

Finsterland

THE FAR COUNTRY

A Finsterland adventure

by Georg Pils

This is part eight of a campaign for Finsterland which will be published over the next weeks.

SUMMARY

The final key is assumed to be in Scheinenfeld. This is the rather short message by Brasseur. The town is at the edge of the world, far in the east, close to the Giebel. Here, the Finsterland ends and Tarasia begins. The key's owner is Leopold Sowaniec, a trader, who is currently trying to marry his daughter to his partner Mansur Amir Tanarian's son. The key will be part of the dowry, it is seen as a sign of good luck to give keys and other symbols of security.

It shouldn't be too hard for the characters to get invited to the party. After all, Sowaniec invited pretty much everybody anyway. The celebration is loud and bombastic, both families being quite wealthy. The problem is that the Tarasians are not going to part with their gift. Doing so would be a severe breach of etiquette. However, the Tanarians are willing to offer the characters a job crossing the Giebel with their caravan. The trip is dangerous and any additional fighter is welcome. In the same way, engineers, diplomats and magicians can earn their pay quickly. The place is full of bandits, mercenaries, thieves, local tyrants, trolls and monsters. Nature itself is just as brutal: avalanches, rock slides and unstable roads can be murderous. Finally, there might even be a dragon. Of course there is. The Huntress is another danger to be dealt with.

If the characters manage to escort the Tarasians safely to their home, Tanarian is willing to grant them one wish. The caravan commander will try to recruit any useful characters, either by offering them money or marriage to his children. If this doesn't work, he is not above dirty tricks.

The road back is even more dangerous. The safest plan is probably to go by ship, which will take weeks, maybe months. Plus, there is more danger on the waves!

STORY STRUCTURE

First scene: A wedding

Second scene: Common travels

Third scene: Dangers of the Giebel

Fourth scene: Trouble

Fifth scene: The long way home

CHARACTERS

Leopold Sowaniec: A trader – Sowaniec is a fat, burly man with grey hair and a loud voice. He laughs a lot and is always in a good mood. If he isn't stopped, he will tell ever taller tales of his life.

Miriam Sowaniec: His daughter – A rather short young woman with long black hair and a serious expression. She is usually rather quiet and seems to like her future husband.

Mansur Amir Tanarian: Another trader – A tall gentleman from Tarasia, sporting an impressive black moustache and a long mane. He is quite happy and willing to spend his money.

Jihane Tanarian: His wife – A serious woman wearing an elegant outfit and a dramatic headdress. She isn't entirely certain of Miriam and hopes she will be a good wife to his son.

Umar Yasser Tanarian: Their son – A handsome young man more interested in arts and philosophy than in the actual business. He frequently ends up fighting with his father.

The Huntress: The rider – A tough, brawny woman of indeterminate age. She has machina replacements of her eyes and arm. She wears robust clothing in dark hues and uses a lasso and a six-shooter. She is fluent in Tarasian and can easily pass as one. It is perfectly possible that people get angry at the characters after being incited by her.

THE TOWN

Scheinenfeld is a tiny border settlement. There are no monuments or sights. Also, almost half the town is yurts. The fixed houses are made of clay and beautifully decorated, but the whole place is dusty. There is but a single automobile and it looks rather old and broken down. Most people prefer small, energetic horses anyway.