

## Yatilsskaad in 591 CY

By Mark Somers

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Yatilsskaad is the last real town of Perrenland along the Krestingstrek. Certainly there are other settlements along the trail to Ket, but these are either purely military camps or too small to count as towns.

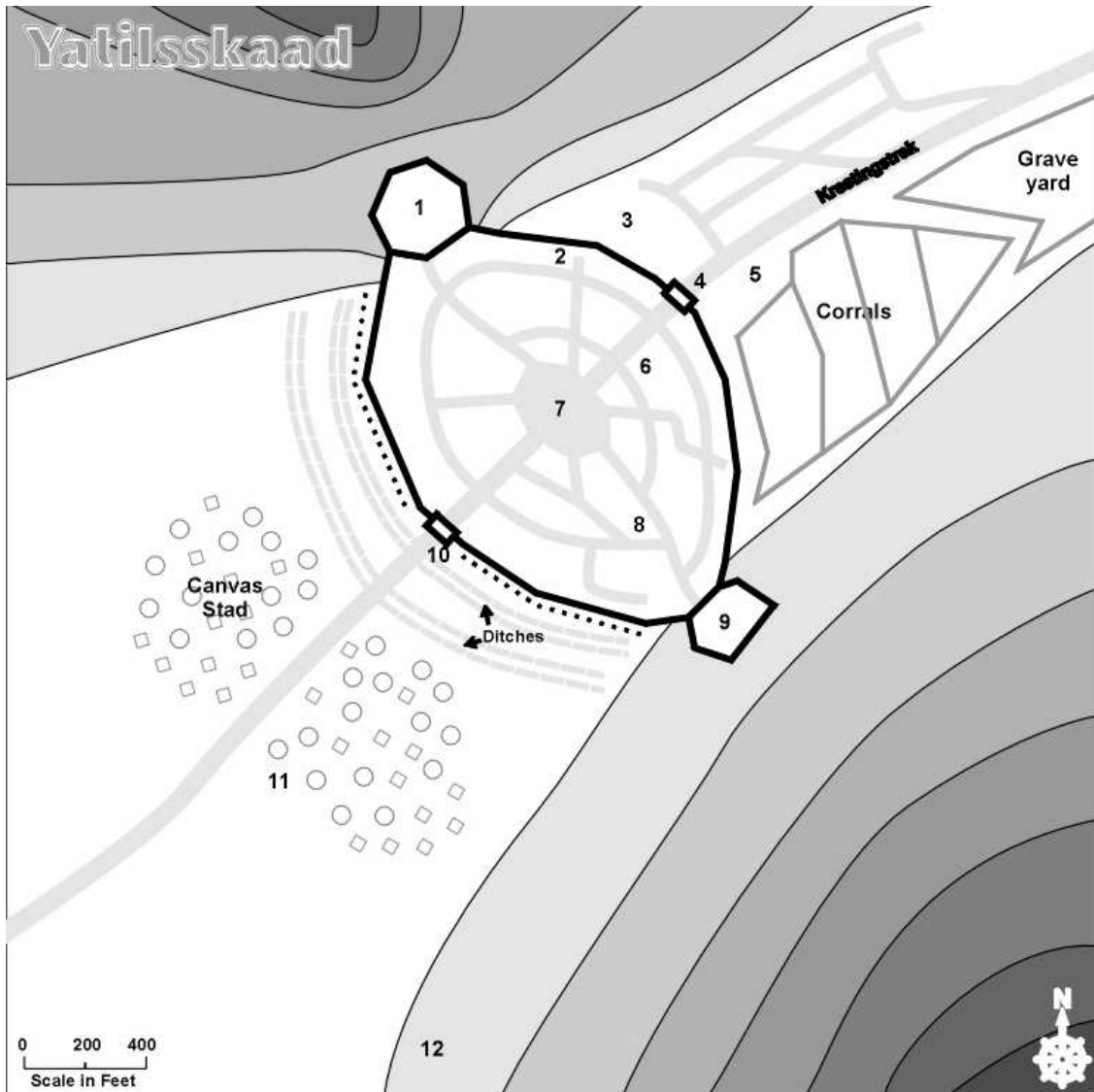
***Huddled in a valley flanked by the sheer slopes of two towering peaks, it appears to be a thriving little place. The walled town itself would hold no more than a several hundred people, but a clutter of buildings sprawl outside the walls, and brightly coloured tents mark the presence of travellers using the town as a resting place.***

The Town of Yatilsskaad lies at the base of the Yatils, nestled in a valley between two tall peaks – one to the north-west (ridgeline running NW-SE) and another to the south-east (ridgeline running SW-NE). The town's walls completely block the valley's floor, running between two small fortresses which face each other across the valley. The south-western wall stands approximately 30 feet high and is called the Old Wall. Standing 20 feet high, the north-eastern New Wall is a century younger than its counterpart. Both walls have battlements for soldiers to defend from, but the New Wall has a few smaller gates allowing quick access for trusted residents. Running in front of the Old Wall is a parallel pair of defensive ditches, each about thirty foot wide and ten foot deep. The battlements atop the Old Wall afford a clear view of these ditches, which are vulnerable to missile fire. Between the ditches and the Old Wall are The Spikes – a line of sharpened poles upon which are mounted the heads of slain enemies and criminals.

As the town is approached along the Krestingstrek from the north-east, there is a cluster of newer houses lying to the north of the road. To the south lies a graveyard, beyond which are corrals and pens for livestock. On the south-western side of the town, beyond the Old Wall and the ditches, lies the "Canvas Stad" – a tent settlement where merchants and other travellers rest and await clearance to pass through the town and on to Krestible.

Beyond the Canvas Stad on the southern slopes is the ruin of an old watch tower, said to be haunted and subsequently avoided by locals.

As far as the atmosphere in and around Yatilsskaad is concerned, it is very much a frontier town. Whilst there are those who would like to bring a bit of culture to the region, it is pretty much a rough and ready sort of place with the typical Perrenlander streak of independence. Fist fights are the most common way of settling disputes, and the garrison troops turn a blind eye to infractions that would result in arrest in larger towns. Because it is the first major town entered when arriving in Perrenland from the west, Yatilsskaad has a high number of foreigners passing through briefly. Though officially a holding of the Hüssen clan, Yatilsskaad is an army town, resulting in a mixed population demographic.



Listed below are details on key features on the Yatilsskaad map, as well as some prominent NPCs.

- 1 High Fortress:** This is the major garrison post and is home to soldiers of the 6<sup>th</sup> Field Force. The garrison consists of 300 men (150 Pike/Halberd, 100 Mace/Sword/Spear & Shield, 50 Heavy Crossbow) as well as an auxiliary company of 50 archers trained in Highfolk. In addition the Clan Hüssen provides a company of 50 clan warriors under the command of Karl Hüssen.

The standing force (garrison plus archers) is split into three shifts, and are spread between the two fortresses, the walls and the town when on duty. One quarter of the troops are on patrol in the pass at any given time.

The garrison commander is **Édulf Brockenbôrd** (male human Ftr6), of Clan Vuurzward. He is known to dislike Kârl Hüssen, who has publicly criticised the commander for his inability to stop the increasing attacks by humanoids.

- 2 Bruinhuis:** A private residence owned by Clan Hüssen, this is where Kârl Hüssen resides when in Yatilsskaad. The house is richly appointed and is easily the most impressive building in the town – which is exactly how the leaders of Clan Hüssen want it. The servants are all clan members and, regardless of their personal feelings, will never voluntarily surrender any details as to what goes on within the house.

There is a small gatehouse in the wall which allows access between the Bruinhuis and the Hüssen barracks.

The Bruinhuis is very well guarded, just in case enterprising PCs decide to sneak in and poke around. Stress this. Should someone still try, they WILL be noticed. This will result in a beating and a warning that next time they'll hang for thievery.

**Note:** Kârl Hüssen is an invisible menace in this module, and never actually makes an appearance. Thus his stats are not detailed.

- 3 Hüssen Barracks:** The 50 Hüssen clan warriors are comfortably stationed here. All are completely loyal to Kârl Hüssen. These warriors are members of the elite clan soldiery and are well aware of it. Each has mastered the art of arrogantly swaggering. They are kept in check by a youthful clan Skâmteguler – Shame Crier – Mêrjam Fjoerdûnser.

**Hüssen Clan Warriors (50)** (male human Wrr2)

**Mêrjam Fjoerdûnser** (female human Brd1) This young woman is the clan shame crier – her screams of abuse on the battle field keep warriors in line and provide important tactical information. Mêrjam does not like Hânnè (she has a thing for Kârl herself) and will do whatever she can to separate the pair.

- 4 Oostgate:** The East Gate – the main way through the New Wall – is the smaller of the two main entrances to Yatilsskaad. There are 4 soldiers, two crossbowmen and two archers here at all times. The gates themselves are two sets of great wooden doors bound in iron. They have been treated in special resins to be resistant to fire and are extremely strong. The space between the two doors makes an ideal killing zone should the town be attacked.
- 5 The Stables:** This is actually the biggest inn in Yatilsskaad, built on the original site of some stables. The stables still remain, but are dwarfed by the large inn, which can hold up to 200 guests. In the busy trading months, the inn is often full.

**Mika Salan** (male human Com3) The proprietor of The Stables is a short slender fellow in his mid-forties. His dark skin attests to his Kettite heritage (he is the bastard of a trader from that realm). Mika is quite knowledgeable about the goings-on of the town. He respects Hasten Weisspeer and will assist the party in any way if he learns that they are representing the man.

**Eléna Salan** (female human Com1) This pretty 16 year old is Mika's daughter – the result of a dalliance with a passing adventurer. The woman left the girl with Mika and continued on her way. Eléna has inherited her mother's adventurous spirit and longs

to leave Yatilsskaad. She will try and attach herself to any interesting looking male PCs in an effort to achieve her aim. She will do whatever she thinks will earn their approval and make them take her with them.

**Silas Littling** (male half-elf Com2) The inn's ostler is a 30 year old half-elf who considers himself something of an expert on horseflesh. He may well be correct. As he is quite often hidden from view tending to patrons' mounts, he overhears any number of supposedly private conversations. This makes him a good source of gossip and rumour.

- 6 Mistress Kaldi's:** A small but well appointed guest house, this is where Hánnè is residing – it would be inappropriate for her to stay in the Bruinhuis. Currently Hánnè is the only guest and there is room for several more. Mistress Kaldi, however, is very particular as to who she will accept as a guest.

**Mistress Kaldi Robinwood** (female halfling Com2) This bustling little woman runs a neat and well organised household. She is neutral in her feelings towards Kârl Hüssen, though she adores Hánnè. As such she is tight-lipped about their relationship. If convinced that Hánnè is in danger – she is sceptical to start with and will require some convincing – then she may assist the PCs.

**Gêrt Kleistad** (female half-orc Com1) Mistress Kaldi's assistant is normally a nice enough young woman. When it comes to Hánnè, however, she is a victim of extreme envy, as the other girl is everything Gêrt is not – attractive, intelligent, graceful, confident and charming. Gêrt will do whatever she can, including outright lies, to show Hánnè in a bad light.

- 7 Town Square:** The centre of town is a gathering point for public speeches and is also the site for executions. As a popular meeting place it is often quite busy in daytime hours, though quite empty after dark. Perceptive eavesdroppers might pick up some useful gossip by carefully skulking in the town square.

- 8 The Flowers:** One of the more popular establishments in town is this high class brothel. The proprietress, Lina Grijsdal, tolerates no mistreatment of her girls. In addition to the obvious services, clients can also enjoy witty conversation with their peers and choose from a selection of semi-legal intoxicants. As Lina is careful to ensure her clients do not become too stupefied by such goods, the garrison commander turns a blind eye to these transgressions. Should anyone inquire, base prices are 1 gp for simple pleasures with a 'trainee' (or a bath with a pretty attendant) and a minimum of 10 gp for one of Lina's well-trained 'professionals'.

**Lina Grijsdal** (female half-elf Rog4/Brd4) Before becoming a brothel keeper, this athletic woman was a spy in the employ of Voormann Karenin. Old habits die hard and Lina keeps a finger on the pulse in Yatilsskaad and reports on the comings and goings of travellers in the region. She may help the PCs if she thinks they are people

worth having "in her pocket". Likewise, she is assisting and guiding Hännè, and may arrange a meeting if she finds out the truth behind the PCs mission.

**Scroob, Son of Scroob** (male half-orc Ftr3) This behemoth is Lina's chief enforcer. Despite his somewhat hideous looks he is always immaculately attired and is actually rather intelligent. Scroob overhears many conversations as several of Lina's patrons consider him to be a dolt barely capable of speech.

**9 Well Fortress:** The second, smaller fortress is nonetheless important as it guards the spring that provides the town's water supply.

**10 Vestgate:** The gate in the Old Wall is bigger and stronger than the Oostgate, lying as it does on the 'foreign' side of the town. There are usually 8 soldiers, four crossbowmen and 4 archers on duty at any time.

**11 Khalad's Rest:** Originally established fifty or so years ago by a Kettite exile, this enormous marquis has become a permanent fixture of Canvas Stad. It is now a gambling den and tavern frequented by travellers halting in the area, as well as Yatilsskaad locals. The term "den of iniquity" is quite appropriate to describe Khalad's Rest, and it is patronised by some very shady characters indeed. Though there is always the risk of losing considerable sums of money within, the place is a great source of rumour and scuttlebutt.

**Hazan the Black** (male human Rog5) The current proprietor of Khalad's Rest takes his name from the darkness of his skin. The popular rumour is that he did away with the original owner, Khalad, before assuming control. The truth, though, is that he helped Khalad flee some debt collectors and paid off the debt to own the tavern. His dangerous reputation helps Hazan run things with little complaint and he maintains an air of subtle menace.

**12 Ruined Watchtower:** This old watchtower has been abandoned since its inhabitants were slaughtered by minions of Iggwilv. Their ghosts are rumoured to roam the ruins, and this is enough to keep locals well away from the place. Less superstitious folk, often involved in shady affairs, recognise its value as a place to deal away from prying eyes.