

Fethael Hundred Gazetteer

Travelers follow the Silver Way eastward from Tashal toward Azadmere. Passing through Uldien, the road curves away from the Nephen River and wends its way through rolling, heavily forested hills. The wide smooth dirt road shows signs of heavy traffic as it follows the Getha Run, a fast moving, stream that runs along the right side of the track.

A traveler from Uldien walks less than a day before the tower of the Laranian Chapter House at Jenkald can be seen rising above the thick oaks. A further half day's march through the small thatched manors of Hundholt and Blixth brings the traveler to a small stone tollhouse that sits on the southern edge of the town of Getha.

WELCOME TO FETHAEL HUNDRED

Fethael Hundred is a small, settled area on the eastern edge of Kaldor. Once nestled in the heart of the ancient kingdom of Serelind, the area is surrounded by hills laden with thick forests. The hundred's old oak and chestnut trees shelter a wealth of wildlife. The nobility has long used the forest to hunt boar and deer. A smoked Fethael boar is the traditional meal for the feast of Mendiz the Lion in eastern Kaldor.

The hundred has seen prosperous times - years when the pack mule caravans flooded Getha common and even the tavern maids knew a word or two of the Khuzdul language. It was said that the pack train leader would be in Jenkald before the last mule had even moved from its place in Getha. But the memories of those days are fading into tavern stories as more and more mercantile traffic chooses to be barged down the Naniom Bridge to Kiban.

While many visitors never see more of the hundred than the manors along the Silver Way, the rest of Fethael is rich in warm country hearths and solid huntsmen. The glens of the area are home to many small settlements, each

boasting fruitful orchards and fertile fields. This land was settled in the misty past of the Pharic invaders and, more recently, was the heart of the ancient kingdom of Serelind. There is no telling what might be found in the forgotten barrows and dark dales of the region.

HISTORY

The barony of Getha was formed in the years after the fall of Lothrim and before the foundation of the Kingdom of Serelind. Though spared the direct assaults of the Foulspawner's armies, the Barony was often the scene of fierce fighting with bandits and Taelda tribesmen. During the Migration Wars trouble with the Taelda culminated in the Battle of Noneth in 180, a battle that cemented the reputation of Medrik of Serelind and set him on his way to becoming the King of Kaldor.

Once the tribes were pacified, trade resumed with the Khuzdul and the Baron grew rich on taxes from the long mule trains that passed through Getha. Benefiting from their support of Medrik, the baron and the Fethael Hundred prospered during the rule of the House of Tane. The stone towers at Sezaze, Hundholt, and Blixth were built during this time. Masons also enhanced the security of the old bridge over the Nephen River at Naniom with a stone tower.

During the reign of the House of Tane, the royal family often returned to Serelind. Medrik had a hunting lodge built on the shore of Lake

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Kirsta, a small, deep tarn in the middle of the Kirsta forest. There, he and his guests would enjoy the cool waters and comfortable climate in the midst of summer. In winter, the royal family would often adjourn to the lodge to hunt boar and deer. Destroyed by the Usurper's forces, this small preserve quickly faded into obscurity as the people of Fethael found themselves embroiled in the Civil War.

The Usurper's army sacked Getha, which had slipped into comfort and opulence as a result of its position on the Silver Way. Defenseless, the farms of the hundred were raped in turn by the opposing armies, then by bandits, and finally by Taela who came from the mountains like wolves picking at the remains of a carcass.

It was during the Restoration that Clan Indama started their rise from the backwaters of Fethael. Trade boomed and the clan became rich from the traffic along the Silver Way. The crown rewarded them for their service with the title of Baron in 561. The Barony of Getha had reverted to the crown during the unsettled times and the Indama had held the hundred, viewed by some as a frontier, against the marauding tribes and gargûn.

The hundred grew as well, seeing the enlargement of the abbey at Lethyl and the establishment of chapter houses of the Order of the Lady of Paladins at the end of the sixth century. By the time of the first Baronial Revolt, the Indamas had established themselves as firm allies of the Elendsas and the Curos. In 642 Clan Indama was elevated once again when Ioin Indama was made Sheriff of Neph.

In the eighty or so years since the last Baronial Revolt, the hundred has stayed the same, slowly drifting into obscurity as the rest of the kingdom expands. Clan Indama has benevolently cared for the hundred, preferring the family's ancestral seat in the rustic backwoods to the more exciting arena of kingdom politics. The manors themselves have been rebuilt but the area remains sparsely populated and very insular.

GOVERNMENT

Fethael Hundred is part of Nephshire. The Sheriff of Neph is also the Baron of Getha and the major landholder in the hundred. Clan Indama has held land in this region since the times of Serelind and all of the nobility, even those sworn to the Laranian Church or the Baron of Uldien, look to Baron Chimin's lead in discussions concerning the little hundred.

Relationship to the Crown

The Indama clan has quietly expanded their control over the rustic little area over time. Through political influence and by marrying well, land in the forest has come into the family and their influence has grown to the point where they have been able to reward their followers with lands and titles.

Always a quiet force in kingdom politics, the family continues to make inroads into the circles of power. In 718 young Harapa Indama, heir to the barony, married into the royal family. His brother, Haradoc Indama, once said in a slightly drunken private conversation that Udine Elendsa was "the runt of a bad litter." Udine's father, Brandis Elendsa, was the only member of Torastra's brood that did not receive a title, being relegated to acting as Royal Huntsman at the undistinguished manor of Etoss. There he occupied his time socializing and raising a large family. For her part, Lady Udine has done little to reach out to her husband's "rusticated relatives."

Lady Udine is, however, more ambitious than her bitter brother-in-law gives her credit for being. She resents her royal uncle for being more generous to his bastards than to his "real" family. She expects her son to be entering service in about the same time as her uncle is dying of old age. That is when she plans to maneuver to improve her family's position. She is realistic and knows that the crown is well beyond her grasp but is confident that she might be able to increase Clan Indama's holdings and influence during the next meeting of the Royal Succession Council.

Feudal Ties

In the mid-500's, the Houses of Lournay and Haunty were granted manors of their own, a reward for long service to the Indama clan. Descendents of the early Indama retainers, these small families represent typical rustic nobility. As their holdings are few, only the eldest sons have a chance to inherit and the younger boys often find serve as bailiffs for their overlords, in the Lady of Paladins, or as adventuring knights. It is rare that one of these rough and ready country boys gravitates to the Spear of Shattered Sorrow, but it has happened a few times in the history of the hundred.

Of the families in the hundred, only the Kobarney are more ancient than the Indama, having been granted title to the manor of Hyzeval in 186. This small family has never been more than a bit player on the stage of Kaldoric politics but they are proud. They will quickly point out that their family was holding land when some of their neighbors "were still sleeping in the halls of their masters."

RELIGION

The Church of Larani

The Laranian presence in the hundred is under the control of the Rekela (bishop) of Brynd, Verda Emerel. Himself a former chaplain of the Lady of Paladins, Verda dotes on the chapter houses in his bishopric and is a supporter of the Kaldoric Patriot faction. Under his leadership, the chapters of the Order of the Lady of Paladins have taken a role in kingdom politics. The reblenas (knight commanders) answer directly to the Rekela, rather than to the serolan (abbot) of the abbey at Lethyl, as would be the custom. This has caused relations between the abbey and the martial chapters to be strained, if still cordial.

Most settlements do without a permanent Laranian chaplain. The two manors that do maintain chapels, Hyzevel and Getha, have an arrangement with the Serolan of Lethyl, Valric

Belgine, to receive chaplains from the abbey. These are usually older, more mature priests that wish to take a break from the routine of the abbey.

The hundred's nobility travel to the abbey to celebrate major holidays, often concluding the feasts by endowing the abbey with rich gifts. The celebrations allow the nobles to meet and socialize in a neutral setting and the serolan is often used as a mediator or witness for legal agreements made during the feasts.

Valric Belgine, Serolan of Lethyl

The abbey at Lethyl is a quiet place, perfect for those seeking a place to contemplate the mysteries of the Lady. Valric Belgine rules the little temple with an iron hand. A member of minor nobility in Semethshire, he joined the church when his brothers showed no sign of either dying at a young age or sharing the family's small holding of Barwal. He is a dogged but uninspired man and, having labored in the shadows of other men for over 20 years, was made the Serolan of Lethyl at age 39. Now at 56, there have been hopeful whispers of his retirement (mostly from younger members of the chapter) but Valric has vehemently crushed these rumors. He has proclaimed that he will stay "at the head of Lethyl's table until they pry my staff from my cold, dead, fingers."

In the past he has tried to exert some control over the hundred's Lady of Paladins chapters. The Rekela of Brynd, Verda Emerel, a man that Valric sneers at because of his background as a chaplain, has thwarted this at every step. Valric is quietly waiting for the Rekela to die and then plans to make sure that the reblena in "his hundred" understand their place.

Luisan of Kelic, Reblena of Jenkald

The illegitimate brother of the Baron of Getha, Sir Luisan (43) joined the Lady of Paladins at an early age. He has seen service throughout the east, including campaigns against the Solora and gargûn in the Sorkin Mountains. He has even traveled to Coronan and Orbaal as an emissary of

the Kaldoric branch of the Order. Through his travels he developed the idea that the Melderyni were using the Kaldorans to “do their dirty work” or at least treated them as distant vassals who should come when called. This perception was strengthened when the Order’s southern cousins ignored Kaldoric requests for assistance during the gargûn swarms of 718 while continuing to require levies for their crusade against the Solari.

Sir Luisan’s sword chapter suffered grievous losses against the swarms in 704 and again in 718. When the Chabla requested another levy for the Soloran Crusade’s 719 campaign, Sir Luisan found himself leading the discussion in the Soyvana Assembly to break from the senior branch of the Church.

Because of his natural leadership and his family connections, Luisan is now the un-elected leader of the Kaldoric Patriot Movement. He views his politics as pro-Kaldor instead of anti-Melderyn and would like to see an amicable split between the two branches of the Laranian Church in the east, much as happened when the Checkered Shield became independent.

He is worried, however, that Sir Houla, the Reblena of Whyce, may “sell him down the river” and is taking steps to reinforce his position amongst his brother knights and the nobility for the time when he might have to confront the Order’s leadership. To this end, Sir Luisan uses Sir Drynn of Elorieth (a turlana at Whyce) as a spy. It troubles Sir Luisan that he may have to subvert the Order’s leadership to attain his goal and he is searching for a way to pull Sir Houla off the fence and on to the Patriot side.

In the short term, Sir Luisan would establish an independent fighting order in Kaldor. While he doesn’t seek to become the Chabla, he would like to establish a Sword Chapter at Naniom Bridge and sees this as the future home for the Kaldoric order, a place safe from the undercurrents of Melderyni politics.

Ralf Termlin, Reblena of Hakstyn

An aging and stout warrior, Sir Ralf (55) is happy to spend the rest of his life “playing innkeeper” and training younger knights. He is a happy-go-lucky man whose frivolity and good cheer seem to skirt the edges of the Rule. He often spends his days wandering the fields of his manor in the company of his reeve or woodward. He supports Sir Luisan without hesitation and is cultivating Sir Udet Tardally as a Patriot prospect.

The Church of Peoni

There is a Peonian temple in Getha to minister to the Goddess’ faithful. The Pelnala (High Priest) Lubris is responsible for mentoring and coordinating the charity of the church in the hundred but his mind seems to be occupied on other thoughts of late, so this duty falls on Mother Forena, the Avasana (Master of Archives and Treasury) (see page 10) Few of the manors have a permanent Peonian chapel, so the Ebasethes in Elmeze, Drilen, Hyzevel, and Sezaze travel to the smaller settlements and minister to the peasants. None of these manors is wealthy enough to provide a glebe large enough to support their chapel’s priest, so the temple in Getha provides for them all.

It might be thought that the Goddess’ clergy would be a rock of stability in the rural manors but a creeping rot of corruption has taken hold. The moral decay, spawned from boredom and lack of supervision, hasn’t overwhelmed the good works that the Church performs but scandal is brewing and Father Lubris’ inattention to his duties has not helped the situation.

The Church of Halea

The only Halian temple in the hundred is in Getha, where they maintain a small temple despite the area’s economic slide. The temple is operated more as an extension of the temple in Tashal than an independent entity, as the Church is loathe to scale back its presence in a baronial seat, especially one that sits on a major trade

route. While the temple has the requisite number of priestesses, these women are either newly made priestesses or are nearing the end of their service. The clergy are usually in Getha for a year or two before returning to Tashal.

Dybrine, the current Aramia (High Priestess), is highly skilled at reading and exploiting people for the good of the church. She has become quite close to the hundred's bailiff, Sir Haradoc Indama - a friendship that she is cultivating to enable the Haleans to be able to influence what she hopes will be a resurgence of traffic on the Silver Way. Her optimism is not shared by many of her fellow priestesses, most of whom see Balimshire as the next economic center of the Kingdom, but Aramia Dybrine is betting that the fertile wilderness of the hundred is a perfect place for the kingdom to expand.

ECONOMICS

The area is self sufficient and still manages to export agricultural products. Hams, ciders and mead, and wax are the commodities most sought after by merchants coming to the Getha Fair.

The manors in the hundred share many common features. First, their primary crops are the small sweet red apples and deep purple plums grown in their orchards. These fruit are made into sweet wines and hard ciders for export. In addition to the fruit orchards, some of the manors, like Ominstru and Sezaze, have domesticated bees while the others rely on wild bees to produce the thick golden honey and wax.

Second, most of the manors are classified as forest manors, as they lie at least partially in the eaves of the dark Kirsta Forest. Bear, wild boar, and deer are commonly encountered in the fields and dales of the hundred and the nobility are busy hunting the animals to keep the beasts from destroying crops. Wolves are a constant menace and will raid the manors in the depths of winter looking for food.

Wild game is well represented on the tables in manor and croft; the nobility sitting down to trout and venison while the peasants make do

with squirrel stew and blackbird pie. All the nobles hunt the region's wild boar but the gamekeepers take care to trap a few of the shoats every year to crossbreed with village pigs. This, and the tradition of smoking and salting the haunches of the swine, has led to a well-deserved reputation for the smoked Fethael hams.

Geese are raised in most of the manors and enterprising farmwives have learned that the fattened livers of these birds can be quite tasty. Villagers put the liver paste in small pottery jars, covered in jellied fat and sealed with wax for the trip to the shops of Tashal.

Finally, though most manors have extensive numbers of swine, manors have started to raise more sheep. Imported from nearby Vemionshire, these wooly, smelly, little beasts have not been a great success in the wooded hills and glens of the hundred.

A new economic opportunity is the recent construction of a salt works in Sezaze. The Salter's Guild established a small brine evaporation operation in the summer of 719 and is hoping that further development will bring larger yields.

MAJOR TENANTS

Clan Indama

Chimin Indama (46) is the Baron of Getha and the Sheriff of Neph. Although he is a politically powerful man, most think him dull-witted and easily led. Maldan Harabor calls him "the ox" behind his back.

The Baron leaves his bailiffs and vassals to their own devices as long as his rents are paid on time. The fact that all of his bailiffs are relatives gives him a strong hold over the hundred and leaves him to pursue other objectives as the head of the widely spread Indama clan. The Baron lives primarily in Getha but occasionally travels to Olokand and Tashal for royal visits or perhaps to Gardiren to see the Earl. He hosts the family's annual boar hunt during Savor in Emerule (q.v.).

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The clan, like many of the ancient families, is tightly connected with the Laranian Church. The Baron's uncle was Rekela (Bishop) of Nunez from 708 to 714 and Chimin is quick to realize the benefits of having one of his family in a position of ecclesiastic power. The fact that his brother is the leader of the Kaldoric Patriot Movement, surely in line for a senior position in whatever independent fighting order gets established, has not escaped the Baron's notice.

Despite his external appearances, Sir Chimin isn't as thick as some would believe. He is a quiet but active supporter of the King. The price of his support is the promise that, when the time is right, his family will be given the right to establish manors east of Getha along the Silver Way. The prospect of setting up an outpost at the Naniom Bridge, thereby gaining a share of the trade revenue that has recently been bypassing the hundred via the river, is irresistible for the Indama clan.

Baron Chimin has placed his children in strategically important positions around the hundred. His eldest son, Harapa (22) is the acting Constable of Bidow. His second son, Haradoc (21) has recently been appointed as the Bailiff of the Hundred, a weighty responsibility for the young man but one at which he seems eager to excel. In addition to his brother's responsibilities at Jenkald (q.v.), Baron Indama's nephews also manage the manors of Blixth and Sezaze.

Clan Kobarney

Sir Tommas Kobarney (65) is lord of Hyzevel Manor and holds his lands from Baron Ubael in Uldien. His brother, Sir Garulf (60), is the bailiff of Metald manor. The Kobarneys are an influential political element in the hundred. The family itself is very small and many of Sir Tommas' brothers are members of the Lady of Paladins. Despite this, the Kobarneys, and their in-laws the Dolastars, could easily equip two or three times the armed men required by their obligation if the Baron called.

CLOTHING AND DRESS

People dress in woolen cloth, leather, and furs. Because the Baron is not a fashion following person, new trends are slow to reach Getha and are not widely followed once they do make the journey up the Silver Way.

Clothes are made from the kingdom's fine woolen cloth. Fethael Hundred must import all its cloth; even its small production of linens must be sent to Balimshire to be dyed. Dyed cloth is bought from the markets of Gardiren, Minarsas, and Kiban. Blues and yellows are the favorite colors. Greens, orange, and red are used by the lower classes.

Clothes are decorated with embroidery and cloth trim, most of which is locally made. These highlight the region's connection with its Jarin heritage, with endlessly repeating designs appearing in colored threads. Brooches, some made by the whitesmith of Getha, are elaborately decorated with flower and leaf patterns. Snakes and symbols indicative of the Ilviran faith are not commonly seen.

Since the nobility are hunters and horsemen, the wealthier knights decorate the cuffs of their gauntlets and high boots with tooled designs. Wide, thick belts are also favored by the knights and are embellished with large oval metal disks. The members of the yeomanry wear a long, single bladed knife on their belt as a mark of distinction (see below.) Common folk adorn themselves with brooches of bone or even carved wood. Traders often carry small cast metal items that are used in personal decoration.

The forests around the region produce furs. Nobles prefer ermine, the winter coat of a weasel, as a symbol of their status. The warrior class prizes wolf to line their cloaks and bearskins to sleep on. Lesser purses are able to afford rabbit and weasel to stay warm.

Noblemen wear their hair short, for the helm, and it is the current fashion to be clean-shaven, as it denotes the ability to be shaven by a servant. Noblewomen wear wimples over their hair. Women will never wear bells, as these are

symbols of Halea and her priestesses. When they cannot afford to shave, men keep their beards trimmed and their hair short. Married women cover their heads with scarves.

The Yeoman's Knife

The mark of the Kaldoric Yeomanry is a large, heavy knife. Men and women (only those trained to bear arms) of Yeoman families wear the knife horizontally across their stomachs in embossed leather sheaths. The Yeoman knife has a long (12 inches) broad (1 1/2 to 2 inches) steel blade. Its lower edge is honed razor sharp and is used for stabbing and slashing. The sharpened back edge of the curved clip point is called the "false edge." Part of a yeoman's training teaches them techniques of back slashing with the false edge in close quarters combat. The back of the blade has a strip of soft metal (normally brass or copper) inlay intended to catch an opponent's blade. The upper part of the hand guard is bent forward at an angle for the same reason.

The shape and style of blade allows the Yeoman knife to serve as a camp and hunting tool as well as a weapon. The curved portion of the edge (toward the point) is for removing the skin from a carcass and the straight portion of the edge (toward the guard) is for cutting slices from meat.

FOOD AND DRINK

Food

The locally raised products of the hundred dominate the tables of keep and croft. Pork, goat, and fowl are the mainstays of the Fethael menus. Beef and fish are served on special occasions. Mutton is not common in the hundred, as sheep are not raised for their wool in this area.

Cattle are raised for their milk, which is used to make cheese and butter. Older cattle are slaughtered for their beef. Smoked cheese is a common part of meals in the western part of the hundred. This type of cheese has very little salt

and is dried in smoke houses over slow burning fires of apple wood.

Goats are also raised for their milk. Goat's cheese is sharp and tangy. It is often mixed with stews. Goat meat is the usual red meat found on the tables of peasants and poorer craftsmen. A noble will not eat the beast.

Meats and fish are served grilled, broiled, or baked into pies. Sausages and preserved foods are made into stews and pottage. Nuts and mushrooms garnish these dishes. These are usually sautéed, but sometimes appear as part of a brown gravy. The KIRSTA Forest to the north of Sezaze produces truffles beneath its ancient oaks. These lumps, each usually the size of a baby's fist, bring a high price in Tashal and Kiban.

The normal farm in the hundred raises pigs and an assortment of barnyard fowl. Ducks, chickens, and geese are found in every village. The cooks of the area are known for bread stuffing and thick brown gravies with their bird dishes. The livers of these fowls, especially livers of specially fed geese, are made into a tasty paste.

In addition to farm raised animals, the forests of the region yield a bounty for the feast. Boar, venison, quail, and partridge are all eaten in season. Small game (e.g., rabbit) in beer sauces is a favorite shared by all classes. When available, cottars and huntsmen eat bear in stews, as the meat is too greasy to be edible otherwise. Noble palates disdain the meat of the bear and feed it to the dogs.

Drink

Honey from the hundred's many bees is the only sweetener available. Candies are made for festivals from the sticky golden fluid. The innkeepers of the area are also known for making mead and metheglen (spiced mead) from honey. Orcharders of these small hamlets take pride in producing distinctive tasting meads. When fruit is added to mead it is called cyser or melomel. Perry (a fruit wine from pears), beer and ale are the usual drinks, as wine is imported at a great cost. Summer beers are sweetened with fruit

juices and honey. The hundred's apple crop is almost completely devoted to the production of ciders. Fruit wines are made from pressed plums or pears.

The village of Hyzevel is renowned throughout Nephshire for its fiery plum spirit, called *lavery*. Lethyl makes an apple brandy (*helvery*), which is dedicated after its inventor Saint Worthen. Less refined tastes must content themselves with the region's raw, colorless spirit called Omin's Spit or Ominspit distilled in Getha and Hundholt from fruit picked in their orchards.

CURRENT EVENTS

Kaldoric Patriot Faction

The hundred is deeply connected with the Kaldoric Patriots Movement. Centered in the Sword Chapter of Jenkald, this group wants to establish an independent military order in the Laranian Church. Their issues include opposition to the Soloran Crusade and the perception of a patronizing attitude from the Laranian hierarchy, who are almost completely Melderyni.

Sir Luisan plans to call the new fighting order the "Lions of Mendiz." This independent order would assume control of all of the Laranian holdings in Kaldor and would also establish a keep at the Naniom Bridge. This new holding could prove to be economically lucrative for both the Indama clan and the new order, in addition to providing increased protection for that portion of the Silver Way.

Succession Crisis

It is likely that the hundred will only play a peripheral role in the events following King Miginath's death. While the Indama clan has a legitimate, if distant, claim to the throne, it is their votes in a Royal Succession Council that will make them valuable. In addition to the single vote as a Royal Baron, Sir Chimin can also exercise some influence within the Laranian

Church through his family. This influence, coupled with his loose alliance with the Curos, forms a small but potentially important block of votes (and troops) in the eastern part of the kingdom.

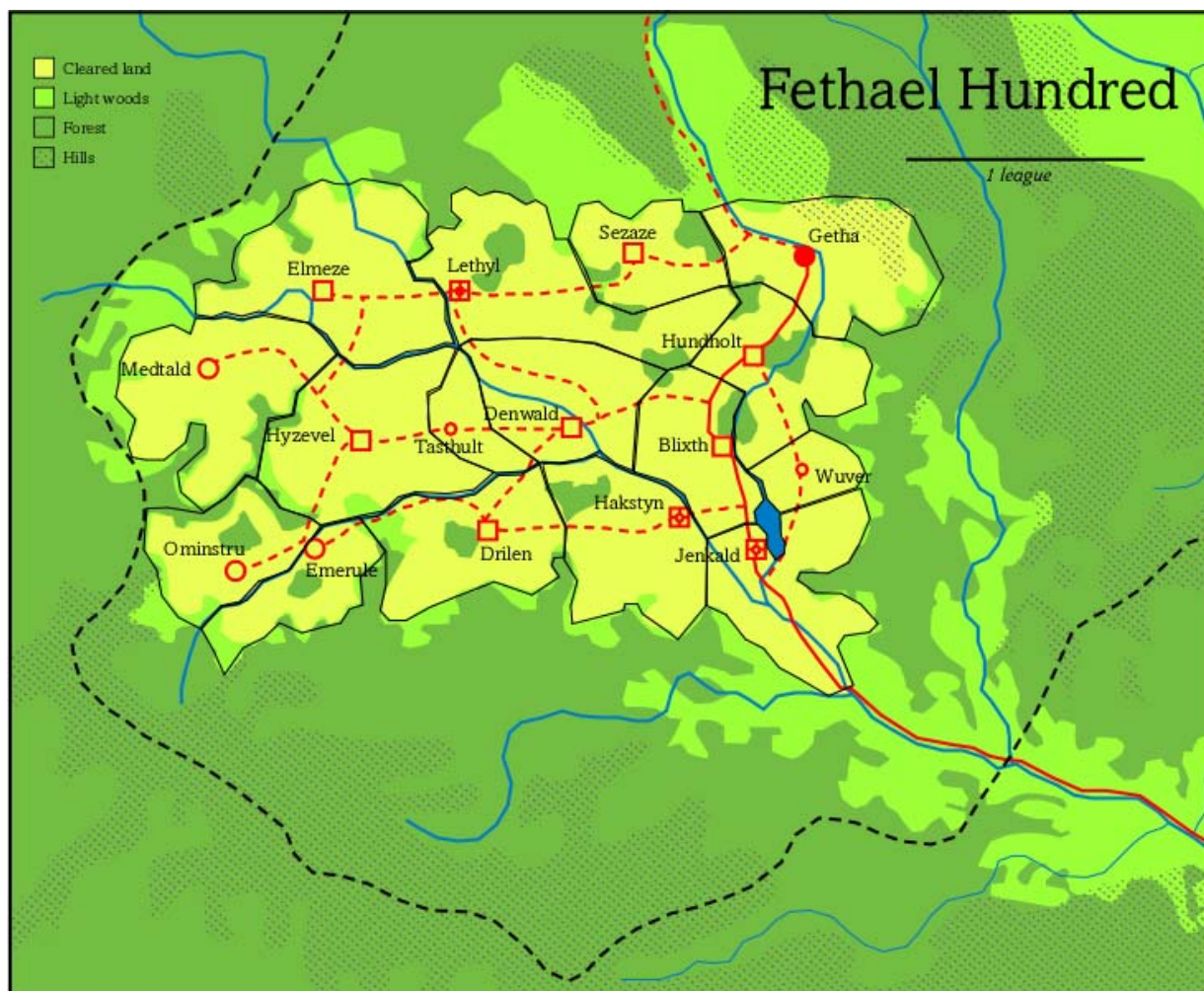
Ever the loyal vassal, Sir Chimin will support any heir named by King Miginath. In the event the King dies without naming a successor, however, the Baron would exert his influence to select a candidate that would increase, or at least leave untouched, the rights of the royal vassals. This goal, combined the concerns rising from the Earl of Balim's encouragement of barge traffic on the Nephem, would probably lead the Baron to support the Sheriff of Semeth or Cheslyne Hosat over Sir Troda Dariune or Sir Maldan Harabor.

Naniom Bridge

Late last winter a destructive bandit raid on the settlement at Naniom Bridge provided an unexpected opportunity. Bandits came from the Vemionshire forest at dawn. Showing a surprising amount of discipline and organization, they used pots full of pitch to spread fire throughout the small trading post. The raid destroyed the workshops, the dock, and a good part of the inn, but the garrison and the few permanent inhabitants hid in the bridge's tower and were safe during the attack.

With uncharacteristic alacrity, the Sheriff of Neph, Sir Chimin Indama, moved a company of mercenaries to the bridge "to preserve the King's Peace and protect lawful trade" or so he said. Sir Chimin has directed that the inn and the workshops might be rebuilt, preferably on the Nephshire side of the river. His men have built a temporary fortification on the site of the old Jarin tower and appear to be preparing to make their presence permanent. A royal tollhouse has been constructed and the merchants have been informed that Sir Chimin will ensure that the appropriate tolls are collected.

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Manor	Holder	Liege	Acres	LQ	HH	Notes
Getha	Indama	Baron Getha	1,660	1.10	52	Keep
Hundholt [BH]	Indama (c)	Sheriff of Neph	1,480	1.09	31	
Blixth	Indama (c)	Sheriff of Neph	840	1.08	18	
Wuvn	Indama	Sheriff of Neph	430	1.08	8	Reeve
Drilen	Lournay	Baron Getha	1,410	1.11	23	
Emerule	Lournay	Baron Getha	900	1.11	14	
Ominstru	Haunty	Baron Getha	1,080	1.10	23	
Sezaze	Indama	Baron Getha	1,250	1.10	21	
Hyzevel	Kobarney	Baron Uldien	2,130	1.12	40	
Elmeze	Dolastar	Baron Uldien	1,890	1.12	30	
Metald	Kobarney	Baron Uldien	1,630	1.12	21	
Tashult	Kobarney	Baron Uldien	420	1.12	8	Reeve
Lethyl [T]	Emerel (p)	Rekela Serelind	1,730	1.12	31	
Denwald	Tardally	Rekela Serelind	1,170	1.10	20	
Jenkald	Reblena	Rekela Serelind	1,320	1.08	22	
Hakstyn	Reblena	Rekela Serelind	1,340	1.09	23	

LOCATIONS

The small manors in Fethael Hundred are huddled together in the heavily wooded hills of Kirsta Forest, connected by broad tracks that cut through the woody underbrush. Peasants frequently travel between manors to trade for goods or work. These forest manors are so close that a messenger on a good horse can visit all of them in less than a summer day's ride.

Getha



Ancestral home of Clan Indama and the baronial seat of the Baron of Getha, this quiet country market town is Fethael Hundred's largest settlement. Sir Chimin Indama, Baron of Getha and Sheriff of Neph, lives in the keep with his wife of 25 years, Lady Myrtis (nee Curo). An enigmatic lady, she governs the keep with a firm but gentle hand.

Getha still plays a role in the kingdom's trade, even though merchants have started barging trade from Naniom Bridge to Kiban. Most Khuzan merchants still follow the Silver Way all the way to Tashal because of their aversion to water travel. As a consequence Getha is one of very few places outside Azadmere where it is possible to meet a Khuzan.

Blixth



Blixth has existed as a guard post on the Silver Way for several hundred years. Never a large market town, this tiny settlement has grown up around the small round tower built to protect the road and its trade. Today, the manor is little more than a wide spot in the Silver Way. Few people take the time to stop here, preferring to rush on to the pleasures of Getha, such as they are. The manor house and its tower are huddled together on the western side of the road, which runs parallel to Getha Run. The stone tower stands at the

southern edge of the manor, separated from the rest of the buildings by the small common.

The Bailiff of Blixth, Sir Sedris, is Baron Chimin's nephew and is part of the Navintas Hundred branch of the clan. A young man of 23, Sir Sedris is content with his small holding and is diligent in executing his office. He is very protective of "his" villagers and deals harshly with anyone who would think of mistreating them. This has made the large and gregarious knight very popular with the villagers.

Sir Sedris is also responsible for the small hamlet of Wuven, located a third of a league to the east of Getha Run. This haphazard collection of 8 houses belongs to the Tolonan clan of villeins. A secretive family, they have been known to trade livestock for brides from other, usually poorer, unfree clans. As their village is unprotected and somewhat isolated on the eastern side of the Run, they feel apart from the rest of the hundred.

Denwald



A vassal of the Rekela of Serelind, Sir Udet Tardally holds the Manor of Denwald through the Serolan of Lethyl Abbey. This small manor is notable only because it lies on the small track that runs across the hundred from Jenkald to Lethyl. The manor gets some of the traffic bound for Hyzevel but most of the travelers bypass the manor and go to Hyzevel through Lethyl or Drilen.

The community is small and forms a triangle around the village green. The manor house sits in one corner, the lord's orchard in another, and the ford over the wide Fethryn River forms the third.

Sir Udet is overfond of his drink and is always looking for extra money. He is an ugly, sallow, man who is constantly trying to attract attention. Although he wears a happy go lucky façade, he is not well liked in the hundred and is avoided by almost all of the nobility.

Drilen



Sir Eadwin Lournay holds Drilen Manor from the Baron. His brother, Sir Marby, is the bailiff of Emerule Manor. The Lournays have been vassals of the Indama's for many generations, occasionally even marrying into the Baron's clan. Sir Eadwin is a confident of the Baron's and, because of this, Sir Harapa treats him with more deference and respect than might be expected between an heir and his father's vassal. The hundred's bailiff, Sir Haradoc, despises Sir Eadwin for the same reasons his brother respects the old man.

Drilen is small but wealthy, at least by the standards of the hundred. The old stone keep stands in the center of the manor, with the creek on one side and the common on the other. Aside from the tower, the Peonian chapel is the only other stone structure in the manor.

Elmeze



Sir Talnin Dolastar holds Elmeze in fief from his brother-in-law, Sir Tommas Kobarney. He married Elisandra Kobarney over 30 years ago and the three generations of his large family have filled the small keep to the rafters. He has appealed to Sir Tommas for permission to expand the manor house with an additional tower. He is very thrifty and it is only at the insistence of his wife that he is even considering spending the coin that the expansion will require.

Sir Talnin was a champion jousting in his youth. He is proud that his eldest son, Starin, has followed in his footsteps and often takes the winner's prize at jousts throughout the kingdom. His two daughters, however well they managed to marry, are proving more problematic.

The road enters the manor from the east and climbs the slope, through the thatched houses, to the square stone keep. The manor's tower is short and squat, having been built as a £10 tower during the unsettled years following the Salt

War. The keep stands inside a tall palisade but the need to expand the family's living space has all but consumed the manor's entire courtyard. New construction, if authorized, will expand the palisade westward along the top of the hill. The manor's orchard includes plums as well as apples. The plum wine made from this manor is coveted in Tashal as a dessert wine.

A faint path leads north into the forest. Sharp eyes are needed to follow this trail but it leads to an old log blockhouse. This ruin is a relic of the Civil War and is all that remains of the road that led to Lake Arebor. No one bothers to go to the lake anymore but once, it is said, the old kings of Serelind had their summer hunting lodge on the shore of the deep, cold water. This small road was the "backdoor" to the hunting lodge since the King normally used the road from Gardiren to travel to the lodge.

The hunting lodge itself used to be a fortified long house, surrounded by a ditch and a palisade. It sat in a flat open meadow next to the lake, guarded from the cold easterly winds by a gently sloping hill. Courtiers and the royal party would move to the house for short periods of time to hunt the region's plentiful game. It was also said that the King would hold secret meetings at his retreat, isolated from the prying eyes and loose tongues of Gardiren or Tashal.

The hunting lodge was destroyed in a blazing fire during the Civil War, although neither side would admit to raiding the empty hideaway. It has stood empty and overgrown for several generations, as none of the recent kings has wanted to travel to such an out of the way place.

Emerule



This dreary hamlet is home to the hunting lodge of the Baron of Getha. At one time the little fortified house was one of the hunting lodges of the King of Serelind. It passed to the Indamas when they became Barons of Getha. When they gifted it to

the Lournay family, they retained the hunting and forest rights.

Lysella Indama (16) lives here but the steward, Sir Marby Lournay, actually runs the manor. Lysella is the Baron's youngest child and he keeps her at the manor to "remove her from temptation" after catching her with one of his squires. Sir Marby, the bailiff of the manor, has tried to make the best of things but he is an old bachelor and is set in his ways.

The tiny manor sits on a small rise above the creek. The wattle and daub dwellings cluster in a tight knot between the manor house, which sits at the side of the rutted track and the edge of the forest.



Boar Hunt, from the Livre de Chasse by Gaston Peobus

The manor hosts an annual boar hunt, a ten-day in Savor when the entire Indama clan and a number of their important guests descend on the little manor to chase the wild game that live in the hills that surround the hamlet. While the deer are hunted on horseback with the help of beaters, the Baron insists that the boar be hunted on foot with spears and dogs. Only the most hardy enjoy walking for hours in the cold, wet forest, waiting to see if a dangerous tusked beast will burst from the thick underbrush. Truth be told, there is more eating and drinking than hunting during this period but the villagers and vassals spend many

hours scouting the forest for game suitable for the spectacle.

The small manor house is usually filled with the Baron and special guests so most of the hunt's participants camp in the village green. The little settlement takes on a festive air as the rows between the pavilions are lit with torches and the musicians brought by the family from Gardiren and Bidow fill the night with song. Villagers often work for the hunt's guests, as bearers and beaters, and this provides a valuable addition to their meager incomes.

Hakstyn



This small farm community is home to a Manor Chapter of the Order of the Lady of Paladins. In addition to providing food for the nearby Sword Chapter, Hakstyn house often serves as a hostel, hosting the overflow of guests from nearby Jenkald.

The Reblena, Sir Ralf Termlin (see page 4) is a cunning old warrior who hides many years of surviving the church's political jungle behind a broad smile and a hearty laugh. Sir Ralf is at home with soldiers. He tries to avoid tedious official ceremonies and long, politic-strewn feasts, preferring to hunt with his knights and squires.

Sir Ralf leaves the daily operation of the manor to the reeve, Tolval. Tolval is very popular and open handed, organizing the manor so that everyone helps everyone else, thus making everyone's labors easier. A small wiry man, he often gathers rare roots and plants in the forest for his wife to use in her capacity as the village healer.

Tolval also uses these forays to conceal his real secret. He suffers from Lycanthropy and Tolval becomes a wolf at the height of the full moon. He does his best to avoid his own village during his attacks but villagers in settlements as far away as Ominstru have reported a strange beast prowling the forest. His wolf-form recently

killed some of the sheep from Denwald and he is afraid that Sir Udet will lay traps in the woods.

Another notable inhabitant of the manor is Jorisi of Haral, a potter. He has been successful in finding good quality pottery clay along the banks of the river south of the manor. He takes his pots to Getha's market and is noted for the colorful and durable religious icons he makes.

Hundholt



Hundolt is the seat of Sir Haradoc Indama, Baron Chimin Indama's second son and the Bailiff of Fethael Hundred. Sitting on the western bank of the Getha Run, it is less than a league from Getha. The Hundred Moot is held here on the fifth day of every month. Otherwise, the manor serves as a small extension of Getha with most of the villagers farming land in between the two communities.

As the King's representative in the hundred, Sir Haradoc is responsible for conducting the local assize and collecting the taxes from the villages and merchants. He is a stern and unyielding man who upholds every letter of the law. Sir Haradoc's iron fist lacks any velvet glove and transgressors find that he is as likely to order a flogging as levy a fine. His treatment of serfs is notorious and he often publicly berates other bailiffs for "not being able to control their peasants."

Even though he is arguably one of the most powerful men in the hundred, Haradoc is constantly trying to gain his father's attention. He hates his dullard brother, knowing himself to be far more intelligent and capable, and constantly strives to show how well he could serve the family if given a higher post. His enthusiastic means of filling the hundred's coffers through fines and fees means that he is also one of the most hated men in the hundred. It is only his incredible skill at arms that keeps the other nobility from challenging him.

Behind his cold and brutal exterior, Haradoc harbors a weakness for women. Despite the beauty and poise of his wife, Lady Balsha, he maintains several mistresses. The couple have only been married a year but Sir Haradoc has already installed three women to be his mistresses in the stone manor house.

Hyzevel



Sir Tommas Kobarney, lord of Hyzevel, deems himself to be the happiest man in the hundred. He is the latest in the 500-year line of Kobarney lords that have held Hyzevel. Even though last summer marked his sixty fifth birthday, he is still hale and takes sword and shield practice with his squires.

Hyzevel is the major market in the western reaches of the hundred. This and the manor's fertile fields have brought wealth and influence to the Kobarney family. Sir Tommas has done his part to improve the family's position by engaging a timberwright to improve his lands and marrying his children to influential landowners.

The large manor sprawls along the sides of the three roads that converge at the manor green. The manor's bailey surrounds a small hillock on the western edge of the crossroads, affording the square stone keep with a commanding view over the roads.

Hyzevel's inn, called the Black Lily, also has a palisade around its buildings. Aside from the manor, the inn is also the only other stone building in the town. Ledis One Eye is the innkeeper, as was his father, and his father before him. As a youth, Ledis lost his eye to a gargûn arrow but this has only served to give him something else to decorate with brightly colored ribbons and shiny trinkets. He prides himself on dressing well, if a might on the flashy side. He constantly worries his staff over the quality of the food, the quantity of the ale, and the comfort of the rooms.

FETHAEL HUNDRED 14

Kobin of Sharlyn, a Jarin refugee from Orbaal, established the small hamlet of Tasthult only 15 years ago and is a faithful tenant of the Kobarneys. The Sharlyn family still practices Ilviran rites and prefer to be left alone. This knot of huts lie at the end of a faint track one league to the west of Hyzevel common.

Jenkald

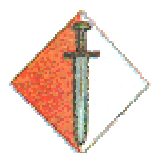


Home of a Sword Chapter of the Lady of Paladins and not so secret headquarters of the Kaldoric Patriot Faction, this manor is a large, bustling, garrison. The chapel sits on the shores of Fethael Lake and can only be described as magnificent. Sir Luisan of Kelic (see page 3) is the Reblena and the Baron's half-brother.

The sprawling Chapter House complex sits on the southern shore of Getha Lake. Visitors are greeted by the tall white stone façade of the Chapter's chapel. Its three large bronze bells are named for the patron saints of the Chapter (Saints Ambrathas, Orthas, and Cermalde) and their deep sound carries far through the woods. Behind the chapel, a broad stone wall surrounds a small precinct where the brother knights and soldiers live. The wall continues and encompasses a large paved courtyard, used by the brothers in their drills, and workrooms. Pierced by only one gate, the Sword Chapter looks every inch like a white fortress guarding the road.

The manor sits across the Silver Way from the Chapter House along a narrow track that is perpendicular to the main trade route. The manor's blacksmith and ostler are right at the crossroads, with the farmers preferring to live at the other end of the lane.

Lethyl



This abbey belongs to the Order of the Spear of Shattered Sorrow. It houses a chapel to Saint Syrele, a local saint who is

the patroness of hunters, in its main cloister. The older precinct, cloistered within the walls of the original manor house, is home to a small chapel honoring King Calsten I of Kaldor. The abbey is a walled precinct north of the road.

The manor sits between the southern rut of the road that runs to Elmeze and Fethryn River. The manor is large by the standards of the hundred and has expanded along the Denwald road. There is a small inn called the Dancing Trout that sits by Lethyl Bridge. A monk sits in the shade of the inn during the day collecting tolls. Since the villagers are exempt and Varybis the Peddler buys a pass from the Serolan, this monk is usually asleep or quietly drunk on the Trout's excellent cider.

The Serolan Valric Belgine (see page 3) is a strict and unyielding man. Most visitors to the abbey will meet with his Obasaran, Master Tonin Cybrela, should they have business with the temple. Reverend Father Valric rarely officiates at Soratir but never forgets a face that he sees in his chapel.

The reeve, Largo Kleve, is a small birdlike woman. She inherited the reeve's job at the death of her father and now, at 39, is very capable. She is very business like and insists on performing all of the proper protocols, a trait that feeds the Serolan's ego. She is well liked in the village and takes great pains to ensure that "her people" are not often seen in the Serolan's court.

Metald



Sir Garulf Kobarney holds this manor as the bailiff for his brother, Sir Tommas. Sir Garulf is a frequent traveler through the hundred. Since his manor is in the capable hands of his reeve and his wife, Sir Garulf has become involved with the Kaldor Patriot Faction. He will often ride to the abbey at Ascur with messages from Sir Luisan to an agent of the Serekela.

The manor itself is a collection of thatched houses that line the creek bank. The manor house

is on the far western edge (upstream) from the village. Sir Garulf is trying to expand the profitability of his holding by recently recruiting a bonded hideworker, Kenald the Hairy. Kenald's small operation is on the extreme eastern edge of the settlement. He plans to have a consignment of furs to take to Getha in time for next year's trading season.

Ominstru



Ominstru farms and grows apples, as is typical of the hundred. In good years, it exports its smoked hams. An old settlement, there are only two clans of peasants in this manor. A visitor might find the inhabitants of Ominstru quiet, perhaps even a bit furtive.

One reason for this cautious reception lives in the house on the eastern edge of town. Here Loran the Southron lives by himself. Originally from Melderyn, Loran is, in private, a priest of Save-Knor who has devoted his life to studying the ruins in the ancient kingdom of Serelind. He won't tell anyone what he's looking for but has often paid villagers and woodwards to tell him stories about things they've found or seen in the deep forest.

Sir Falstran Haunty is Lord of Ominstru Manor and a vassal of the Lournays. Sir Falstran is a rotund man who weighs over 300 lbs., as much as a cask of his favorite mead. Because of his love for the sweet wine, he takes special interest in the bees that Maunat, the manor's woodward, keeps for him.

Sezaze



Tucked away amidst the towering oak trees that cover the hills of the northern edge of Fethael Hundred, the only remarkable thing about this manor is that its well offers a respite from the humid trail. People only travel through Sezaze when they are taking the track from Getha to

Lethyl, the most direct route but one usually ignored in favor of the road from Hundholt to the abbey.

The manor is tightly clustered around the old square stone tower and forms a semi-circle around the common, with some of the poorer villagers living in the forest's shadow along the road to the abbey. An ox-powered mill occupies one corner of the common.



Salt shed with pan and furnace from the British Library

Sir Taryn Indama is the bailiff of this small stone tower, although he usually leaves the manor's operation to his reeve. A nephew of the Baron and his brood, he is glad for his position but is beginning to feel the pull of wanderlust as he spends season after season in the small manor. Before taking his post in Sezaze, Sir Taryn traveled the Fur Road to Orbaal several times and he often tells stories of his travels in the dark winter evenings.

A few hundred paces outside of the manor is a salt spring. The Baron has licensed the operation of the salt kettles to the Salters' Guild. The salt produced by boiling down the brine from this spring is used to preserve some of the meat that the hundred produces for export, a convenient arrangement that saves the Salters' Guild from having to import so much of the vital mineral.

TRADE IN THE HUNDRED

The Peddler

The small size of the settlements in the hundred restricts the number of weekly markets that are held. To provide the villagers with the services they need, Varybis the Peddler travels the roads of the hundred. His cart jangles and clatters as it rolls through the manors, often two a day, sharpening knives, mending pots, and selling items that are not normally found in a small manor.

Varybis starts his route in Getha at the beginning of the ten-day. Getha's market closes at noon on the first-day and, as soon as he can pack his goods, Varybis drives his cart westward toward Lethyl for its market on third-day. He only makes a brief stop in Sezaze and is usually found sleeping in the guest house of the abbey by nightfall.

The abbey's market lasts only the morning hours so, once the abbot's cellarer has been satisfied, Varybis continues on to Hyzevel via the Elmeze road. People in Elmeze often order items from him and will meet him at the turning to collect them, rather than have to journey to Hyzevel or Lethyl for their goods. Once in Hyzevel, Varybis often spends the night singing and drinking in the Black Lily Inn. There, he will spend a night or two before driving eastward through Ominstru, Drilen and Hakstyn.

Varybis always arrives the night before the Jenkald market. He has to take care that he doesn't anger the reeve by selling anything early. The market lasts most of the day in Jenkald but Varybis is usually traveling the Silver Way to Hundholt by evening. The Hundholt market is done by mid afternoon and Varybis is home in Getha by the evening of ninth-day.

Varybis is a tall and dour man. Wagging tongues hint that he cheats the peasants by overcharging them while he panders to the nobility. This isn't true but the suspicion only serves to make this already taciturn man even

more solitary. He never uses two words when one or even a nod would suffice, but he is always listening. He doesn't have a wife, so his brother acts as his agent. Orders can be submitted to Varybis in person or to his brother in Getha, when Varybis is traveling. It is rumored that Varybis has a woman in Hyzevel but he doesn't bother to comment.

Varybis not only sells manufactured goods but he could be the source of a myriad of new rumors and actual news, if a person were able to win his trust. He buys most of the his goods in Getha's market but has also sent agents to Uldien for special items, and perhaps a word or two in the right tavern might reach the ears of the Baron Ubael.

Trade Caravans

Two major caravans pass through Getha every year. Each stays three to four days, during which the Baron hosts a fair. During the Getha Fairs, tradesmen must close their shops (or rent booths at the fair) and merchants arriving from outside of the Shire must pay the Royal Toll, as if they were traveling to Azadmere.

The Spring Fair is held upon the arrival of the big caravan from Azadmere that starts the trading season. This usually arrives in Getha around the 14th of Kelen and stays a few days replenishing its rations. Merchants from Tashal send scouts to the fair to gauge the prices of that season's goods.

The Fall Fair occurs in early autumn and is timed to host the caravan that is returning to Azadmere from the Great Fair. It passes through Getha in the middle of Azura with goods from Tashal and the western parts of the world. Again the traders linger in Getha for a few days and stock up on supplies.

A smaller caravan arrives from Azadmere at the end of Nolus. Timed to coincide with the Royal Tournament, it is noteworthy for the weapons and armor that are in its panniers.

THE CLAN INDAMA I



THE CLAN INDAMA

The history of the Indama clan is as old as that of the kingdom of Kaldor itself. Never vying for the crown, these nobles have risen from their origins as retainers of the Kings of Serelind to Royal Barons through loyal and steadfast service. Their ancestral home is in Getha, their baronial seat and the center of their estates in the rustic Fethael Hundred. While they may not be as worldly or as witty as other courtiers, the lineage of the Indama is as distinguished as any that stand before the throne.

The Indama men share many physical similarities. They are stocky and strong, medium height, with brown hair and eyes. Their line breeds a talent for war, especially sword play and jousting, and without exception they love to hunt. Intelligence has, perhaps unfortunately, rarely appeared in the family tree but when it does, the combination of brains and

the innate, fierce, loyalty of the family makes them much sought after allies.

Trying to trace the entire lineage of the Indamas takes bards days, so the rest of this essay will focus only on the last hundred or so years. In 635, Baron Ioin Indama married one of the daughters of the Baron Ethasiel and had two children, Lors and Parga. Parga was sent to the Laranian Church, where he rose quickly to power. Parga was Rekela of Nurez until his untimely death in 714.

Lors Indama inherited the title and married Evlina Ubael, the daughter of the Baron of Uldien. Together they had three sons: Chimin, Baltora, and Medrik. While still a young man, Sir Lors strayed from his marital bed to have a dalliance with Dame Lymria Varion, a knight of the Lady of Paladins, during the Royal Tournament in 674. The result was a son who has grown to become Sir Luisan of Kelic. Lors has always acknowledged his illegitimate son, who has become a leading member of the Order of the Lady of Paladins and Reblena of Jenkald.

Baron Lors' eldest son, Chimin, was a champion jousting in his youth, winning the Royal Chelebin Tournament in 694. Chimin married Myrtis, the daughter of Earl Curo, and has two sons and a daughter. Sir Chimin assumed the title of Baron upon Lors' death in 708. Later that year, he was confirmed as Sheriff of Neph at the Royal Chelebin Tournament.

Sir Chimin's heir, Harapa, is married to Udine Elendsa and has provided the family with a candidate for the royal throne in young Dosyl, now age two. Harapa is a vainglorious warrior. His victories on the tournament field and in the marriage bed have him convinced that he is invincible. A poet once said that "a small mind is easily filled" and Harapa's wife Udine keeps his topped off with ideas of future successes.

Chimin's other son, Haradoc, is the Bailiff of Fethael Hundred. Haradoc is married to Balsha Aswain, daughter of a landholder in Lynnfana Hundred. Sir Haradoc is a different man altogether, inheriting many of the Curos' talents

THE CLAN INDAMA 2

for cunning. Haradoc is always trying to prove that he is the better choice as heir; a trait that drives him to consume or destroy those that are beneath him in his quest to impress his father. His marriage is loveless and he finds solace in his position.

Young Lysella, the Baron's only daughter, is the spoiled little princess of the family. She is an incorrigible flirt but, at age 16, her father is actively seeking to make a good and politically advancing match. He is eyeing the son of Earl Caldeth.

Lors' middle son (and Chimin's younger brother), Baltora, married the daughter of Sir Arond Xarton, Lord of Erathald and vassal of Earl Curo. Baltora became the Bailiff of Asintina in 697 and is the head of the Dobraine branch of the family. Sir Baltora is content with his station, although he tries to limit his exposure to the Earl of Neph as much as is politely acceptable.

His sons, Rhael and Taryn, would make any father proud. Rhael is Bailiff of Tirachane in Dobraine and Taryn is the Bailiff of Sezaze in Fethael Hundred.

Sir Chimin's youngest brother, Medrik had the good fortune to fall in love early in life when he met Lyrela Hirnen. He was squired to the old Baron, Arlin Hirnen. His romance with the young lady led to a forced marriage, a situation that infuriated the Baron. The pair of lovers was quick marched down the aisle (the bride was beginning to show) and a substantial dowry paid. While neither Medrik nor Lyrela have good relations with the current Baron of Nenda, their marriage has been happy and fruitful, resulting in Sedris (now bailiff of Blixth) and Laris (Bailiff of Kirden). Medrik, the Bailiff of Navintas Hundred, leads the growing Navintas branch of the family.

