatic Mission. Sigam is on a mission to deliver key information to the King of Kaldor. Enemies have intercepted her party, killed her escorts, and taken her hostage. Lord Esatol will pay well for her safe rescue. She is already planning her own breakout.

Minder. The PCs have been allowed to enter Azadmere on the condition they are escorted. Sigam has been assigned to keep tabs on them. She can be a useful ally or a pain in the butt depending on the PCs.

HârMaster

Name: Sigam Dyrak **Race/Sex:** Khuzdul/female
Occupation: Herald **Born:** 19 Halane 673 (Tarael)
Appearance: Age 46, height 4'9", heavy frame, weight 127 lb, size 5, attractive appearance, fair complexion, red hair, green eyes
STR 15 **AGL** 09 **SML** 10 **WIL** 17 **CML** 15
STA 15 **EYE** 10 **VOI** 14 **AUR** 12 **END** 16
DEX 17 **HRG** 13 **INT** 15 **MOR** 13 **MOV** 09
Medical/Psyche: Ambidextrous
Physical Skills: Climbing 14/58, Condition 16/87, Jumping 11/48, Riding 14/64, Stealth 15/51, Throwing 14/57
Communication Skills: Awareness 13/53, Intrigue 16/87, Oratory 16/72, Rhetoric 16/68, Singing 14/45
Languages: Khuzan 16/86, Hârnic 16/86, Jarinese (Azadmere) 16/86
Scripts: Runic 15/85, Lakise 15/85
Religion: Ritual: Siem 14/19; Piety: 22
Combat Skills: Initiative 14/63, Unarmed 14/66, Dodge 9/55, Axe (Hand) 16/67, Bow (Crossbow) 14/77, Dagger 15/61, Shield (Round) 16/50, Spear 16/53
Craft Skills: Drawing 12/57, Foraging 14/48, Heraldry 15/75, Survival 16/51, Mathematics 17/42, Physician 14/22, Weaponcraft 16/73
Money/Valuables: 95d in silver, diamond-studded necklace (£10)
Armour/Weapons: Good-quality cloth under-robe, mail hauberk (AQ +2, ¾ weight), leather vest and boots, and a long, oiled-canvas jacket. She carries an outstanding handaxe (WQ +4) and superior dagger (WQ +2). A superior crossbow (WQ +1, ¾ weight) is kept in her luggage until required.

Other Equipment: Belt pouch, thick notebook, pen and ink.

Load: 52.8 lb

Encumbrance: 3

Melee Wpns	Wt	WQ	AML	DML	HM	B	E	P
Handaxe	3	15	77	72	•	4	5	4
Dagger	1	13	66	66	•	1	2	5

Missile Wpns	AML	Short (0)	Med (-40)	Long (-60)	Ext (-80)
Crossbow	77	20/8	40/7	80/6	160/5

Location	Armour Layers	AQ	B	E	P	F
Skull	•	•	•	•	•	•
Face	•	•	•	•	•	•
Neck	•	•	•	•	•	•
Shoulder	Cloth, mail, leather, cloth	+0/2/0/0	8	16	12	7
Upper Arm	Cloth, mail, cloth	+0/2/0	6	12	9	4
Elbow	Cloth, mail, cloth	+0/2/0	6	12	9	4
Forearm	Cloth, mail, cloth	+0/2/0	6	12	9	4
Hand	•	•	•	•	•	•
Thorax	Cloth, mail, leather, cloth	+0/2/0/0	8	16	12	7
Abdomen	Cloth, mail, leather, cloth	+0/2/0/0	8	16	12	7
Hip	Cloth, mail, cloth	+0/2/0	6	12	9	4
Groin	Cloth, mail, cloth	+0/2/0	6	12	9	4
Thigh	Cloth, mail, cloth	+0/2/0	6	12	9	4
Knee	Cloth, mail, cloth	+0/2/0	6	12	9	4
Calf	Cloth, Leather	+0/0	3	5	4	4
Foot	Cloth, Leather	+0/0	3	5	4	4

Invocations, Convocations, Spells, Psionics: None

Notes: Sigam and Mizad rarely talk and then only for work-related issues. The tone is icy and professional. Their relationship is boiling just below the surface. The other Khuzdul in Zerhun are all well aware they are brother and sister. The loud and vicious argument they had last year in the Great Hall was the subject of gossip for months.

A COMPANY OF ADVENTURERS



GENERAL INFORMATION

Species: **Khuzdul**

Sex: **Male**

Apparent Age: **Adult**

Social Class: **Noble**

Height: **4' 11"**

Frame: **Massive**

Weight: **145 lb**

Appearance: **Average**

Hair Color: **Gray**

Eye Color: **Green**

Voice: **Average**

Medical Traits: **Scars**

Apparent Occupation: **High Guard**

Apparent Wealth: **Wealthy**

Weapons: **Shortened poleaxe,
mace, dagger**

Armour: **Mail and plate**

Companions: **Other Khuzdul**

Other Features: **Bald, long beard,
mustache**

Special GM Comments:

Note: This character is designed to be used with the **On the Edge** HårnWorld adventure module.

Writer: *Kerry Mould*
Artist: *Richard Luschek*
Editor: *Brent Bailey*
Layout: *Kerry Mould*
Art Sponsor: *Columbia Games, Inc.*



KHUZDUL HIGH GUARD (SHF)

KELAK HÜRENFAL

Jukin (sergeant) of the Zerhun High Guard

Kelak was born in 537 and is the fourteenth generation of his clan to serve in the High Guard. Over his long career, he has done every possible task within the guard. He is an experienced scout, has fought in innumerable skirmishes and battles against gargun and humans, and has served with the personal bodyguard of both the crown prince and the king. He is an elite Jukin (sergeant) and often entrusted with special tasks that take him far away from Zerhun.

He is respected not just for his prowess in battle but also his ability to out-think the enemy and act decisively and independently. His honor, loyalty, and devotion to his lord, ferocious bravery, and fierce clan pride define him. He has piercing green eyes, a bald head with a scar over his left eye, and habitually wears a heavy gold earring. He has a deep bass voice and loves to sing Khuzan hymns in battle to frighten the gargun.

Kelak has traveled widely across Hârn. He sometimes forgets that humans have such short lives and will refer to long-dead kings as if they were still alive. Although he speaks fluent Hârníc, his speech is peppered with amusingly old-fashioned terms and colloquialisms.

When not working, Kelak enjoys a stout ale and good company. Many people are surprised to find he has a wicked (and sometimes very dark) sense of humor. He is not above using his ferocious appearance to make people uncomfortable before breaking the tension with a bawdy joke and then letting loose a booming laugh.

He shares his comfortable private quarters in Zerhun with his wife, Rada. Unusual for Khuzdul, they have two children. Their son, Dimir, 83, serves at Khortoz Fort. Their daughter, Duvura, 70, is married and living in Azadmere city. They have one grandchild.

Kelak is personally offended by cold-blooded murder of anyone. His first duty is to protect Lord Esatol but he yearns to hunt down the criminals and subject them to his poleaxe of justice.

ADVENTURE HOOKS

Far from Home. While traveling in western Hârn, the PCs encounter a dangerous-looking lone Khuzdul trudging along the road. He hails them and asks for directions to a nearby castle. Kelak is carrying a message from the crown prince to the lord of the castle.

You Can Run. The PCs have crossed someone important in Zerhun. Kelak has been tasked with tracking them down and bringing them back alive if possible, but dead is just as good. He won't rest until his mission is fulfilled.

HârnMaster

Name: Kelak Hurenfal **Race/Sex:** Khuzdul/male
Occupation: Jukin in High Guard **Born:** 22 Halane 537 (Tarael)
Appearance: Age 182, height 4' 11", massive frame, weight 145 lb, size 6, average appearance, fair complexion, gray hair, green eyes
STR 17 **AGL** 13 **SML** 11 **WIL** 17 **CML** 12
STA 17 **EYE** 18 **VOI** 12 **AUR** 10 **END** 17
DEX 15 **HRG** 12 **INT** 10 **MOR** 11 **MOV** 13
Medical/Psychic: Scars (everywhere, including his forehead)
Physical Skills: Climbing 15/80, Condition 17/105, Jumping 14/75, Riding (Mule) 15/69, Stealth 16/71, Throwing 18/95
Communication Skills: Awareness 14/78, Intrigue 13/66, Oratory 11/41, Rhetoric 14/61, Rhetoric (Command) 14/67, Rhetoric (Intimidation) 14/65, Singing 12/51
Languages: Khuzan 13/83, Hârníc 13/83, Jarin (Azadmere) 13/83
Scripts: Runic 14/84, Lakise 14/84
Religion: Ritual: Siem 11/11; Piety: 12
Combat Skills: Initiative 16/110, Unarmed 15/87, Dodge 13/88, Club (Mace) 16/99, Dagger 16/100, Poleaxe 16/116, Shield (Round) 16/97
Craft Skills: Animalcraft (Mule) 14/51, Engineer 12/42, Folklore 11/47, Foraging 12/87, Heraldry 17/58, Masonry 14/46, Physician 14/47, Survival 14/89, Tracking 15/83, Weaponcraft 16/55, Weatherlore 14/59
Money/Valuables: £2 in gold, 195d in silver
Armour/Weapons: Quilt gambeson and leggings, long leather tunic and calf boots, kurbul cuisse, long fine mail hauberk (AQ +2), exceptional plate vambraces (AQ +4). Heavy "shortened" poleaxe (WQ +3), mace (WQ +1), dagger (WQ +1), and roundshield.

Other Equipment: None

Load: 100.7 lb

Encumbrance: 6

Melee Wpns	Wt	WQ	AML	DML	HM	B	E	P
Heavy Poleaxe	11	14	141	121	-15	8	13	8
Roundshield	6	13	102	117	•	2	•	•
Mace	4	12	114	104	•	6	•	•
Dagger	1	12	105	105	•	1	2	5

Missile Wpns	AML	Short (0)	Med (-40)	Long (-60)	Ext (-80)
None	•	•	•	•	•

Location	Armour Layers	AQ	B	E	P	F
Skull	•	•	•	•	•	•
Face	•	•	•	•	•	•
Neck	•	•	•	•	•	•
Shoulder	Quilt, mail, leather	+0/2/0	11	17	12	10
Upper Arm	Quilt, mail	+0/2	9	13	9	7
Elbow	Quilt, mail	+0/2	9	13	9	7
Forearm	Quilt, plate	+0/4	15	17	12	8
Hand	•	•	•	•	•	•
Thorax	Quilt, mail, leather	+0/2/0	11	17	12	10
Abdomen	Quilt, mail, leather	+0/2/0	11	17	12	10
Hip	Quilt, mail, leather, kurbul	+0/2/0/0	15	22	16	12
Groin	Quilt, mail, leather	+0/2/0	11	17	12	10
Thigh	Quilt, mail, leather	+0/2/0	11	17	12	10
Knee	Quilt, mail, leather	+0/2/0	11	17	12	10
Calf	Quilt, leather	+0/2	7	7	5	7
Foot	Quilt, leather	+0/2	7	7	5	7

Invocations, Convocations, Spells, Psionics: None

Notes: Kelak fights without a helmet by choice. He believes unrestricted vision and hearing, combined with his dodge ability, is sufficient. He also rejects wearing gloves as it interferes with the "feel" of his poleaxe.

A COMPANY OF ADVENTURERS



GENERAL INFORMATION

Species: **Khuzdul**

Sex: **Male**

Apparent Age: **Adult**

Social Class: **Unguilded freeman**

Height: **4' 8"**

Frame: **Heavy**

Weight: **123 lb**

Appearance: **Plain**

Hair Color: **Gray**

Eye Color: **Blue**

Voice: **Unpleasant**

Medical Traits: **None**

Apparent Occupation: **Low Guard**

Apparent Wealth: **Wealthy**

Weapons: **Spear, battleaxe, dagger**

Armour: **Quilt and mail**

Companions: **Other Khuzdul**

Other Features: **Short beard, mustache**

Special GM Comments:

Note: This character is designed to be used with the **On the Edge** HårnWorld adventure module.

Writer: *Kerry Mould*
Artist: *Richard Luschek*
Editor: *Brent Bailey*
Layout: *Kerry Mould*
Art Sponsor: *Columbia Games, Inc.*



KHUZDUL LOW GUARD

MULEN KUHRDIN

Juka (soldier) in the Zerhun Low Guard

Mulen is 50, which is considered young for a Khuzdul. He has lived a fairly sheltered life and has never left Azadmere aside from a few patrols in the Sorkin Mountains. His Hârníc is poor and labored.

Mulen entered the Low Guard more because of family pressure rather than any particular calling or desire. As a youth, he spent his spare time at Ephynis Hall, the clanhall of Azadmere's physicians. The chief physician saw that the young Khuzdul had a natural instinct for the work and allowed him to watch, learn, and help. When Mulen finally mustered the courage to tell his family he wanted to be a physician, his father would hear nothing of it and threatened to disown him.

The dejected Mulen joined the Low Guard shortly thereafter. He is a solid, if uninspired, soldier. When he told the garrison physician of his interest in medicine and about the time he spent at Ephynis Hall, he was (happily) conscripted to be the physician's assistant. Khuzdul wounded or injured on patrol now look to Mulen for aid. He carries a large bag of bandages and other medical supplies. He is very strong willed and is still considering applying for adoption into Clan Ephynis.

Despite his poor Hârníc, Mulen gets along well with humans. Because of their common interest in medicine, Mulen has made friends with Sister Gryta, a physician and fluent Khuzan speaker. The stout, heavily armoured guardsman and pacifist Peonian priestess make an odd pair but have become fast friends.

Mulen has also made friends with Corporal Diryn from the Golden Guard mercenary company, their common military background overcoming any language barrier. The two have spent many evenings dicing and telling tall tales about fighting gargun. Mulen's thick accent and peculiar sentence structure make his stories all the more hilarious.

ADVENTURE HOOKS

Unexpected Help. Several PCs are injured in a deadly skirmish in the Sorkin Mountains. Drawn by the sound of battle, a Khuzdul patrol comes to the rescue. Mulen provides first aid to the wounded.

Fish Out of Water. Mulen is on his first trip to the human kingdoms and goes out to explore on his own. His poor Hârníc and lack of understanding of human culture result in an unfortunate misunderstanding. Even if he isn't passionate about combat, he is still a skilled warrior.

Clanless Exile. After finally standing up to his father, Mulen is expelled from his clan. His attempts to become a physician in Azadmere are frustrated by his father's influence, so he is forced into exile.

HârnMaster

Name: Mulen Kuhrdin **Race/Sex:** Khuzdul/male
Occupation: Juka in Low Guard **Born:** 10 Navek 669 (Masara)
Appearance: Age 50, height 4' 8", heavy frame, weight 123 lb, size 5, plain appearance, fair complexion, grey hair, blue eyes
STR 13 **AGL** 15 **SML** 13 **WIL** 17 **CML** 08
STA 11 **EYE** 16 **VOI** 08 **AUR** 11 **END** 14
DEX 15 **HRG** 14 **INT** 17 **MOR** 14 **MOV** 15

Medical/Psyche: None

Physical Skills: Climbing 14/57, Condition 14/72, Jumping 14/62, Stealth 15/67, Throwing 15/67

Communication Skills: Awareness 14/59, Intrigue 15/63, Oratory 11/27, Rhetoric 14/50, Singing 10/44

Languages: Khuzan 14/84, Hârníc 14/31

Scripts: Runic 16/86

Religion: Ritual: Siem 12/12; Piety: 24

Combat Skills: Initiative 16/98, Unarmed 16/82, Dodge 15/77, Axe (Battle) 14/77, Dagger 15/78, Shield (Round) 15/78, Spear 14/87

Craft Skills: Alchemy 16/34, Cookery 14/65, Folklore 14/66, Foraging 15/75, Heraldry 16/41, Herblore 15/24, Physician 18/84, Survival 15/66, Weaponcraft 15/39

Money/Valuables: £3 in gold, 87d in silver

Armour/Weapons: Quilt gambeson and leggings, leather gauntlets and knee boots, kurbul ailettes and kneecops, fine mail hauberk (AQ +2), and plate half-helm with leather neck protector and blue felt cover. Double-bladed battleaxe (WQ +1), dagger, roundshield, and spear.

Other Equipment: Large pouch with a full complement of medical supplies.

Load: 88.8 lb

Encumbrance: 6

Melee Wpns	Wt	WQ	AML	DML	HM	B	E	P
Spear	5	11	107	97	-10	4	•	7
Battleaxe	6	13	97	87	-15	6	9	•
Roundshield	6	13	83	98	•	2	•	•
Dagger	1	11	76	76	•	1	2	5

Missile Wpns	AML	Short (0)	Med (-40)	Long (-60)	Ext (-80)
None	•	•	•	•	•

Location	Armour Layers	AQ	B	E	P	F
Skull	Quilt, plate, cloth	+0/2/0	14	16	11	9
Face	•	•	•	•	•	•
Neck	Leather	+0	2	4	3	3
Shoulder	Quilt, mail, kurbul	+0/2/0	13	18	13	9
Upper Arm	Quilt, mail	+0/2	9	13	9	6
Elbow	Quilt, mail	+0/2	9	13	9	6
Forearm	Quilt, mail	+0/2	9	13	9	6
Hand	Leather	+0	2	4	3	3
Thorax	Quilt, mail	+0/2	9	13	9	6
Abdomen	Quilt, mail	+0/2	9	13	9	6
Hip	Quilt, mail	+0/2	9	13	9	6
Groin	Quilt, mail	+0/2	9	13	9	6
Thigh	Quilt, mail	+0/2	9	13	9	6
Knee	Quilt, kurbul	+0/0	9	8	6	7
Calf	Quilt, leather	+0/0	7	7	5	7
Foot	Quilt, leather	+0/0	7	7	5	7

Invocations: None

Convocations: N/A

Spells: None

Psionics: None

Notes:

A COMPANY OF ADVENTURERS

GENERAL INFORMATION

Species: **Khuzdul**

Sex: **Male**

Apparent Age: **Middle-aged**

Social Class: **Guilded freeman**

Height: **4' 4"**

Frame: **Medium**

Weight: **100 lb**

Appearance: **Plain**

Hair Color: **Gray**

Eye Color: **Hazel**

Voice: **Pleasant**

Medical Traits: **None**

Apparent Occupation: **Scribe**

Apparent Wealth: **Wealthy**

Weapons: **Handaxe, dagger**

Armour: **None**

Companions: **Other Khuzdul**

Other Features: **Balding, long white beard and mustache**

Special GM Comments:

Note: This character is designed to be used with the **On the Edge** HårnWorld adventure module.



Writer: *Kerry Mould*

Artist: *Richard Luschek*

Editor: *Brent Bailey*

Layout: *Kerry Mould*

Art Sponsor: *Columbia Games, Inc.*



LEXIGRAPHER

BORGON “GRIM” ERWYS

Mapmaker, scribe, accountant, and artist

By royal appointment, Grim has been the personal scribe, accountant, artist, and mapmaker to the Crown Prince of Azadmere for more than 60 years. A skilled lexigrapher and member of Clan Erwys, he also personally oversees the clan's imports of vellum, parchment, and inks from Kaldor. He is notorious for his stern, foreboding, and uninviting demeanor. He will pay what is owed, no more and no less. Grim is honorable, honest, and fair.

Few save the crown prince and Lord Esatol are even aware Grim's actual name is Borgon. No one calls him anything but Grim, a nickname bestowed upon him in his youth by his father. Borgon is humorless, dour, and driven even for a Khuzdul. He rarely speaks; when he chooses to, he is terse and sparing with his words, doling out each word as if it was a gold crown. Despite this, Grim is keenly observant and an exceptional judge of people and events. His powers of logic and deduction are legendary among the Khuzdul. His opinions and insight are highly valued by his employer.

Grim may not speak for days unless his work calls for it. He has made an art of being the gray man, blending into the background and being close to invisible. He is renowned for the accuracy and artistry of his maps and his fine, crisp, and clear penmanship. Grim delegates recopying to his apprentice and will only draw people, objects, or locations he has personally seen, transcribe conversations he was present for, or write contracts agreed to by parties in his presence. He is absolutely immovable in this conceit and even the crown prince despairs of bending his will.

ADVENTURE HOOKS

Escort. The crown prince has commissioned a new map of the Silver Way. Contemptuous of the accuracy of previous maps, Grim travels with several caravans up and down the trail to Naniom Bridge, making copious notes. He now wishes to map all the roads from there to Tashal and decides to hire the PCs as an escort.

Point of Interest. Grim travels to Tashal on behalf of his clan to negotiate new contracts. Someone tries to mug him and the PCs intervene. Grim is honor-bound to repay them. He offers them one of his maps.

Worthy of Conversation. One of the PCs has impressed Grim, an amazing accomplishment. The scholar decides the PC is worthy of a conversation, something he only does once a month or so. Suddenly, Grim is speaking in whole sentences. The accuracy of his conclusions (on any manner of subjects) based on the tiniest of details and clues is shocking. He speaks several languages fluently and without an accent.

HârnMaster

Name: Borgon “Grim” Erwys **Race/Sex:** Khuzdul/male
Occupation: Lexigrapher **Born:** 6 Morgat 592 (Lado)
Appearance: Age 127, height 4' 4", medium frame, weight 100 lb, size 4, plain appearance, fair complexion, gray hair, hazel eyes

STR 09	AGL 10	SML 12	WIL 18	CML 6
STA 16	EYE 18	VOI 15	AUR 04	END 14
DEX 19	HRG 11	INT 16	MOR 16	MOV 10

Medical/Psyche: None

Physical Skills: Climbing 13/48, Condition 15/70, Jumping 10/36, Riding (Mules) 16/63, Stealth 13/38, Throwing 15/55

Communication Skills: Awareness 14/55, Intrigue 13/79, Oratory 12/30, Rhetoric 16/84, Singing 14/44

Languages: Khuzan 16/96, Hârníc 16/96, Jarinese (Azadmere) 16/96, Sindarin 16/96, Orbaalese 16/96

Scripts: Runic 18/88, Lakise 18/88, Selenian 18/88

Religion: Ritual: Siem 12/12; Piety: 18

Combat Skills: Initiative 15/74, Unarmed 15/58, Dodge 10/45, Axe (Hand) 12/59, Dagger 19/93, Shield (Round) 17/84, Spear 12/68

Craft Skills: Agriculture (Pipeweed) 14/86, Alchemy (Ink) 11/80, Drawing (Illustration) 18/96, Drawing (Cartography) 18/98, Folklore 16/89, Foraging 16/60, Heraldry 18/63, Hidework (Parchment & Vellum) 16/89, Law 16/34, Mathematics (Accounting) 17/75, Physician 18/42, Survival 15/56, Weaponcraft 14/26

Money/Valuables: £4 in gold, 207d in silver

Armour/Weapons: Good-quality cloth robe and leggings, leather shoes, and an excellent-quality dagger (WQ +3) concealed in his robes. He has a handaxe (somewhere) in his luggage.

Other Equipment: Carries several large, valuable books on chains, plus scrolls, ink, quills, and other writing implements in a shoulder bag.

Load: 17.4 lb

Encumbrance: 1

Melee Wpns	Wt	WQ	AML	DML	HM	B	E	P
Handaxe	3	11	69	64	•	4	6	•
Dagger	1	14	98	98	•	1	2	5

Missile Wpns	AML	Short (0)	Med (-40)	Long (-60)	Ext (-80)
None	•	•	•	•	•

Location	Armour Layers	AQ	B	E	P	F
Skull	•	•	•	•	•	•
Face	•	•	•	•	•	•
Neck	•	•	•	•	•	•
Shoulder	Cloth	+0	1	1	1	1
Upper Arm	Cloth	+0	1	1	1	1
Elbow	Cloth	+0	1	1	1	1
Forearm	Cloth	+0	1	1	1	1
Hand	•	•	•	•	•	•
Thorax	Cloth	+0	1	1	1	1
Abdomen	Cloth	+0	1	1	1	1
Hip	Cloth	+0	1	1	1	1
Groin	Cloth	+0	1	1	1	1
Thigh	Cloth	+0	1	1	1	1
Knee	Cloth	+0	1	1	1	1
Calf	Cloth	+0	1	1	1	1
Foot	Cloth, leather	+0/0	3	5	4	4

Invocations, Convocations, Spells, Psionics: None

Notes: When ruminating on a problem, Grim will smoke a pipe. He smokes a sweet-smelling form of pipeweed. In Zerhun, he has a small garden where he grows it and a hut for dry-curing it. He has a habit of measuring the difficulty of a problem by how many pipes it will take him to solve it (e.g., a “three-pipe problem”).

A COMPANY OF ADVENTURERS

GENERAL INFORMATION

Species: **Khuzdul**

Sex: **Male**

Apparent Age: **Middle-aged**

Social Class: **Guilded freeman**

Height: **4'**

Frame: **Heavy**

Weight: **100 lb**

Appearance: **Attractive**

Hair Color: **Brown**

Eye Color: **Hazel**

Voice: **Unpleasant**

Medical Traits: **Limp**

Apparent Occupation: **Mason**

Apparent Wealth: **Wealthy**

Weapons: **Handaxe, dagger**

Armour: **Ring**

Companions: **His journeyman, Caras**

Other Features: **None**

Special GM Comments:

Note: This character is designed to be used with the **On the Edge** HårnWorld adventure module.



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Art Sponsor: *Columbia Games, Inc.*



RUNOR UELD

Master Mason and Master Engineer

Runor Ueld is of some renown within Azadmere. He is both a master mason and a master engineer, two professions requiring extensive study and practice to become proficient. The fee for him to consult on a project is significant. If you have to ask, you can't afford it.

Clan Ueld are engineers of mechanical devices, including the machinery for opening and closing heavy gates and doors. The clan specialty is secret doors. They are very taciturn because of this, and even other Khuzdul consider them quite standoffish. Trade secrets within the clan are only passed from master to journeyman. To keep as much work as possible "in house," all clan members receive training in the secret arts.

Because of the close connection between stonework and their mechanisms, Runor had to first become a master mason. He apprenticed and worked as a journeyman under the tutelage of Clan Orinain. When he was confirmed as a master, he started a second apprenticeship under his great-grandmother, Rumira, the Ueld clanhead, who was famous throughout Azadmere as the cleverest builder of secret doors in the last 500 years.

His engineering training was long and difficult. His great-grandmother was a harsh, impossible-to-please perfectionist. After an apprenticeship of 20 years, followed by 40 years as a journeyman, he was made a master just eight years ago. Six weeks later, Rumira died. In her will, she left him her collection of treatises on secret construction, revealing he was her favorite student.

Runor has a wife and son but sees them rarely. His specialized craft takes him all over the kingdom and beyond. Most of his time is devoted to maintaining and repairing the many secret doors and other opening mechanisms throughout Azadmere. The construction of new secret doors is his passion and he has taken several very lucrative contracts for human clients just so he can build new ones. He will only work with his journeyman-nephew, Caras, and will not be rushed. The client must put up the entire (eye-watering) fee in advance.

ADVENTURE HOOKS

Finder's Fee. A rich and powerful lord wants a secret door built. The PCs are dispatched to find the legendary Khuzdul master of secret doors. There is a sizeable fee for anyone who can convince Runor to undertake the commission.

But How Does It Work? A wealthy lord suspects there is a secret door in his castle that is unknown to him. Runor has been brought in to figure out if there are any secret doors and, if so, how they work.

HânMaster

Name: Runor Ueld **Race/Sex:** Khuzdul/male
Occupation: Mason/Engineer **Born:** 6 Peonu 591 (Aralius)
Appearance: Age 128, height 4', heavy frame, weight 100 lb, size 4, average appearance, fair complexion, brown hair, hazel eyes
STR 15 **AGL** 07 **SML** 15 **WIL** 15 **CML** 15
STA 14 **EYE** 14 **VOI** 06 **AUR** 14 **END** 15
DEX 16 **HRG** 19 **INT** 14 **MOR** 12 **MOV** 07
Medical/Psyche: His right leg is slightly shorter than his left, resulting in a noticeable limp.
Physical Skills: Climbing 15/66, Condition 15/81, Jumping 10/44, Riding (Mules) 13/53, Stealth 14/49, Throwing 15/63
Communication Skills: Awareness 16/94, Intrigue 14/50, Oratory 12/30, Rhetoric 12/42, Singing 10/39
Languages: Khuzdul 12/82, Hârníc 12/68
Scripts: Runic 15/85, Lakise 15/85
Religion: Ritual: Siem 11/11; Piety: 5
Combat Skills: Initiative 12/67, Unarmed 13/74, Dodge 7/41, Axe (Hand) 15/83, Dagger 15/67, Shield (Round) 16/86, Spear 16/105
Craft Skills: Engineering 17/105, Engineering (Secret Doors) 17/102, Foraging 17/74, Heraldry 15/34, Lockcraft 15/91, Mathematics (Geometry) 14/59, Masonry 17/90, Metalcraft 15/64, Mining 16/85, Physician 15/44, Survival 16/70, Weaponcraft 15/34, Woodcraft 17/73
Money/Valuables: £5 in gold, 113d in silver
Armour/Weapons: Average-quality cloth tunic and leggings, quilt (fur) cap, oiled canvas overcoat, leather shoes, and ring byrnie (under his tunic). He carries an excellent handaxe (WQ +2), a hatchet (for cutting and trimming stone), and a dagger (WQ +1) under his overcoat. He has a unique spear that unscrews into three two-foot pieces. He designed it himself and had it made by Clan Mazrabul (WQ +4).

Other Equipment: None

Load: 43.8 lb

Encumbrance: 3

Melee Wpns	Wt	WQ	AML	DML	HM	B	E	P
Spear	5	15	125	115	-10	4	•	7
Hand Axe	3	13	93	88	•	4	6	•
Hatchet	2	9	88	88	•	3	4	•
Dagger	1	12	72	72	•	1	2	5
Missile Wpns	AML	Short (0)	Med (-40)	Long (-60)	Ext (-80)			
None	•	•	•	•	•			
Location	Armour Layers	AQ	B	E	P	F		
Skull	Quilt	+0	5	3	2	4		
Face	•	•	•	•	•	•		
Neck	•	•	•	•	•	•		
Shoulder	Cloth, ring, cloth	+0/0/0	5	8	6	5		
Upper Arm	Cloth, ring, cloth	+0/0/0	5	8	6	5		
Elbow	Cloth, Cloth	+0/0	2	2	2	2		
Forearm	Cloth, Cloth	+0/0	2	2	2	2		
Hand	•	•	•	•	•	•		
Thorax	Cloth, ring, cloth	+0/0/0	5	8	6	5		
Abdomen	Cloth, ring, cloth	+0/0/0	5	8	6	5		
Hip	Cloth, ring, cloth	+0/0/0	5	8	6	5		
Groin	Cloth, ring, cloth	+0/0/0	5	8	6	5		
Thigh	Cloth, ring, cloth	+0/0/0	5	8	6	5		
Knee	Cloth	+0	1	1	1	1		
Calf	Cloth	+0	1	1	1	1		
Foot	Cloth, leather	+0/0	3	5	4	4		

Psionics: Clairvoyance 14/14, Healing 14/28. Psionics among Khuzdul is very rare. Runor has told no one about his ability.

Notes: None of his extensive knowledge about secret doors is written down. There are several (incomplete) treatises in the clan vaults, but most of the unique details are only taught to a handful of Clan Ueld master engineers at one time.