

The Three Brothers Of Deheubarth: The Fall Of Aberth

The three brothers of Deheubarth, Adda, Geraint and Rhisiart, were renowned Jarin warriors of the Galarus tribe of Aberth during the second century T.R.. They lived in the Jahl mountains, and made their name fighting the Anoa, Taelda and Ymodi tribesmen. Their love of battle lead the brothers to venture south to take up arms against Lothrim, and they were involved in the sacking of Elkall-Anuz. Harpers started singing of their exploits and their fame grew. They returned to Aberth and turned their efforts to raising families.

However, the brothers grew restless. Adda, the eldest, and Geraint were often involved in drunken brawls with other warriors, while Rhisiart gained a reputation with the warriors wives. Tensions grew and finally the three brothers decided to once again venture forth in search of adventure. They left their families behind to fend for themselves, as they rode off to the south.

Decades passed and nothing was heard of the Deheubarth brothers. Many of the Galarus felt the brothers must be dead, killed in some far off war or raid. Most felt that they were well rid of the troublesome brothers and their war-like ways.

Then news of the first Gargun attacks in the Jahl mountains reached the Galarus nation. The gargun of Lothrim's defeated empire begun to move north and Jarin living in the area suddenly came under attack as many villages were destroyed in the rampages. The battles were fierce and complete, as no quarter was given on either side.

Quickly, the Galarus fortified their tribal camp of Aberth, as had been done at Leriell. Other nearby communities brought their families to Aberth, and the village grew in importance, with merchants seeking the excellent hides and amber that were always for sale. Dignitaries from far and wide were received in the Great Hall, and among them the young Gerallt of Iorwerth, the famous chronicler.

As Gerallt recalls, in the late fall of 147T.R., the Gargun raids increased, predominantly by Gargun-khanu who seemed to prefer the mountain ranges around Aberth. On one occasion, a foraging party of twenty men was ambushed and only four survived. They told of hundreds of Gargun in the forest nearby. The village prepared for attack, but that night, in the Great Hall, according to Gerallt, a Celaetuath visited

Aberth's council of Gelfin and foretold of their fate in the days to come.

The Gelerus called it a Rhagfynegi, the foreteller, the demon only the dead shall see. It came to the hall, I was told, when the men were in council, and spoke of what lay ahead.

The shadow of Lothrim is against you cast

Your lives and seisen to them you pass

Three treasured swords of wars and deed

Shall strike to save your rising breed

Jaftë's feet shall claim your dust and bone

The spawn shall have your shell alone

The visit left the menfolk in anguish, and they knew not what to do. Never before had a Rhagfynegi visited an entire tribe at once.

From Teithiau Gogledd by Gerallt of Iorwerth

Then, from the pass to the south, the brothers of Deheubarth rode back to Aberth. They were mounted on handsome steeds saddled with the finest of mountings. They were clothed in expensive robes and jewels, and their weapons gleamed like the sun. The men of Aberth were in tears as they knew their fate was near. Some planned to venture out that night to escape Aberth, but they had, as Gerallt described, left it too late:

I had never witnessed so valiant a gift of life., nor so great a waste The battle of Aberth raged through the mists that night. Some men who sallied forth were slaughtered in their entirety. The palisade's defenses had been destroyed, and few men were left fit to fight. "Gerallt", I was told "Take the women and children and get them hence before Lothrim's spawn storm through the wall. You shall be safe, I give you my word" said Adda. The others and I crawled through the sally port and made for the woods., leaving all we knew behind. Then the Foulswarm attacked. The clash of steel and the disembodied screams of the dying ranged through the dark. Above it all could be heard the fury of the three brothers of Deheubarth as they fought the marauders. Three good men against the hundreds, and yet they held to their doom.

From Teithiau Gogledd by Gerallt of Iorwerth

The survivors fled Aberth, and the winter's snows fell on the pass. By summer the Gargun ranged unchecked, and Aberth was left to ruin. Gerallt of Iorwerth continued his travels, and the women and children of Aberth dispersed to other settlements. Some say that Rhisiart of Deheubarth was seen in Leriell in 162 T.R., but few believe he could have survived. Of those who did survive, none ever returned to Aberth, and the exact location was lost from living memory.

This is one in a series of articles on the legends and folklore of Hârn, collectively called *Common Knowledge*. These tales are presented in two parts: the legend itself and GM notes, arranged on separate pages, so that the GM may give a photocopy of the Legend to his players.

The Story

The story of the rise and fall of the three brothers of Deheubarth is widely known in Orbaal, particularly in Jarin circles. It is often told as a “ghost story” to children to warn them of the dangers of the Rhagfynegi. Gerallt of Iorwerth’s writings are also known among learned circles throughout Hârn, particularly in the east.

Gerallt Of Iorwerth

Gerallt of Iorwerth was born in 122T.R. at Nenda in the old Jarin Kingdom of Tanor. His parents were Kalen, a Tanor knight, and Sioned of Angharad, the daughter of Jarin highborn. Gerallt, a chronicler by trade, exhibited a strong love of the land, and an intense curiosity about the realms of Hârn. So, at 16, he started off on the first of his many travels about Hârn, and by the time of his death in 224T.R., he had visited almost every region of the land.

Gerallt’s writings detail much of the history of the period. His **Trallod Amser** recounts the war-torn years from 177 through 184, and the battles of Hosat, Noneth, and Kobing. Early Harnic life is also described in his Teithiau series (Gogledd, Deau, Dwyrain, and Corrach), while the tribal lifestyles of various regions are described in his **Llwyth** books.

Gerallt’s Books	Date	Regions
Teithiau Deau	138-145	Anadel, Melderyn
Teithiau Goglydd	146-153	Nuthela, Orbaal, Himod
Llwyth Volume 1	154-159	Himod, Equeth, Peran
Teithiau Dwyrain	160-170	Rethem, Tharda, Anfla
Llwyth Volume 2	171-176	Athul, Mimea, Dömid
Trallod Amser	177-184	Kaldor, Migration Wars
Llwyth Volume 3	185-190	Setha, Belna, Horadir
Teithiau Corrach	191-198	Azadmere, Sorkin mts.
Saith Teyrnas	199-210	The Seven Kingdoms

Gerallt’s writings are a major source for the period and can lead to many adventures. Any research a player may wish to conduct will likely be assisted by reference to Gerallt’s writings, as subtle clues can be left in his work. His style is to report what he could confirm firsthand, and only about the location he was at. Heroes, folktales, council meetings, daily life and the countryside should form the basis of his work.

Aberth in 720 T.R.

The site of Aberth is in I2 on the main Hârn map, in the pass at the foot of Mount Jaftë, near the current range of the Ejatus Gargun. Aberth would have been on the route from where the Fur road fords the Anoth through to Vaagel and Quimen, much like the Tpag’s Lament (see Orbaal map). Due to Jarin practice of the time of fortifying naturally defensible positions, Aberth would be high ground, near a forest (if not overgrown). The terrain should be suitable for a pallsade. Aberth might be distinguishable by either some stone remains, or by ground lines when seen from higher terrain.

As for what is left at Aberth, that is left to the Gamemaster’s discretion, but some of the rich trappings of the Deheubarth brothers - possibly some magic - as well as stockpiles of amber may be found. Some stone remains may indicate a store house, and an appropriate place to dig. Alternatively, an old storage pit might be found, with some goods remaining. Guarding the site could be either some Gargun, or the spirits of the slain warriors.

The Deheubarth Brothers

The brothers were adventures from c120-47 T.R.. They, like typical successful adventurers, would have a fair amount of booty with them, and Aberth is their final resting spot. Whether Rhisiart did survive will give the Gamemaster the opportunity to reduce the amount of treasure found, and lead to other potential adventures (as would the brothers’ earlier activities).

Lead-Ins

The amount of information the players have about the story should be determined by the lead-in option preferred by the gamemaster.

- 1] *The PCs hear the story of the fall of Aberth while in Orbaal, and, with hint of riches, set out to find the site for themselves.*
- 2] *The PCs are hired by a sage or Shek Pvar who wishes to discover the location of Aberth for academic reasons or potential gain.*
- 3] *Rhisiart did survive, and one of his descendants hires the PCs to find Aberth to give a proper burial to his kin and the other dead of Aberth.*
- 4] *Orbaalese authorities who set out to find Aberth to give evidence of the Jarin people’s weaknesses (vanquished by Gargun etc.), and maybe find symbols of authority of the Galarus. The PCs are hired by the Orbaalese to assist or Jarin resistance to stop the expedition.*