

INTRODUCTION

Keeps and Castles, in addition to their normal feudal characteristics, also have towns associated with them. The following rules build on the framework described in *HårnManor* published by Columbia Games Inc. and are intended to be used in conjunction with *HårnManor*. To help clarify things, an example of Ibonost will be used to describe the procedure.

Building The Town

Break the settlement population into manorial tenants and townsfolk.

Manor Households = Gross Acres/50 + 2d6 – 7.

Town Households = Gross Households – Manor Households.

Example: Ibonost has 1,830 gross acres and 93 total households. A roll of 3 on 2d6 yields 33 manor households, leaving 60 town households.

Build The Village

Create the manor population as given in *HårnManor*. Pay particular attention to craftsmen since only a few will be duplicated unless the town is large (100+ households).

The town itself consumes land that counts as Waste in the manorial economy. However, this land provides a significant boost to the holding's income. The Town Rents are just added directly to the Rents collected by the holding. Similarly, the franchise fee of any guilded craftsmen are added directly to the Fees collected by the holding as listed in *HårnManor*. The Trade Index of the town represents markets, fairs and other economic activity and is used the same as the *HårnManor* Trade Index.

Town Acres (Waste) = Town Households/20

Town Rents = Town Households * 10 * (d6+7)

Trade Index = 1 + Town Acres

Example: In generating the villagers for Ibonost, we came up with one priest, one miller, 2 yeomen, 1 farmer and 28 serfs. The priest is assumed to Peonian. The town near Ibonost occupies 3 acres and yields rents of 4,800d.

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HÂRNTOWN 2

Create Guildsmen

At this point, we should note that coastal towns have a different distribution of economic activity than inland towns do. This is due, in large part, to the fact that a significant proportion of a coastal town will be involved in fishing, which is something that will not be happening inland. We expect, on average, coastal towns to have significantly more people due to this fishing population. Therefore, we have two sets guidelines depending on the setting of the town.

For inland towns, the number of guildsmen is: $\text{Town Guildsmen} = \text{Town Households} * (37 + 2d6)/100$

For coastal towns, the number of guildsmen is: $\text{Town Guildsmen} = \text{Town Households} * (24 + 2d6)/100$

Profession	Inland	Coastal	Notes
Miller	001-025	001-020	
Metalsmith	026-060	021-049	
Shipwright		050-206	
Woodcrafter	061-124	207-259	
Salter	125-159	260-289	
Pilot		290-315	
Hideworker	160-194	316-344	
Innkeeper	195-222	345-367	
Chandler	223-243	368-384	
Ostler	244-268	385-404	
Priest (R)*	269-514	405-607	Choose by locale – some are illegal.
Mercantylor (R)	515-564	608-648	
Clothier	565-610	649-686	
Potter	611-642	687-712	
Harper/Thespian	643-681	713-744	Most (80%) will be Harpers.
Weaponcrafter	682-706	745-764	
Herald/Litigant	707-745	765-796	Most (75%) will be Heralds
Mason	746-766	797-813	
Perfumer	867-787	814-830	
Jeweler	788-808	831-847	
Lexigrapher	809-829	848-864	
Lia-Kavair*	830-847	865-878	
Physician	848-865	879-892	
Embalmer	866-883	893-906	
Animal Trainer	884-901	907-920	
Glassworker	902-919	921-934	
Charcoaler	920-930	935-943	
Tentmaker	931-941	944-952	
Timberwright	942-952	953-961	
Locksmith	953-963	962-970	
Artist/Cartographer	964-974	971-979	Most (90%) will be artists.
Apothecary	975-981	980-985	
Courtesan	982-988	986-991	
Arcane Lore	989-000	992-000	Alchemist, Astrologer & Shek P'var

In the Thardic Republic, the ratios of Heralds/Litigants will reverse (75% Litigants). All others will be roughly the same because the same basic economic functions must be performed by someone.

Professions marked with a * are not likely to be openly exercised, but will still exist.

Generate the town guildsmen using the appropriate table (inland/coastal). If a duplicate is rolled, use the highest ranking guildsman not already present (e.g. miller, then metalsmith, etc.). Professions marked with an (R) may repeat if rolled normally, but should not repeat because all previous entries are present. If the town has more than 25 craftsmen, then duplicates should be permitted.

HÂRNTOWN 3

Example: For Ibonost, the proportion of guildsmen is particularly low – only 23. Rolling on the inland chart, Ibonost has a metalsmith, woodcrafter, salter, hideworker, innkeeper, chandler, two priests (Larani and a Gozyda shaman), two mercantylers, potter, thespian, weaponcrafter, perfumer, jeweler, lexicographer, Lia-Kavair, physician, embalmer, charcoaler, tentmaker, timberwright, and a practitioner of arcane lore.

Create Townsfolk

The rest of the town is assumed to be laborers, servants and guards of various stripes, depending on local economic need. As an option, you can also generate the occupation of all these households. They are likely to live in tenements of some sort, though some, such as Knight, might be prosperous. Duplicate these as many times as you need to.

Occupation	Inland	Coastal	Notes
Beggar	001-159	001-074	
Fisherman		075-462	
Gladiator	160-187	463-475	Ignore if inappropriate.
Hunter	188-223	476-492	Change to fisherman in large city.
Knight	224-268	493-512	Indicative of garrison size
Laborer	269-560	513-648	Includes longshoremen, etc.
Prostitute	561-602	649-667	
Ratter	603-641	668-685	
Scribe/Scholar	642-694	686-710	
Seaman		711-857	Indicative of size of Seaman's guild
Servant	695-805	858-909	
Slave	806-847	910-929	Change to laborer if illegal.
Soldier	848-950	930-977	
Teamster	951-000	978-000	

Example: In Ibonost, the remaining 37 residents include two beggars, one hunter, one knight, eight laborers, two prostitutes, one ratter, three scribes, four servants, three teamsters and twelve soldiers – a very appropriate mix for Ibonost.

Allocate Buildings

Residents of the manorial village will each have their own croft, garden, etc. Guildsmen will also have one (possibly more for a prosperous guildsman) building each. Priests will reside in temples/churches/chapels with the size indicated by the number of priests residing in the town.

All others will reside in tenements of various densities. In small towns, as few as one or two households will reside in each building. In large walled towns, the density may rise to the point where guildsmen have two or three households residing in the floors above their place of business and up to a dozen households may reside in a single building in the slums.

Example: Ibonost does not lack for land, so I decided to include one building for most households when creating the layout. I reduced the total somewhat from 93 to account for the number of people residing at the keep – yielding somewhere around 85 buildings for the entire settlement.

HÂRNTOWN 4

Ivinian Thrans

The procedure for Ivinian thrans is essentially the same. Use the following charts for Ivinian thrans and vathrans. All thrans are assumed to be coastal.

Profession	Roll
Miller	001-030
Metalsmith	031-075
Shipwright	076-145
Woodcrafter	146-225
Salter	226-265
Pilot	266-285
Priest	286-440
Hideworker	441-490
Chandler	491-520
Mercantylor	521-600
Innkeeper	601-640
Skald	641-665
Clothier	666-720
Potter	721-760
Weaponcrafter	761-790
Ostler	791-810
Mason	811-830
Jeweler	831-850
Thief	851-870
Physician	871-900
Embalmer	901-905
Animal Trainer	906-920
Herald	921-935
Charcoaler	936-945
Glassworker	946-950
Tentmaker	951-960
Apothecary	961-965
Locksmith	966-975
Timberwright	976-990
Artist/Cartographer	991-995
Arcane Lore	996-000

- 75% of Artist/Cartographers will be artists.
- Arcane Lore includes Alchemists, Astrologers, Shek P'var etc.
- Most priests (90%) will be Sarajinian.

Occupation	Roll
Beggar	001-073
Fisherman	074-324
Hunter	325-349
Huscarl	350-389
Laborer	390-627
Prostitute	628-657
Ratter	658-677
Runemaster	678-712
Seaman	713-812
Servant	813-842
Teamster	843-860
Thrall	861-920
Viking	921-000

- Viking includes all manner of soldiers, mercenaries, guards, etc.
- Huscarls are elite guards.
- Runemasters are Ivinian scribes and scholars.