

Chewintin

Location: Oselshire, Kingdom of Kaldor
Holder: Bailiff Sir Krisagon Lartyne
Liege: Constable of Jedes Keep
Population: Village 149; Manor 25

HISTORY

The westernmost manor in southwest Kaldor, Chewintin is located at the junction of the Kald and Osel Rivers. The manor was established in 354 TR, shortly after the construction of Jedes Keep and the outpost has always been tasked with watching the river and the wilds of Semethshire on the far bank.

The first manor house was little more than a crude wooden palisade and a simple hall. The original settlers were made up of hardy stock drawn from the frontier manors of Kolorn Keep. Of Jarin decent, the peasants were little different from the Pagaelin or Kath barbarians that surrounded them.

Eight years after Chewintin was established, Kaldor was plunged into a vicious civil war. Chewintin's remoteness saved it from the ravages of the war, but the loss of trade hurt the community and there were several lean years. When Fierth seized power after the Battle of Kiban in 377 TR, he made Qywald Dariune Earl of Balim and granted him Kiban Castle. Over the succeeding years, Qywald and his heirs were granted numerous other holdings, including Jedes Keep and its associated manors.

Although the profits from the manor flow directly to the Earl from his bailiff and constable, no member of the powerful Dariune clan has ever visited this remote corner of their vast landholdings. The Earl has traditionally left the appointment of the Bailiff up to his Constable. Successive Bailiffs have made their feudal payments and squeezed a meager profit from the small manor.

Despite the frequent changes in Bailiffs and their indifference toward the manor, the community slowly grew. The small hamlet of Keldkith was established south of Chewintin and the villagers developed a lucrative sideline fishing in the Kald River. The manor's success was marred by periodic raids by the barbaric Kath who crossed the Kald River to raid the outpost.

The greatest changes in the manor have taken place over the last fifty years. In 672 TR, the great army of King Torastra was defeated at the battle of Chelna Gap and fears of a Thardic invasion swept the kingdom. In response, the King offered a subsidy to any border lord who would build a tower on their lands. The Earl of Balim, gravely concerned about his holdings in Asolade, dis-

patched Master Bertram of Houghton (his personal master mason) to Jedes to supervise the construction of two watchtowers in Yeashim and Chewintin.

A score of the Earl's household troops, half a dozen masons and scores of laborers descended on Chewintin during the summer of 673 TR. Construction of a new tower was begun on a rock outcrop jutting into the Kald River. For the next three years, the masons worked continuously, stopping only when the cold weather threatened to freeze the mortar and resuming as soon as it became warm enough to work again. By the fall of 676 TR, the Earl's representative, Brother Hays (a Laranian priest) reported to his liege that "a fine tower now stands to guard your furthest most holding." The Brother also brought disturbing news for his Bishop. Despite its proximity to the Peonian Monastery in Bromeleon, the priest had observed strange rights and feared that heresy stalked the village. Many of the villagers have clung to the old ways, mixing traditional Peonian beliefs with Jarin animist and totemic beliefs.

After the construction of the tower, the Earl took a greater interest in Chewintin, choosing to appoint the Bailiff directly. To protect the tower, and his own considerable investment, the Earl demanded the Bailiff maintain a garrison of at least five men. The Earl also asked the Peonian Pelnala (Abbess) to assign a priest to tend to the manor and bring it back into traditional Peonian beliefs.

CURRENT AFFAIRS

In 706 TR, on the death of the previous Bailiff, the Earl chose a knight of his court to fulfill the position. Sir Fastolf proved to be a poor choice. A womanizer and heavy drinker, he hated this isolated and boring manor and longed to return to the easy life at court. Like the Bailiffs before him he was lax and devoted little time to the administration of manor.

By the summer of 718 TR, after Sir Fastolf's failure to meet his feudal payments and unwillingness to do the most basic patrolling, Sir Shernath, the Constable of Jedes Keep, petitioned the Earl for Fastolf's removal. At the winter court, Earl Troda ordered the Bailiff be stripped of his position and order that him to seek sustenance elsewhere, but not at the Earl's court. A messenger was dispatched with the Earl's proclamation in the spring of 719 TR.

Because of its meager profits, isolation and vulnerability to barbarian attack, none of the Earl's trusted inner circle wanted to assume the role of Bailiff of these "desolate fens and marshes." To fill the newly created vacancy, the Earl turned to his most trusted knight, Sir Krisagon Lartyne.

CHEWINTIN 2



Of noble lineage, Sir Krisagon was a self made man. After his father had been taken hostage by Cadal, a Kath chieftain, Sir Krisagon was forced to sign over his family's manors to his greedy uncle in order to raise sufficient funds to pay the extortionate ransom. Left with nothing, Krisagon became a mercenary to support his parents and younger brother Draco. Over the next twenty years he built a tough but loyal warband, working mostly for the Earl of Balim and the Mangai of Kiban to protect the caravans of the Silver Way. Despite this success, Sir Krisagon longed for a manor to call his own and was glad to take Chewintin, no matter what its failings.

Sir Krisagon arrived late in the fall of 719 TR to his first of many trials. He was accompanied by his brother Draco, a knight in his own right. Also accompanying him were over a dozen members of his warband, drawn by loyalty to their Lord and the promise of land to start their own households as farmers. After spending the night at Jedes, the troop marched towards Chewintin. Shortly after sighting the tower, they were greeted by an alarm, warning that a Kath raiding party was attacking the village. The hardened mercenaries surprised the barbarians as they returned to their small boats. Sir Krisagon killed several barbarians and attacked their leader. When he realized that their leader was none other than Cadal (his father's nemesis), he went berserk, smashing Cadal's shield and almost killing him. The chieftain was rescued when four raiders drove Krisagon back, allowing him to escape. With most of the villagers and loot rescued and the Kath driven off, the warband retired to the tower. As

they traveled towards the village, relieved peasants and the village priest came out of the woods. They were grateful for rescue but leery of this new Lord. Arriving at the tower, they found the men-at-arms slain, killed by the Kath, and the tower looted. Sir Fastolf was dead, naked in his bed, with a peasant girl at his side.

Since his arrival, Sir Krisagon has been busy putting the manor right. He and his men have spent every day hunting in order to lay in sufficient food for the winter. The tower has been cleaned out and he has set the peasants to work improving the approaches to the tower. The villagers are cautiously optimistic that this new Bailiff will prove better than the last. Troda Dariune promised Krisagon that if he proves himself a worthy lord, the Earl will grant him full ownership of the manor in five years.

CHEWINTIN AND KELDKITH

Chewintin Manor consists of the village of Chewintin and hamlet of Keldkith (half a league south). The peasants are a mix of serfs and farmers, with many villeins holding at least some free land. The manor has a total of twenty-nine households, of which twenty are unfree serfs, three are guildsmen, five are farmers (including two yeomen) and one is a priest of Peoni.

Chewintin was established first, when a small fort was built on a hillock overlooking the river bend. New cottages were built along the riverbank and radiating out from the village a series of fertile fields were cleared. Eventually, as the population grew, more land was needed. A new site, half a league south of the first village, was chosen for expansion. To take advantage of the new land and to shorten their walk to work, several households moved south and started the hamlet of Keldkith. Like Chewintin, it consists of a string of huts along the Kald River. Both villages have an number of poorer families who fish to supplement their income.

The mill is located at the west edge of Chewintin. The current of the Kald River is moderate, but easily turns the undershot waterwheel. The original wooden fort has been replaced by an impressive four-story watchtower located on a rock outcropping sticking into the river at the eastern edge of the village. Because of the small demesne and general indifference to agriculture shown by previous bailiffs, the manor house does not have a barn or even a stable.

Chewintin has not had a Bailiff who was interested in running the day to day operations of the manor in over fifty years. As a result, the power of the Reeve has grown until it rivals that of the Bailiff himself.

The office of Reeve has remained within Clan Mahon for six generations, and over the last twenty years, the current Reeve, Odins convinced the previous Bailiffs to grant his clan a total of 130 free acres. While not corrupt per say, he has placed family interests ahead of the lord's or the rest of the community. His willing allies in this power grab are the Clan Broatch, who have benefited from valuable village offices and grants of unfree land which has made them the second most powerful serf clan on the manor.

The five farmer families are all descended from the original garrison. Over the years, they have inter-married and now form a clan equal in importance to the Clan Mahon. The Clan Hestin tend to stay aloof from serf politics and consider themselves the village elite. All of the Clan's able-bodied men have weapons, including spears, bows and axes, in addition to a leather byrnie, ring half-helm and round shield for armour. Due to the failure of previous Bailiffs to patrol or assert their authority, most peasants look to Clan Hestin for protection. Sir Krisagon was not pleased to find such a large, independent and well-armed group when he arrived at his new manor.

The remaining households are divided among the guildsmen (miller, woodcrafter and metalsmith) and two smaller clans (Ayton and Larrea). The guildsmen are the most cosmopolitan members of the community and are the only ones who travel to Jedis with any regularity. Because new apprentices and journeymen most often come from outside the village, the guildsmen are only grudgingly accepted and are always considered to be outsiders. The remaining two clans form the lowest strata of the manor. Lacking land, they are perpetually at the mercy of the three richer clans for work and food. Most fish to supplement their income, but that does little to relieve their grinding poverty.

ECONOMICS AND AGRARIAN LIFE

Chewintin manor has been settled for over 360 years, but it has always been a backwater, little effected by the goings on in the rest of Kaldor. Although Jedis and the manors within Asolade Hundred owe homage to Clan Dariune, they are generally run by bailiffs or very minor families with little influence. Chewintin has 2130 gross acres, 426 wooded, leaving 1704 cleared acres. Of this, 979 acres support the tenants, 290 acres are demesne and 435 acres are wasted due to lack of labor. Although the manor is blessed with rich, fertile soils, previous mismanagement has greatly reduced its potential revenues. The current Reeve has done his best to manage the fief and it is generally in good repair.

Because of its isolated location, manor must be more self-sufficient than most. This is reflected in its crops, an

even balance of hardy grains (mainly rye and barley) with hay and vegetables.

The herds are small and consist mainly of goats and pigs. The villagers are allowed to graze their animals on the large amount of wasted land. This is the only maintenance this land receives and it is slowly being overgrown. The new lord, Sir Krisagon intends to settle ten of his former mercenaries on this land as farmers, which has raised fears that the villagers will lose this lucrative privilege.

Since Sir Krisagon has only just arrived, his household still feels more like a mercenary barracks than the refined home of a gentleman. The cost of maintaining so many troops is considerable and Sir Krisagon is currently funding the extra costs out of his own purse to the tune of £49 per year. This leaves him with precious few funds for repairs or improvements. Once he has established ten of his men on their own land, he will have more funds available to properly establish his household. He also plans to increase the size of his demesne with the additional labor from the ten extra households. He calculates that within the year he can be making a small profit of £26 per year.

Local Map Key

[A] Watchtower – The manor house is described separately. The height of the tower makes it a landmark for leagues around and makes it hard to get lost.

[B] Laranian Marker – Located in the center of the Village Square, the marker is in the shape of a sword driven into the stone. It is inscribed "In the year of our Lady, 676 TR, Sir Scina Dariune, 13th Earl of Balim did order this marker raised to commemorate the completion of this tower to watch the borders of our most glorious Kaldor. Long live King Torastra."

[C] Mill – A large stone building, the mill was used as a place of refuge by the villagers before the tower was constructed.

[D] Grove – The Village Elder, Odins, holds regular services to honor the "Stone and the Tree" at this site.

[E] Site of the Kath Raid – West of the tower, this is a good site to land boats since it has a wide sandy beach and bushes to hide in before reaching the village road.

[F] Quarry – The stone for the tower was quarried here, and the villagers still use it for foundation and hearthstones.

[G] Cabin – Used by the village fishermen to store nets, hooks, and repair tools.

CHEWINTIN 4

The Manor Residents

Chewintin

1 Half-Villein (Mihil of Larrea) Size: 5 Acres: 19 serf

Mihil is fisherman and holds nineteen acres. He is the most successful member and head of Clan Larrea, despite this, he still struggles to feed his family and has little left to spare. Most years he doesn't have to work for one of the richer clans.

2 Miller (Shavit of Cie) Size: 3 Acres: 15 free

The village miller, Shavit, is a native of Gardiren. In 706 TR, the previous miller was killed during a Kath raid, afterwards, most families had to do their milling by hand until the present miller arrived early in 707 TR. Shavit has two apprentices and supports his wife and young daughter in some comfort. Until the construction of the tower, the mill was the only stone building in the village.

3 Villein (Lautt of Larrea) Size: 7 Acres: 24 serf

Lautt is the cousin of Mihil [1] and also a member of Clan Larrea. His two younger sons spend most of their time fishing while their two elder brothers work for Clan Hestin. Lautt is a unpleasant man, given to fits of anger and fighting. He desperately wanted to be made clan head, but was passed over in favor of his cousin. His wife and daughter specialize in smoking fish and ham.

4 Villein (Pena of Larrea) Size 9 Acres: 25 Serf

With the second largest family on the manor, Pena has great difficulty feeding his family. His twin boys are 14 now and work for Clan Broatch. Unfortunately, he still has to feed his five younger children (9, 8, 6, 3 and 1) who cannot contribute much in the way of productive work.

5 Woodward (Couran of Broatch) Size: 5 Acres: 38 Serf

An energetic and ambitious man, Couran is the younger brother of Sachar [12] the Clan chief. His wife is a tall, slight, compassionate woman who prepares herbal remedies and cares for the sick members of the manor without regard for clan or ability to pay. Together, they have three girls.

6 Woodcrafter (Tenue of Pembina) Size: 2 Acres: 30 free

The village woodcrafter is a fourth generation inhabitant of the village, though some still view his family as outsiders. He spent his apprenticeship with a master in Qualdris, but moved home as soon as he became a journeyman. He has never talked about his time away and is often moody, especially if someone brings up the topic. He has refused to send his son to the same master and has instead sent him to Jedes for his apprenticeship. He supports one apprentice in addition to his wife and two daughters.

7 Cottar (Enfil of Larrea) Size: 1 Acres: 4 serf

Enfil is from a distant branch of Clan Larrea. He arrived in 706 TR shortly after the Bailiff died. He built a small cottage and the Reeve assigned him a few acres. No one knows why he moved to Chewintin, but he is a talented fisherman, works hard and keeps to himself. Unknown to all, Enfil was caught in bed with another man and fled for his life. He lives in constant fear that someone will discover his secret.

8 Herder (Guille of Broatch) Size: 6 Acres: 38 serf

Guille is a tall, powerfully built man and first cousin of Sachar [12]. He likes the power of his position, but despises the work. Most of the actual herding is done by his two oldest boys. The two younger boys help their father work their land. Guille often hires members of Clan Ayton to work for him and grudgingly pays them a fair wage.

Written By Kerry Mould

Mapped By Patrick Nilsson

Illustrated By Richard Luschek

9 Reeve (Odins of Mahon)
Size: 3 Acres: 40 serf, 25 free

Nearly fifty, Odins is a widower with white hair and a beard. He lives with his son Maruk and foster daughter Bronwyn. Bronwyn is from Jedes and her and his son have been betrothed since childhood. They plan to marry in the summer of 720 TR. Besides being head of Clan Mahon, Odins is also the Village Elder (Reeve), titles which has been synonymous for six generations. An extremely clever man, he has used his position to cement his clan's dominance in the community by obtaining grants of free and serf land. The last three Bailiffs allowed him to run the manor as he saw fit and he sees Sir Krisagon as a threat to his power.

10 Villein (Tress of Larrea)
Size: 6 Acres: 22 serf

A beautiful young orphan, Tress though herself lucky when she married the head of Clan Larrea in 698 TR. Then, four years later, her husband died of a wasting disease, leaving her with two small babies to raise. The Clan chose Mihil [1], her husband's archival, to succeed him. Mihil turned the Clan against her, making her a pariah, so in desperation, she began to sell her favors to men of the village in return for labor on her land and food. This allowed her and her children to survive at the cost of her dignity. In addition to her two boys by her husband (20 and 19) she has three illegitimate children, two girls (12 and 9) and a boy (5). Her eldest, Kukec, has been fined repeatedly for attacking those who make rude comments about his mother.

11 Farmer (Isla of Hestin)
Size: 5 Acres: 45 free

A slight, gangly man, Isla has never married. When he was young, he moved away for several years. In 705 TR, on the death of his father he returned to live with his elderly mother, bringing with him four orphans. None of them knew anything about farming, but over the years, they have adapted. Isla has been in mourning since the death of his beloved mother two months ago. The Reeve and village priest know that Isla was a Peonian acolyte and rescued his "children" from an early death on the streets of Tashal. He helps out with Peonian services.

12 Villein (Sachar of Broatch)
Size: 4 Acres: 37 serf, 5 free

The head of Clan Broatch, he is a close ally of the Reeve. He inherited the title of chief upon his father's death three years ago. Under his leadership the Clan has prospered and he greatly desires more land and will do whatever is necessary to get it. During the last raid, he killed a Kath, stealing his broadsword and dagger (which, ironically, the Kath had taken from a Kaldorian men-at-arms on a previous raid). He has hidden them in the thatch of his hut.

13 Villein (Giese of Broatch)
Size: 3 Acres: 36 serf

Giese and his two younger brothers are in mourning after their mother and father were killed and their hut burned to the ground in the latest Kath raid. He blames Sir Krisagon for not arriving earlier. Odins has chastised him twice for talking too openly about rebellion, despite this, Giese is anxious to take action.

14 Beadle (Arden of Hestin)
Size: 2 Acres: 30 free

A medium foot yeoman, Arden is extremely fit and strong for a middle age man and regularly drills the members of his Clan. A former man-at-arms for the Constable of Jedes Keep, he makes sure that the able-bodied clan members take care of their weapons and are ready to defend the village. To protect his Clan's position of power he opposes serfs belonging to the militia. He and his wife have tried to have children, but an old war wound has made this impossible.

15 Farmer (Forst of Hestin)
Size: 3 Acres: 80

Forst has more land than anyone else in the village. A descendent of the first soldiers sent to guard this remote outpost, his family has been here since 354 TR. He has a large timber-frame house on a stone foundation across from the mill and a medium size herd of cattle. The Lord stables his palfreys and packhorses in Forst's barn since he does not have a barn of his own. Forst is the head of Clan Hestin and lives here with his wife and youngest daughter.

CHEWINTIN 6

16 Teamster (Nys of Wardle)
Size: 7 Acres: 30 serf

Clan Wardle is a large clan spread across most of the Hundred. Nys is the only member of the clan in Chewintin, and so (with the lord's permission) he travels regularly to visit his family in neighboring villages. Since he is travelling anyway, he has recently taken up the role of village teamster, transporting village produce to the Jedis Fair and purchasing goods for other families. He treads a fine line and the Mercantylers and Chandlers are watching to make sure he doesn't violate guild privilege. Nys' wife and sons run the farm.

17 Villein (Holota of Mahon)
Size: 5 Acres: 34 serf, 20 free

Holota is the finest farmer in the village. Everyone seeks his advise before planting or harvesting and Odins relies on his assistance to run the manor. He has a large cottage and several cows and pigs. His wife looks after their two small girls and an adopted son.

18 Villein (Rhys of Mahon)
Size: 6 Acres: 36 serf, 10 free

Rhys is very wary of strangers and dislikes change. He supports his frail spinster aunt and two nieces in addition to his wife and four-year-old son. He has never left the village and rarely ventures even as far as Keldkith. He does not believe in Peoni, but keeps this to himself.

19 Villein (Bendigeid of Mahon)
Size: 6 Acres: 36 serf, 25 free

Bendigeid is a quiet, almost mousy man, but his wife is bright, bubbly and full of gossip. She longs for a more exciting life finds her life as a wife and mother dull. As a result, she has been carrying on a secret affair with Rainault, one of the men of the garrison.

Keldkith

20 Villein (Teyrmon of Broatch)
Size: 4 Acres: 31 serf, 25 free

Because of his baby-face, outsiders might mistake Teyrmon for a boy rather than a full-grown man, however, he is happily married with a son and a daughter. His wife is plain, but an excellent cook who keeps her husband happy and well fed.

21 Half-villein (Hywel of Ayton)
Size: 12 Acres: 18 serf

As head of Clan Ayton, Hywel is responsible for the well being of all of his Clan members. He takes this responsibility very seriously and has taken in the helpless, orphans and homeless who can claim Clan protection. As a result he has the largest household in the village with two elderly cousins, three orphans and Arni, a teenage boy who was banished from the neighboring manor of Meminas because of unnatural interests. These guests are in addition to his own wife and four children. Unable to feed them just from his own land, everyone takes on extra work, either fishing or farming for the Mahon, Broatch and Hestin Clans. Hywel suspects Arni of being involved with Enfil [7].



Helva and her daughter...

22 Cottar (Helva of Ayton)
Size: 6 Acres: 5 serf

Things have always been desperate for this family, but the death of her husband during this latest raid has made Helva a widow and left her family in real danger of starvation. Her oldest daughter has gone to work in the tower to earn money, in spite the fear of Sir Krisagon, leaving Helva, and her twelve-year old son to try and work the family plot. The three other children help by fishing.

23 Cottar (Turpin of Ayton) Size: 5 Acres: 2 serf

Despite their lack of land, Turpin and his two brothers are the most successful fishermen on the manor. They have three small boats and an eel weir, which has been quite profitable. Turpin married last summer and his new wife just had a baby girl.

24 Yeoman (Teres of Hestin) Size: 3 Acres: 45 free

Teres is a talented longbow man who supports his wife and her sister in comfortable manner. A lusty man, rumors suggest that his wife's sister shares more than just their cottage. A mediocre farmer, Teres hires half a dozen laborers to do most of the farm work. He pays them in kind.

25 Metalsmith (Gerwein of Corydon) Size: 2 Acres: 20

The last metalsmith to work in Chewintin departed after only three years, disheartened by the poverty and the occasional Kath attacks. Unable to find an established master to take the post, the guild promoted Gerwein from journeyman and sent him to the manor. Only twenty-two, he has proven to be an adequate metalsmith, though his skill has not improved much since he arrived. His apprentice, Asbrahn, is a recent arrival and displays great promise.

26 Farmer (Kelner of Hestin) Size: 9 Acres: 30

Since Keldkith was established, this farm has been the holding of the eldest son of the Chief of Clan Hestin. The current holder is Kelner, Forst's son [15], who lives here with his wife and seven children. The oldest boy often walls up to Chewintin to help his uncle and grandfather on their farm. Since he walks alone, he often wears his short sword and leather byrnie. Kelner's wife and daughters have a successful weaving business making homespun clothing.

27 Glebe (Ugo of Bouyon) Size: 1 Acres: 20

Brother Ugo is the village Peonian priest. Sent here from Bromeleon shortly after the construction of the new tower, he has lived in the village for forty-one years. A spry 65 years old, the priest has tried hard to root out the lingering heresy of animist and totemic beliefs, but with little success. Over time he has come to accept their failings of his flock and love their rough, uncultured but loving ways. He tries to lead by example and often intercedes for the villagers with the Lord. The son of a wealthy litigant, Brother Alard is literate and very well educated. Before joining the clergy, he had traveled as far as Thay and Shiran. He wears a rough spun brown habit and travels between the hamlets daily.

28 Assistant Reeve (Aedden of Mahon) Size: 6 Acres: 39 serf, 25 free

Aedden is Odins' half brother and trusted assistant. When the hamlet of Keldkith was created, the Bailiff of the day decided to appoint an Assistant Reeve to manage the daily operations. Using their power and influence, Clan Mahon has also monopolized this position for several generations. Aedden is more generous than his brother and pays his laborers well. He has a wife, two daughters, a son and a nephew living with him.

29 Half-villein (Shenan of Ayton) Size: 8 Acres: 15 serf

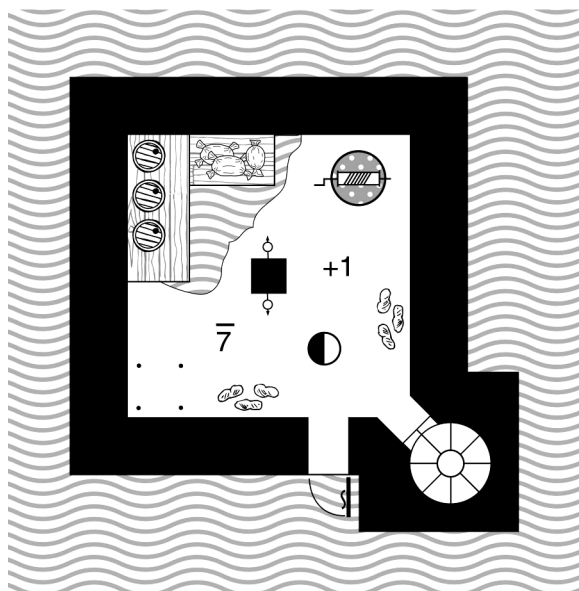
Hard work, sacrifice and privation have left Shenan angry and tired. No matter what he does, his family continues to suffer and he never gets ahead. He works the family plot while his sons hire themselves out to Clan Mahon. They earn enough to feed the family, but little else. Shenan makes a little extra food fishing, but more frequently, he slips across into Kath territory to hunt deer. He has a secret stash with a short bow, spear and several pounds of smoke venison in a tree on the far side of the river.

CHEWINTIN 8

THE MANOR

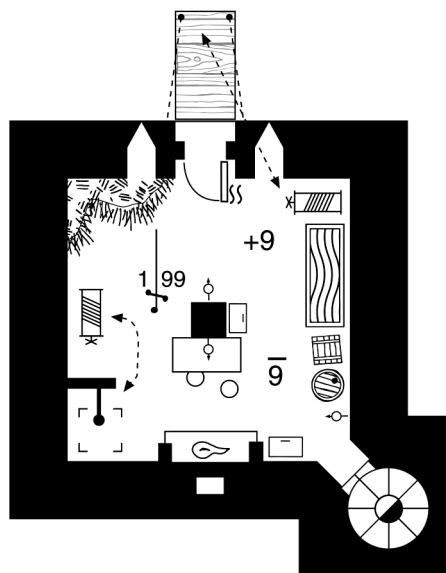
Completed in 676 TR, the manor is often referred to as the Naked Tower since it lacks a wall or any other defenses. Built on a granite outcropping sticking into the Kald River the tower is four stories high, topped with battlements. The tower was constructed by the Earl of Balim's master mason and the fine craftsmanship is obvious, with large cut stone blocks forming the first six feet of the foundation and tightly fitted random rubble construction above. The corners and openings are also carefully finished with cut stonework. The tower has a spiral staircase in the northwest corner.

The lowest level is the cellar with a well and sally port. It can be reached by the spiral staircase or a large trapdoor. The trapdoor allows large barrels or boxes to be lowered into the cellar using a block and tackle from the kitchen above. Only a foot above the normal water level, the cellar floods whenever the river rises above normal. A small, three foot by four foot, iron bound oak door protects the small sally port. This door provides access to the river to allow messengers and supplies to be delivered in secret. The cellar is not well stocked, with only a few barrels of cheap wine, sacks of grain (on shelves to protect them from the damp) and smoked meat hanging from the rafters.



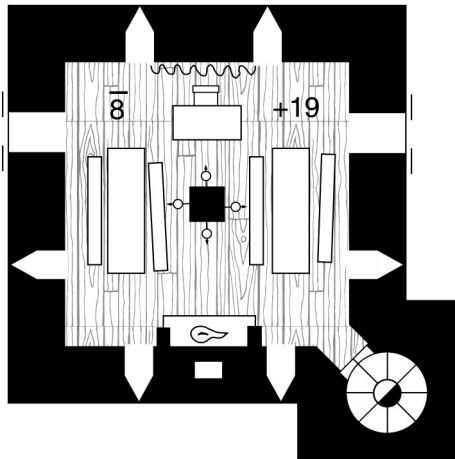
Cellar

The ground floor houses the kitchen. A large iron bound oak door guards the main entrance. It has two heavy bars, which slide, in place to lock it securely. The door is flanked by two arrow slits, which allow archers to fire on the causeway. Since the tower lacks a proper stables, Sir Krisagon and Sir Draco's warhorses are stabled in the corner of the kitchen. For obvious reasons, the area is cleaned daily and fresh straw and herbs laid down. A preparation area, with tables, is located in front of a large fireplace used for cooking the food. The servants sleep here at night.



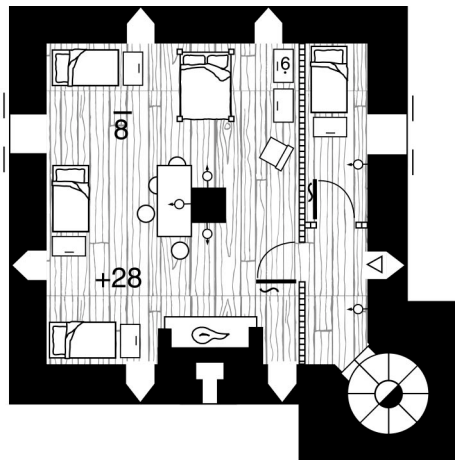
Ground Floor

The door's only protection is an eight-foot long drawbridge operated by a winch in the corner of the kitchen. The drawbridge lowers onto a causeway leading down to the village. When Sir Krisagon arrived one of the winch chains was broken. That has been repaired, but the winch is damaged and the drawbridge can still only be raised halfway. The causeway is overgrown and the villagers are clearing it under the supervision of several of the men-at-arms. Sir Krisagon wants to build a wall with a gate to protect the causeway as soon as money allows.



Second Floor

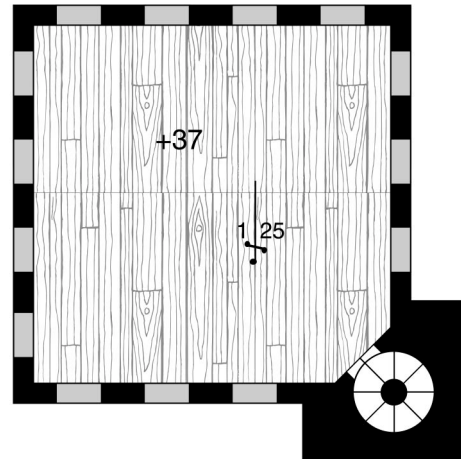
The second floor is all one room, the great hall. Reached by the spiral staircase from the main floor, this room is the heart of the manor. Everyone takes their meals here on long trestle tables. The bailiff has a small head table with a rather ragged tapestry behind. There is a large fireplace for heat and six arrow slits for defense. In good weather, the shutters on either side of the hall can be opened to reveal a pair of large windows. Most of Sir Krisagon's warband sleeps on the floor or the tables of the great hall at night.



Third Floor

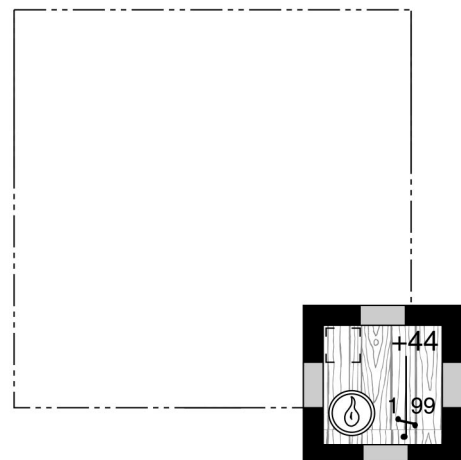
The third floor houses the Lord's private solar. Almost as large as the hall, the room has its own fireplace, a rare luxury. A fine four poster bed is set against the far wall. In addition to Sir Krisagon, his most trusted men (Bors, Rainault and Tibald) sleep here as well.

The small room off the hall was intended as the Lord's private chapel. Instead, a stone statue of Larani was placed in the window niche opposite the stair in the main hall. The chapel now acts as Sir Draco's private apartment. It is quite cold and a brazier is needed in the evenings.



Roof

The top of the tower is a flat fighting platform with a small lookout on top of the spiral staircase. The top of the tower has an unrestricted view of the river for several leagues and a large brazier for a signal fire. On a good night, the beacon can be seen in Meminas (2½ leagues away) and be relayed to Jedes Keep. The tower also overlooks the entire village of Chewintin.



Top Tower

CHEWINTIN 10

The Household

Sir Krisagon Lartyne has been in Chewintin for just over six months. A former mercenary, most of his initial energy has been spent in repairing the tower, improving its defenses and laying in supplies for the winter. Little effort has been directed towards establishing a proper noble household.

The Family

The only family member Sir Krisagon has is his brother, Sir Draco. Both of his parents lived in Kiban and died several years ago. The Lord has supported his brother his whole life, providing arms and armour and arranging for his training in the Earl of Balim's court. Sir Draco does not have an official position in the household, rather he acts as his elder brother's unofficial advisor.

Retainers and Servants

The most important of Sir Krisagon's retainers is Bors, his sergeant. Bors has been with the Lord for almost twenty years. In the absence of a squire, Bors sometimes acts as a body servant and aide to the Lord. He is officially in charge of Sir Krisagon's troop of men-at-arms and enforces discipline, though he sometimes acts as chamberlain. A rough man, he wears a chain mail byrnie and heavy bear skin cloak and wields a war club and buckler with devastating effect. He is also a respectable field physician.

Bors is assisted by two corporals, Rainault and Tibald, both mounted men-at-arms. Like Bors, they have been with Sir Krisagon for over 15 years and are unquestioningly loyal. They have taken on the role of huntsmen, helping to feed the household. The Bailiff intends to keep Bors, Rainault and Tibald on to assist with patrolling the manor after the rest of the mercenaries become farmers.

The remaining five medium foot and five shortbow men are soldiers from Krisagon's former mercenary troop. These ten men are in their forties and plan to retire. Sir Krisagon has promised them 25 acres each. These men have served between 8-12 years with the Lord and were chosen for their farming experience, loyalty and toughness. They will make loyal subjects.

Rainault, the trusty man-at-arms...

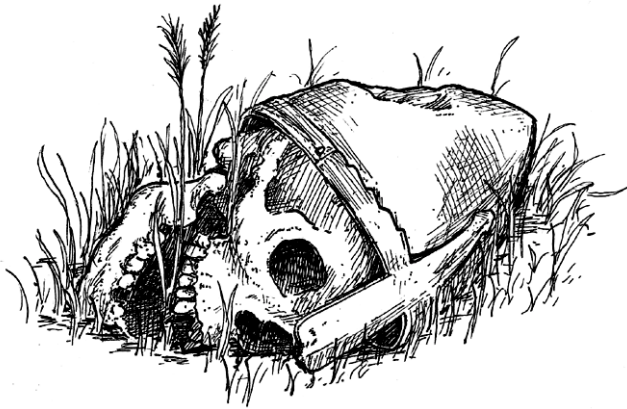


The cook and domestics were hired from the villages, but the falconer came with the troop. The falconer is a dwarf (not to be confused with Khuzan) and the object of some contempt among the mercenaries and fascination among the villagers. The Lord also has several large, vicious wolfhounds, which he uses for hunting. They are tended by one of the soldiers and usually sleep in the Lord's solar. The soldiers are also responsible for tending to the knights' warhorses, cleaning out the kitchen daily and checking on the palfreys and packhorses in Forst's barn.

Also present in the tower is a young Kath boy. Left behind in the confusion of the last Kath raid, he was captured by the falconer who keeps him on a leash. The dwarf suspects he is the son of the Kath chieftain, Cadal, because he found a gold necklace that the boy had tried to hide before being captured.

Seeds of Discontent

All is not well in Chewintin. The treat of rebellion seethes just below the surface, both in the tower and in the village. At least six people would like to see Sir Krisagon fail as Bailiff.



Sir Draco resents his older brother. His whole life he has lived in the shadow of Sir Krisagon, depending on him for everything. Growing up in the Earl's court he was forever being referred to as "the little brother." If anything, Draco craves his own manor more than his brother does. An amoral opportunist, his loyalty to his brother lasts only so long as it suits his purpose.

Volc is the falconer and a dwarf. Only four feet tall, with a heavy frame, he has been the butt of jokes his whole life. He and Sir Draco hate each other, but he must suffer Draco's insults, such as the title "Sir Flea," in silence. He captured the young Kath boy and hopes to use him to gain power and position. He will betray the Lartyne brothers at the first opportunity.

Odins is the Village Elder and Reeve. He knows that this Bailiff is not like those before him. Sir Krisagon has come to stay and intends to take over the running of the manor. This threatens the Reeve's power and position. Odins is also the unofficial priest for the worship of the "Stone and the Tree." He does not trust anyone who does not share his worship.

Maruk is Odins son and betrothed of Bronwyn. He and Bronwyn are to be married this summer, but since the new Lord arrived, he has begun to pay a great deal of attention to her. She says there is nothing between her and the Lord, but Maruk is jealous and openly talks rebellion.

Cadal is the chieftain of one of the larger local Kath bands. He is quite influential and convinced three other bands to join him on this latest raid on Chewintin. During the raid, his son was lost. He fears him dead, but if he discovered that he was alive, he would surely attack the manor to get him back.

Arden is the senior village yeoman. For generations, his Clan has protected the village and become a pale reflection of a warrior elite. The arrival of Sir Krisagon, a real warrior, and his plan to grant land to his mercenaries will severely undermine his position. Arden will likely support Odins plans to get rid of this Bailiff before this can come to pass.

THE £10 TOWER

For many years, Kaldor had no real enemies. Her borders were far from other civilized nations and the barbarians and gargun had little skill at siegecraft, rendering the kingdom largely safe from real invasion. All of this changed in 672 TR, when King Torastra and the remnants of his great host limped back into Tashal after their stinging defeat in the Battle of the Chelna Gap. Panic gripped the nation and rumors of a Thardic invasion swirled around the capital. Although the King's victory the following summer ended the threat, the "Winter of Fear," had left its mark.

Concerned by the lack of sufficient defenses to watch his borders, King Torastra sent out a Royal Decree. "Any landholder of noble blood who shall make himself a defensible tower to watch our borders shall receive from the Exchequer the sum of £10." The decree included a number of other provisions and led to what are known as the £10 Towers.

These towers were built during a nine-year period from 672 – 681 TR and due to the influence of a few master masons share a number of common features. These features include three stories (kitchen, hall and solar), spiral staircase, lookout tower (sometimes called the crow's nest) and simple inexpensive construction. The King's decree also limited the towers to four-foot thick walls, eleven-foot stories and prohibited machinations. All of these features were designed to make the towers secure from brigands, barbarians, gargun and enemy raiding parties, but not so strong their owners would be tempted to defy their Nobles or King.

The Kath leader Cadal...



Each tower was built independently and most have subtle differences. Some towers have cellars if the ground isn't too rocky and the water table isn't too high and many have a large brazier on the roof where a beacon fire can be lit to warn of approaching enemies. Most lords favored an entrance on the second floor with a wooden staircase, but a few preferred a ground floor entrance protected by a drawbridge, fortifications or both. Windows were kept small, but some towers had them on third floor to brighten up the solar and the interiors varied widely depending on the wealth and whims of their owners. Fiefholders of Naked Towers were often forced to stable their warhorses in the kitchen, which made for interesting smells and most have a well on the ground floor or in the cellar.

There was a short but very active period when these type of watchtowers were built. Dozens were raised throughout the kingdom, but mostly on the borders or watching an important road or river. Although the King did order the dismantling of the top floor of one watchtower, the reason for the end of the subsidy had more to do with their cost and the greatly diminished threat to the kingdom than a fear of rebellion. Since 681 TR, some permits have been granted for three story manor houses, but those have been very rare.

During the nine-year period, just over thirty watchtowers were built. Some were later incorporated into other stone buildings and expanded, others were protected with wooden palisades and incorporated wooden outbuildings for extra space, but a few (due to their out of the way location or lack of funds) were left on their own. A towers without additional defenses is often referred to as a "Naked Tower." Each of these towers cost about £40 (9,600d) to build and took about five years to build.

Each tower required the recommendation of the Sheriff, and so most of the permits were granted for manors, which are well placed to observe movement. However, some permits had more to do with the power and influence of their owners than strategic necessity.

There are several towers in each shire and some of the better known ones are listed below:

Meselynshire:

Lezorn, Bazine, Stybrin, Huxley and Ovendel

Nephshire:

Tomalla, Marnaca, Elmeze and Solinda

Balimshire:

Cethnon, Kylelaw, Trilgen and Etoss

Semethshire:

Dushat, Kinel, Ferlune and Krettel

Vemionshire:

Iason, Chesel, Talence and Narmas

Thelshire:

Lunt, Forean, Chantal and Ostelim

Oselshire:

Chewintin, Refelen, Rythal, Qualire and Yeashim.