

LOCATION: Nephshire, Kaldor

STATUS: Keep of the Baron of Getha

GOVERNMENT: Sir Chimin Indama,
Baron of Getha and Sheriff of Neph

POPULATION: Village 260; Manor 42

Fethael Hundred's largest settlement, Getha, is a quiet country market town nestled in the wooded hills of Nephshire. Its visitors are merchants traveling the Silver Way. The town represents the last bit of civilization that travelers will see until they reach Pedwar, another two weeks of hard walking.

HISTORY

The village of Getha is ancient. Located at a bend in the Getha Run, there has been a fortification at Getha since trade caravans began traveling the Silver Way. During the Migration Wars, King Medrik won a battle here that would set the stage for his momentous victory at Noneth. During the pre-Kaldor period, Getha became a thriving town. The Serelindians strengthened the existing fortifications to command the major import/export route along the Silver Way.

In 240, Gundolf of Gardiren began work on a large stone keep at Getha. The keep was built of Nephén granite and was 70 feet (22 m) square. Each corner of the keep is anchored with a large square tower that rises to over 125 feet. The walls of the keep are 15 feet thick in the basement and taper to 7.5 feet thick at the tops of the towers.

In 372 and then again in 437, the keep was razed by war and fire. Each time the lord rebuilt his keep and made the holding stronger than it was before. Completely reconstructed in 440 TR, the new keep boasted a strong square keep with towers at each corner.

Getha's finest hour was in 602 when forces of the Usurper besieged the keep. The enemy summoned siege engines from Tashal and Kiban and barraged the keep for almost seven weeks. Again and again, the enemy's soldiers attacked,

finally managing to breach the outer defenses in early Savor.

The defenders rallied and drove them back out of the bailey. Savage fighting took place in the smoldering remains of the village as the enemy counterattacked and retook the outer walls but the keep remained in the hands of the King's men. The enemy attempted to negotiate a settlement but, although food was running out, the defenders were confident that they could hold out until aid reached them from Gardiren.

The enemy resorted to undermining the walls. Sinking a mineshaft under the southern wall, the Usurper's forces set fire to the foundations using barrels filled with pig fat. A section of the wall collapsed and the defenders retreated into the great hall, still refusing to surrender. The siege lasted another twenty days before a relief force from Gardiren arrived.

By the time the siege was lifted, only twenty defenders remained able to walk. Their names and deeds are recorded in a tapestry that covers the wall in the great hall. The Baron rebuilt the damaged section, adding a gatehouse to strengthen the defenses.

In 642, Ioin Indama was made Sheriff of Neph. To commemorate this event, he commissioned the construction of a guest hall in the keep's bailey. Called Ioin's Hall, this building houses guests and a large banquet hall.

The hundred is still very much on the frontier. Gargûn swarms in 704 and 718 caused

CREDITS

WRITER

Joe Adams

MAPS

George Kelln

CONTRIBUTOR

Robert Barfield

HERALDRY

Matthias Janssen

WITH THANKS TO

Dan Bell & John Sgammato



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minimal damage but have had a lasting impression on the minds of the inhabitants. The Taelde tribes have been quiet for years but the recent activity at the settlement at Naniom Bridge may change this at a moment's notice.

GOVERNMENT

Getha is the main settlement in Fethael Hundred. Primarily a trading town, this village serves as the major market in the area as well as providing services to the traders and caravans that transit the Silver Way.

The Baron of Getha is Sir Chimin Indama, tenant royal and Lord High Sheriff of Neph. The Baron is an active man in his late forties and is a keen horseman and huntsman. He was a champion jousting in his youth but is now satisfied to watch his sons and nephews compete for the family's honor while he hunts and talks about past glories with his friends.

Sir Chimin is a conscientious man, though one not noted for his mental agility, and takes his duties as Baron seriously. As an obedient and loyal servant of the King, he applies Royal Law to the letter, taking no account of circumstance or politics. He makes a point of

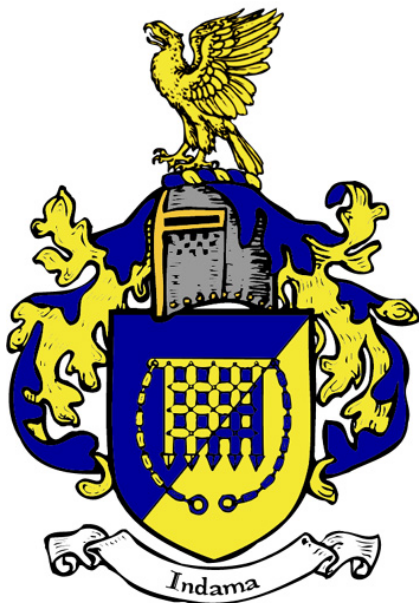
visiting his family and vassals on a regular basis, a task that often keeps him far from home.

Now that his son and heir Harapa has come of age, Chimin has resolved to focus on ensuring the future of his family. Sir Chimin is far from bored now that he's delegated some of his Sheriff's duties to Sir Harapa. Harapa has relieved him of the burden of constantly traveling from one political dinner to another and Chimin is using the spare change he finds in his privy purse to travel throughout the eastern part of the kingdom arranging a suitable marriage for his daughter, the Lady Lysella. Sir Chimin's wife of 25 years, Lady Myrtis (nee Curo), governs the keep with a firm but gentle hand in his absence.

Sir Harapa is a young knight, being only 24 years old, but his prospects are the brightest. As mentioned previously, Sir Harapa Indama has recently assumed some of the duties of Sheriff of Neph for his father. Sir Chimin has given him the responsibility of visiting the manors throughout the shire, as the Sheriff must do at least twice a year. Harapa is also charged with maintaining the keep at Bidow, a task that is accompanied by a royal stipend. The Sheriff's duties require Harapa's presence in Tashal at least one month every quarter but he insists on returning to Getha as soon as his responsibilities permit.

Two years ago, Sir Harapa married Udine Elendsa, the niece of King Miginath. He and Udine have been busy since the births of their two children over the last 18 months. The scions to the Indama title, Dysle and Halene, remain at Getha under the care of their nursemaid while Udine accompanies Harapa in his duties. To help guide his son through some of the decisions required of a Constable, Sir Chimin has enlisted the aid of Sir Eadwin Lournay, the lord of Drilen, to counsel and mentor his son.

Sir Shorisir Ewesar is the Constable of the Keep [see 2-6 on the plan of the keep]. He is the distant cousin of his clanhead, who holds the manor of Derym in Grimuld Hundred from the Baron. Sir Shorisir is comfortable in his office



Indama: Party per bend sinister azure and or, a portcullis counterchanged

and has established himself as a level headed and cool leader

Sir Shorisir has been a vassal knight of the Barons of Getha for the last 50 years. He began his service as a squire of Sir Lors, the current Baron's father, and then performed as a forester and knight-attendant when Sir Lors acted as Sheriff of Neph. After Sir Chimin became the Baron, Sir Shorisir was selected to replace the retiring Constable of Getha Keep.

Over the last 24 years, Shorisir has governed the keep with a gentle hand. He rules the manor with the assistance of a small advisory council and has never felt the need to raise his voice or make demands of the merchants, farmers, and serfs of Getha or its subordinate manors. His duties include governing the town and Getha's vassal manors. A council made up of the litigant Shalas Quiribor [24], the reeve Tazar Tyun [42], and the Chaplain of the Keep Sotrin Rhythal [20] advises Sir Shorisir.

The Constable commands the 20-man garrison of the keep. This company of light foot is charged with safeguarding the baronial treasury, which is held in the keep, and helping the Laranian knights from Jenkald maintain a watch over the Silver Way between Getha and the crossroads in the Krista Forest. During wartime the garrison is responsible for local security. Sir Shorisir owes one knight (himself) and three yeomen to the Baron's war band during the muster.

ECONOMICS

The Getha chapter of the Mangai includes masters of each guild represented in the Fethael Hundred. This group serves to regulate guilded trade within the hundred and to promote Fethael's goods and services beyond its borders. It is governed by an Executive Council of seven members, each elected by the membership for two year terms.

Getha has experienced an economic recession since merchants started barging khuzan goods downriver from the Naniom Bridge. The days

when huge mule trains filled Getha Commons and coin was plentiful are quickly passing into story as the manor and its village refocuses its industry on providing goods and services for the local population. Locally produced goods fill the market place and the few exotic items usually come from Uldien or Gardiren rather than Azadmere and Thay.

Imports

Despite the breeding efforts of the ostlers of Getha, the hundred still imports horses and mules. The market for mules is steady, if seasonal. Trained pack mules are in the highest demand, followed by mules trained to pull carts and small wagons for the grain trade. Most, if not all, of these animals are imported from Vemionshire.

The hundred has no mining and must import all of the minerals used by local craftsmen. Copper, iron, and tin ingots are imported from Azadmere in exchange for wheat. Since khuzan trade has been limited, some craftsmen are forced to purchase metal from nearby Balim and Oselshires. This trade comes at a high cost since these must be paid for in cash. Salt comes from the mines near Nenda, barged down the Selene River to Uldien and then packed by mule cart up the Silver Way.

Exports

The forests that surround Fethael Hundred grow the types of hardwoods that make the best charcoal. Most of the manors contribute to the trade and the smell of woodsmoke is thick in the dales. The Asaka clan controls the charcoal trade, sending most of their product south to Balimshire's smelters.

Fur is another forest product that is exported by the hundred's manors. Most of the nobles of the Balim, Thel, and Osel shires wear furs from the dark Kanir or Kirsta forests. The younger knights and most of the huntsmen wear wolf-lined cloaks with hoods to ward off the cold rain. Bear pelts are prized as rugs. Those with

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heavier purses prefer to spend their pennies on ermines and minx found in the Sorkin foothills.

The hundred has always maintained a steady trade in herbs for spices and medicines. The Apothecary of Getha has perfected a process for refining the root of the mandrake into an amazing curative drug. He also exports fragrant herbs to Tashal for use in oils and soaps.

Spring Fair

The Spring Fair is held from 14 – 17 Kelen. Historically timed to coincide with the arrival of trade caravans traveling to Tashal, the fair's scheduled events start whether the khuzan traders have arrived or not. The Fair's Royal Charter allows the Baron open the fair on the 14th and continue for three days after first caravan of traders arrives. The fair features goods from Azadmere as well as a local tournament (see Getha 28 for details). This fair is the start of the hundred's trading season. Khuzan traders and buyers from Tashal, eager to make the first bargains of the season, fill the town. Khuzan weapons and metal implements are traded for grains, cloth and horses. The people of the hundred are perhaps the greatest beneficiaries of the fair, as it brings exotic khuzan items and manufactured goods to the town that would otherwise be prohibitively expensive to import.

Grain Fair

The kingdom's wheat is harvested in Larane and wagonloads of grain begin rumbling north on the Silver Way to Getha. While most of central Kaldor's grain is barged upstream to the Naniom Bridge, there are still grain merchants that gather in Getha for the march east to the mountains. The collected grain joins the caravan of luxury goods moving east from the great market of Tashal in mid-Azura.

The village holds a grain fair on the village common in mid-Azura to take advantage of this occurrence. The people of the hundred flock to trade their grain and livestock for the luxury goods of Tashal and the exotic west in a month

long extended market. Silks brought from far off Melderyn, furs from Orbaal, and the fine crafts of Kanday compete for the hard earned coins of the people. There is no tournament held in conjunction with the Grain Fair but the Baroness sponsors a bardic competition on the 15th of Azura that starts after Soratir is said in the keep's chapel.

Harpers and minstrels compete side by side in an open competition of storytelling and song. The theme for each entry is the history of Fethael Hundred and, by extension, the Indama clan. The best entrant is rewarded with a silver medallion engraved with the portcullis of the Indamas. Songs or stories that are deemed to ridicule the distinguished service of the Indamas or belittle the heroism of the inhabitants of the hundred are viewed in quite a different light; the performers are given the opportunity to reflect upon their mistakes as they spend a ten-day in the stocks.

The Manor

The manor itself is not large, only 1,660 acres, but has been well managed and is fertile (LQ 1.10). The fields and orchards are all located on the western side of the village. Although the area around the manor is secure, most of the villagers loathe foraging or grazing their stock east of the Silver Way because "it's the wilderness."

Typical of Fethael Hundred, the villagers plant a large proportion of hardy grains and raise swine and cattle. Barley and rye are grown in addition to wheat. Early, hard frosts limit the farmers' ability to raise less weather resistant crops and animals. Swine and cattle are the most common livestock, filling the hundred's larders with smoked pork, cheese, and beef.

Getha has its own mill and several metal smiths. The importance of these craftsmen is measured not only in the service they provide to the local villagers. To their families and guilds they are more important as representatives on the Mangai. A handful of families and, therefore a handful of people, dominate most if not all of

the guilds in the hundred. For example, all the millers are Etines and all the salters are from the Andin clan. The Berma, Haral, and Cybela clans have likewise staked powerful political positions in the Mangai Hall by carefully controlling the appointment of journeymen and masters inside their areas of control. Other clans have a significantly smaller presence, usually because of marriages or patronage of a larger, more established clan.

The village craftsmen provide goods and services for the hundred and any passing merchants. The concentration of craftsmen enables the village to export manufactured goods to the rest of the hundred. When the village manages to have a surplus, enterprising merchants will form their own caravan and sell the hundred's smoked hams and dry ciders in Tashal. This steady demand has enabled Getha to survive the current economic down turn.

Within the region, the hundred's merchants and craftsmen are exploring new markets to try to make up for the lost revenue. Getha makes a tidy little profit exporting linen and horses. Bainin Darion [26] buys linen thread and undyed cloth from the manors of the hundred. The thread is woven by his wife into fine linen that is exported to dyers in Balimshire. The cloth is used to make clothing for the local merchants and tradesmen, which Bainin sells from his shop in the town.

Both Stanil Darion [D] and Erebel Sermel [34] breed horses for sale. The Kirsta Forest Horses are the result of crossbreeding between the huge Oselshire warhorses and a smaller, more agile breed imported from Kanday through Melderyn by Baron Chimin's great-grandsire. Ostlers have refined the Kirsta Horse through the years to suit a variety of needs. Only Stanil can sell warhorses and then only by special license. Erebel has a broader market for his palfreys and hunters bred for riding by the gentle folk.

Taxes

- Hawking 5% of goods value
- Bonding 2% of goods value per month

RELIGION

The religious climate of Getha is similar to the rest of Kaldor. Services for Larani are held in the keep's chapel. Peonian and Halean rites are held in their temples. Most villagers worship Peoni. Many craftsmen pay lip service to Halea. The law states that worship of Agrik, Morgath and Naveh is punishable by death but it has been so long since anyone has been accused of "devil worshipping" that these are used as stories to frighten children. Other religions are tolerated but not encouraged.

CURRENT EVENTS

The hundred has always had its share of Taelda raids and gargûn hunting parties nearer the Bridge. The gargûn swarms of 718 are still fresh in the memories of the people and they are vigilant, indeed some are paranoid, about the chance of attack. Recently, however, well-armed raiders have been harassing traders and isolated farmsteads and the taprooms are full of gossip trying to predict when the Baron and the knights of Jenkald will ride out to give the "devil riders" battle.

Since the Baron has established an official presence at Naniom Bridge, the Taelda tribes in the area have become restless and the region has become very dangerous.

LOCAL MAP KEY

The People

The most striking fact about Getha village is the small number of clan names. Almost all of the people belong to one of a very small set of families. No matter that the clans have intermarried, individuals will be referred to as "an Andin" or "a Berma" their entire lives. Most of this is good-natured jesting but some families do not get along.

There is a simmering distrust between the Berma and Haral families. No one remembers why, really. There was something to do with an engagement that was broken off at the last

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minute when a Haral accused his Berma fiancée of being unfaithful and trying to trick him into rearing someone else's bastard. The Berma clan denied the charge and for a few years the woods between Denwald (where the Berma hail from) and Drilen (the ancestral home of the Haral) were full of ambushes, stolen animals, and bad blood. Sir Chimin's father finally settled the dispute but the mistrust between the clans lingers to this day.

The Village

The craftsmen and free farmers of the village pride themselves on the stone houses they live in. These stout, neat homes of dressed field stone are one or two stories tall and have strong wood shingled roofs. Tall walls, covered with climbing plants and flowers, surround all of these houses and decorate the narrow gravel streets.

The Silver Way, the main trading route of the eastern part of the kingdom, is a graveled road, wide enough for two wagons to pass each other. The roadway is sloped to let the frequent rains run off and the eastern side of the road has a ditch to carry off the water. The four foot deep ditch frequently has water (and other things) in it and buildings on the eastern side of the Silver Way have short, wide bridges to cross this deep obstacle.

The houses of the village's unfree populace are mostly split timber with thatched roofs, the walls between the timbers being made from wattle and daub. The other side is used as a byre for the animals. Because of the number of roof fires in the village, the Constable has decreed that all chimneys be made of stone, rather than the more usual mud and stick.

1 Sign of a Crown Royal Toll House (Lunda Penten)

Lunda lives above the storage in the bond house [7] but can be found here during the day. He collects taxes and tolls on the goods moving along the Silver Way. Sir Haradoc, the Bailiff of the Hundred and local tax officer, requires

Lunda to present his toll book and proceeds twice a year at Hundholt.

2 Sign of a Tent Tentmaker (Rolen Cybela) Size: 3 Quality: * Prices: Avg**

Rolen weaves canvas and makes tents and pavilions. He is a cheerful man. His friends call him the Badger because of his wiry, brushy beard. When business slows down, he turns his skills to making canvas haversacks, rucksacks, and satchels to stay busy. Since he does not wish to sell these "lesser" items from his establishment, he has Aras Desa [29] sell them for him on concession.

3 Sign of a Sawhorse Woodcrafter (Sildan Cybela) Size: 2 Quality: ** Prices: Avg**

Sildan is Rolen's cousin but they don't particularly like each other. Silden is a small, meticulous woman who has been known to throw away perfectly good work that does not meet her exacting standards. She makes cabinets, furniture, and anything else that requires precise joinery.

4 Sign of a Portcullis Innkeeper (Olmael Sermel) Size: 4 Quality: ** Prices: Avg**

The Gatehouse Inn commands an important position in the village's market square. Most of the local merchants and priests go there for meals and entertainment. The landlord also maintains a "Baron's Table" even though neither the Baron nor any of his family has ever eaten in the Inn.



The inn consists of two main wings and a kitchen annex. Visitors enter the inn's taproom from the square. This noisy area is crowded with tables and villagers and travelers mingle at the long bar.

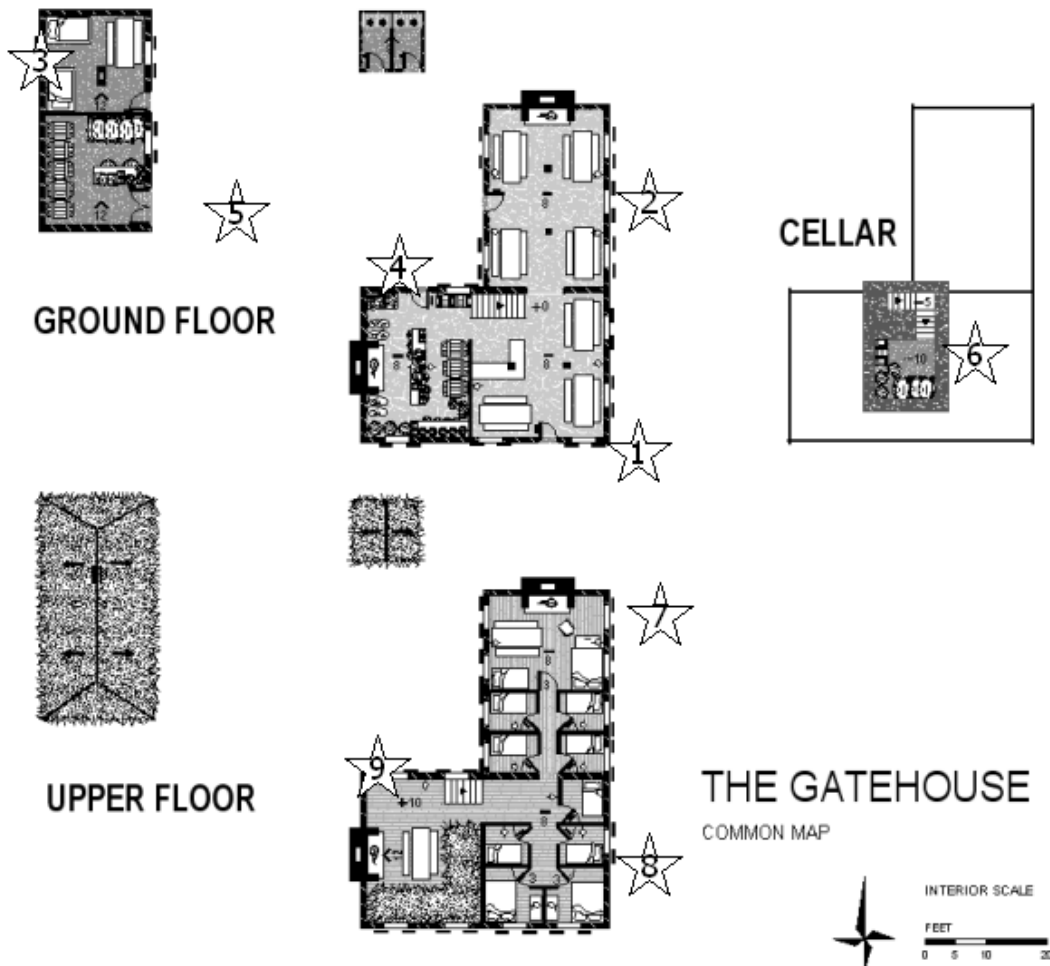
1. The taproom is a well-lit and airy room; it can become noisy during market days. Cold food and beer are served during the day.

Guests that wish a full, hot meal are invited to return in the evenings.

2. Special guests and friends of the Sermel's use this side bar on a regular basis. It can also be rented for special occasions or meetings.
3. Servants' Room.
4. The kitchen is a single story annex. Scullery maids are often seen going to the well in the square or working in the kitchen's courtyard.
5. Olmael makes a decent porter and light ales in his brewhouse. He buys cider and stronger liquors from Zarel Flaeren [52].
6. Store room.
7. Olmael's family lives above the side bar. His mother occupies the bed next to the door.

Granny Semel came to live with her son, Olmael, after being found wandering the green in her shift. She claimed to have been looking for her geese. Friends and relatives started searching for the missing fowl but, when someone remembered that she didn't keep geese, the search was called off and Granny sent to live with her eldest son for her own safety.

8. Guest rooms are on the second floor. The best rooms face the river. The second class rooms face the square and overlook the kitchen's courtyard.
9. Finally, Olmael keeps a dormitory at the back of the second floor for the servants of the guests.



Olmael has been so successful that his business is beyond his family's ability to manage. He hires women and young girls from the village to work in his kitchen and as maids. During trade fairs, he tries to hire almost all of the village wives to work in the inn to cope with the rush. These jobs are eagerly sought after because, even though the wages are average, Olmael is known to feed his staff at least twice a day.

Olmael's brother Erebel is an ostler [34] and they have an agreement to stable the animals of the inn's guests at Erebel's stable. The two brothers are close. Erebel's wife and daughter are permanent staff at the inn.

5 **No Sign** **Miller (Elas Etine)** **Size: 3 Quality: *** Prices: Avg**

The Getha mill processes the grains from Getha and Hundholt. Elas is the head of the influential Etine clan and a powerful force in the Mangai. Following the strategies of his father and grandfather, Elas plots, bribes, and conspires to keep the milling concessions in the hundred firmly in the hands of his clan. All of the millers in the hundred are relatives.

Elas spends the majority of his time influencing the Mangai. He has sat on the Getha Mangai's executive council for nearly a decade. He is a scheming and grasping man, openly soliciting "gifts" in exchange for his vote in the council. To make matters worse, Elas sees no fault in this, laughing off complaints by telling the others "what is good for business is good for Getha."

In addition to his other faults, Elas is also a lecherous old goat. He arrogantly carries on affairs with village women, uncaring of what his wife (or their husbands) might think. When his amours produce an "embarrassment," he leaves his bastard children to the Peonians to care for.

His apprentice is one of his nephews from Elmeze, Corten Etine. Elas doesn't know that Corten has been giving Arlan Faleren [56] flour

in exchange for her favors and would throw the boy out of the family (and the Millers' Guild) if he ever discovered the truth.

6 **Sign of a Cauldron** **Whitesmith (Parlarn Shotoshi)** **Size: 3 Quality: **** Prices: Avg**

Parlarn specializes in making and fixing pots and pans but he also likes to tinker with locks. He is very good at casting things like buckles for the saddlers. While Parlarn is well liked and a hard worker, the other villagers know that he is best avoided if he has been drinking. Parlarn knows his temper is explosive and he rarely joins his fellow craftsmen at the Leaky Bucket, preferring to stay in his house after closing his shop.

Shotoshi is from Melderyn. He fled Laket after he killed a nobleman who tried to take advantage of his wife. Shotoshi is very jealous of anyone who looks or speaks to his wife and he keeps her locked in the house. He accompanies her to the market for shopping, leaving his stall to his journeyman while he's gone.

7 **Sign of a Crown** **Bond House (Lunda the Toll Keeper)**

This building is where bonded items are kept until the tax (either royal or local) can be paid on it. There isn't a lot of space here and the overflow is stored in the keep's tax house [F].

Partly because his monthly salary is only 36d and partly because he's a greedy little weasel, Lunda Penten is "as bent as a dog's back leg" as they say. His capacity for graft is common knowledge in Getha but he always seems to keep his superiors happy enough that he doesn't get replaced. This sallow little man can often be found drinking alone in a darkened corner of the Gatehouse Inn.

8 **Temple of Halea** **Priestess (Dybrine Iastro)**

The small Haelean temple has seen better days but the temple's staff works hard to maintain the goddess' presence in the hundred.

In an effort to foster greater attendance at the services, the Aramia (High Priestess) has emphasized the business aspects of the goddess. She hopes that worshippers will "follow the path of gold to the Handmaiden's chambers." While all of the craft clans tithe to the temple, few have risen to the inner circles of the Golden Handmaiden's worship.

9 Hall of the Mangai

This rectangular half-timbered edifice is the meeting hall for all of the guilds. The local chapter of the Mangai meets here every quarter. During the village's two fairs, the building becomes a commodity exchange, which is conveniently located to the litigant's offices. In addition to a large meeting room, the building has smaller private rooms and a kitchen for banquets. The ground floor also houses office space for the litigant and the scribe.

The office of Chairman of Getha's Mangai Council is hotly contested in an election every other year. While many things contribute to the politicking, the only thing that the majority of the guildsmen in Getha agree on is that Elas the Miller should never hold the post. The current Chairman is the carpenter, Regan Astal [12]. He has proved to be independent of any of the family power blocs that jostle for power in the little hundred.

10 No Sign Perfumer (Garal Kramel) Size: 2 Quality: ** Prices: Avg

Originally from Tashal, Garal specializes in soaps and lotions. She is a beautiful woman and makes herself very available to the wealthier townsmen. She is also a spy for the bandits of the Kirsta Forest. She uses her herb gathering forays to scout in the woods and leave messages for her compatriots.

11 Sign of a Jug Potter (Marala of Darion) Size: 2 Quality: *** Prices: Avg

Marala is the village's artist. A tall, fat, woman, she is often covered in clay smudges or

wood soot from her kiln. Her husband, Iomar, is Bainin Darion's brother [26] and will probably inherit the family's lands. Iomar helps his father while his wife creates and sells her pots.

12 Sign of a Saw Carpenter (Regan Astal) Size: 2 Quality: *** Prices: Avg

Regan is a house builder. He and Tarabrakan the Mason [16] are friends. He is a distant cousin of the "hideworking" Astals and is on friendly but not close terms with them.

13 Fish Pond

This is a deep pond, originally dug to provide dirt for the keep's artificial base. A constable had the idea of redirecting the run to fill it and then had it stocked it with fish. This practice continues to the present.

14 Farmer (Worisi Urdel) Acres: 40 Free

Worisi Urdel is a retired man at arms. He suffers from the effects of a spear thrust received in a gargûn raid and drinks to dull the pain. The Baron granted him a freehold upon his retirement and Worisi quickly married a young bride. He recruits young men for the Keep's Guard. He and his brother Geary [see the keep map, room 0-4] are often seen conversing over their mugs at the Leaky Bucket.

15 Farmer (Medil Jontroben) Acres: 40 Free

Medil is a tall, handsome man who prides himself on his farm, his family, and his skill at arms. He is the best bowman in the village and loves to compete in archery contests. Medil's family originated in Orbaal many years ago and his children are easily recognizable by their blonde hair and gray eyes in the village full of brown hair and eyes.

16 Sign of a House Mason (Tarabrakan Haral) Size: 5 Quality: *** Prices: Avg

Tarabrakan is a short, wide, hairy man; his shoulders are as solid as the stones he shapes for

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the houses he builds. Most of his time is spent building chimneys for the houses in the village, although he travels to the other manors in the hundred for projects as well. He is well liked by the other townsfolk, as he is quick to laugh or tell a joke.

As a mason he supervises large construction projects, especially those that require stone as a building material. Since few stone buildings are built every year, most of Tarabraken's time is spent maintaining the keep and the manor houses in the hundred. His work often keeps him away from home.

Tarabraken would like to build a new stone tower at Elmeze for Sir Talnin Dolastar, as he knows that the Dolastars would like to expand the small stone manor house they currently live in. Should the price be attractive enough, Sir Talnin would sign a contract that would occupy a great deal of Tarabraken's time and bring him a lot of cash.

He is negotiating with the priestesses of the Halean temple [8] for funding to buy the materials. Although he attends temple services when he can, Tarabrakan knows that the priestesses of the Golden One never do favors for free. He is only hoping that he will be able to meet the Aramia's price when she comes asking for him to return her favor.

The only person in Getha that Tarabrakan avoids is his sister Ongor [25]. They have been at odds since their father died three years ago. Tarabrakan, as the eldest, followed his father's wishes. He made the fairest division of the legacy that he could but his sister demanded more. They haven't spoken in months, a mean feat in a village of less than 250 souls.

17 Farmer (Lanasai Asaka) Acres: 40 Free

Lanasai is a small, burly man. Although he is fair with the serfs he hires, few enjoy working for him. He always sees "the cup half empty" and rarely has a kind word for others. His wife is the only one that can lift his gloomy spirits. Lanasai dotes on their three young children.

18 Temple of Peoni Priest (Lubris the Fat)

The Peonian temple is a small and humble edifice but is the center of the Gentle Lady's worship in the hundred. This temple is supported by a glebe (west of town on the Sezaze road) and houses several orphans in addition to temple personnel.

1. Lubris the Fat is the Pelnala (High Priest). He is having a mid-life crisis and spends most of his time wandering around the hundred searching for some inner truth.
2. The Solana (Master of Acolytes) cares for the acolytes and the orphans. Teryn is a bastard Etine who struggles mightily with the demons in his head that tell him to kill the Master Miller.
3. The Avasana (Mistress of Archives) is the senior priestess and runs the temple when the Pelnala is otherwise occupied. As Lubris has been "looking within himself for answers," Mother Forena has accepted the burden of administering the temple and, as an extension, the Church within the hundred.
4. Mother Linetë, the Lerovana (Mistress of Healing), has an agreement with the physician to take only those cases that cannot afford to pay the physician's fees.
5. There are four Esolani (acolytes), two boys and two girls. In addition to their work in the temple and at the glebe, they are charged with keeping the fountain in the White Lady's Square clean. An acolyte can be seen every morning cleaning the fountain's stone walls with a bucket and a brush.

19 Sign of a Red Rooster Mercantylor (Tonatar Krabel) Size: 4 Quality: *** Prices: Avg

Tonatar has an irrepressible sense of humor and will only get cross if someone does not see the point of his jokes. He can be found at the Gatehouse Inn telling stories about his trips to Azadmere and Thay. He is very interested in

news from far off lands and will often buy drinks for foreigners to hear the gossip from places he used to visit.

Tonatar Krabel has been a mercantyleer in the hundred since inheriting the franchise from his father over 40 years ago. He worked the trade caravans and mule trains that traveled the Silver Way from Pedwar to Tashal for almost 24 years. Now over 70 years old, he is finally starting to slow down as his aches and pains remind him of the miles he has walked and the many nights spent in the open.

Tonatar's salty good humor belies a ruthless, intelligent, and dynamic businessman. He is the last caravan master in Getha. His influence over the awarding of franchises within in the Hundred is substantial, even though he isn't the guildmaster. Between his ties to Khuzan traders and a network of friends throughout the east, he hears about every caravan and mule train that moves through Nephshire. He wouldn't mind seeing the barge landings at Naniom Bridge go away but he has chosen to strengthen his contracts with Azadmere rather than cry about what he cannot change.

Tonatar's business requires mercenaries and Tonatar is the hundred's only source of caravan guards. This is not to say that the various lords don't hire sell-swords in Gardiren and Kiban, but his services are close at hand and he is reputed to guarantee the quality of his men. Just as he ruthlessly discourages "foreign" traders from operating inside the hundred without engaging his services, mercenaries that are hired without his involvement often encounter difficulties in finding supplies, encounter harassment in civil establishments, or perhaps even meet an occasional ambush along the hundred's quiet lanes.

Tonatar specializes in supplying light foot (bow and spear) and light cavalry (who are trained to act as scouts). He maintains a squadron of scouts (10 men) and a full company (20 men) of light foot at his farm in the hills east of Getha.

20 Hospital Priest (Erconral the Tall)

The hospital was once the mansion of a wealthy trader and its solid façade dominates the small square. Called White Lady's Square, this cobbled square is reserved for functions of the Peonian church and is never used for market days. On high festival days the Pelnala leads services in the square, rather than pack the village's faithful into his small temple.

The hospital serves as a rest house for those that grow weary or ill while traveling the Silver Way. Eight of the hospital's 14 long term patients are men and women whose frail health does not permit them to continue their journeys. The other six patients are sequestered in a separate ward at the rear of the building. These unfortunates suffer from the bloody flux (dysentery), a common ailment among some of the poorer classes. The patients are treated with a regimen of bleeding and simple diets. Those that can perambulate are expected to contribute to the upkeep of the hospital.

The Hospitaller uses the few acolytes and healers he has to maintain the aging building and care for the few patients. Because he is not a healer by training, Erconral acts as prior and cellarer, jobs that he feels are beneath him. His haughtiness brings him frequent rebukes from the Lerovana, Mother Linetë [18].

21 Sign of a Lancelet Physician (Jisen Dethale) Size: 2 Quality: **** Prices: High

The Dethale family is very important in Shiran. Jisen left that city when he was young to see the world. He came to Kaldor with a Salt Route caravan and decided that he would see Azadmere as well. His caravan took him through Getha and he liked the town. Jisen bought the franchise from the aging physician and has stayed ever since. Unmarried and very handsome, he is a devout Halean.

22 Sign of a Mortar and Pestle Apothecary (Cherin Ailt) Size: 4 Quality: **** Prices: Avg

Cherin is known for wandering the woods in search of plants and herbs for his potions. As a result, he knows the woods and hills around Getha and Sezaze better than anyone else. He is very intelligent and likes to pass his evenings debating the properties of healing potions with the physician. He has been pursuing the moneylender's daughter; a match that the village gossips are sure will produce a horde of beautiful geniuses.

The apothecary's business is booming. The climate and terrain in Fethael Hundred lends itself to the growth of many types of medicinal herbs. Cherin specializes in making medicines. He exports his tonics and plasters throughout eastern Kaldor. Healers and soldiers traveling the Silver Way seek his Violet Plaster, a secret concoction of periwinkle and other herbs, for cleaning and bandaging wounds.

Cherin's prize possession is a small plot of mandrake that he cultivates on his land to the east of Getha Run. Originally from Shorkyne, this plant is made into a powerful purgative and emetic. He received a few live plants through a merchant that came from Lorkin.

23 Sign of a Three Gold Balls Moneylender (Urin Tynar) Size: 3 Quality: **** Prices: High

The Tynar family is originally from Habe but has settled in Nephshire. They act as agents for their cousins in Habe, writing letters of credit that are honored in any trading city in the region.

Urin uses coded messages and carrier pigeons to communicate with his cousins in Azadmere and Tashal. Urin employs two mercenaries to guard his house. He meets customers in the front room where they are served refreshments. His son and daughter work in the back room, keeping the business' records.

24 No Sign Litigant (Shalas Quiribor) Size: 2 Quality: **** Prices: High

Shalas keeps his offices in the Hall of the Mangai. His brother is the top commercial contracts lawyer in Tashal. Shalas left the big city 15 years ago and came to Getha to escape his brother's shadow. Like his brother, Shalas has flourished in the world of commercial contracts and litigation. While he says that he disdains Getha's provincial nature, he has stayed because, as he puts it, in Getha he is a "swan amongst barnyard fowl."

He owns several buildings in the town and is an unscrupulous landlord. Many of the serfs and a few of the smaller merchants are his tenants. They fear him, as he has a reputation for adhering to the strict letter of the contract- a document that always favors him.

When Ongor Haral [25] fell behind in her rent, Shalas coerced her into becoming his doxy in lieu of being evicted. He arrogantly feels that his ability to manipulate the legal process puts him above the other villagers.

25 No Sign Scribe (Ongor Haral) Size: 1 Quality: *** Prices: Low

Ongor has offices in the Hall of the Mangai. She works closely with the litigant but hates the very sight of him. Ongor has been feuding with her brother, Tarabrakan [16] over the division of their father's legacy. She blames her brother's greed for forcing her to work as a scribe, a situation that directly led to her being coerced into an affair with Shalas Quiribor. Her husband helps in Cherin Ailt's store [22] to earn money.

26 Sign of a Shirt Clothier (Bainin Darion) Size: 5 Quality: *** Prices: Avg

Bainin is the village's tailor. He is very good at his craft and has made himself wealthy controlling the trade of linen in the hundred. He buys thread and lots of coarse fabric from the manors and farmwives throughout the area. The

cloth is used to make clothes for the gentle folk of the hundred.

His wife, Forena, takes the best thread and makes it into fine linen with the help of six weavers. Using large vertical looms, the weavers toil from dawn until dusk. Their work is harsh and more than one has lost a fingertip to the sharp thread or the heavy boom of a loom. The weavers are in constant fear of Mistress Darion. They say that she is everywhere at once; constantly correcting minor faults and sometimes striking workers that dirty a cloth or fail to ensure that the weave is tight. Since she only pays for pieces that meet her exacting standards, she always gets her way. Once completed, the undyed linen is sold to a clothier in Kiban for dying.

Bainin has asked the Hlean Temple to help him start his own dying shop in Drilen with his cousin. He is his father's [57] favorite child but has no interest in taking over the family's lands when his parents die. His son ran away to Tashal last year, seeking to make his name as a writer.

27 **No Sign**
Mercantylar (Varybis Haral)
Size: 3 Quality: * Prices: Avg**

The hundred's traveling peddler (q.v., Fethael Hundred Gazetteer), Varybis lives here with his brother and sister in law. His animals and cart are kept at Erebel Sermel's stables [34] but his house is piled full of goods that people have ordered and are waiting to be delivered. In addition to buying things in Uldien, Varybis works with Aras Desa [29] to order items through the Chandler's store.

Varybis the Peddler is considering how best to expand his business. He knows that Sir Tommas Kobarnay would like to ship goods to and from Hyzevel. Varybis would like to purchase the franchise in Hyzevel for his brother. What worries Varybis is that he will have to get Tonatar Krabel's cooperation to establish the new franchise and this support will not come cheaply.

28 **Sign of a Saddle**
Ostler (Dargir Yaleh)
Size: 3 Quality: ** Prices: High**

Dargir makes saddles for horses and mules. He is skilled in working with wood and leather and is proud that his saddles last for decades before needing to be refurbished. If someone brings him one of his old saddles, he will rebuild it for no cost.

29 **Sign of a Basket**
Chandler (Aras Desa)
Size: 3 Quality: ** Prices: Avg

Aras makes candles but sells almost anything from his shop, making his place the village's general store. He buys items from other craftsmen in Getha and from as far away as Uldien. He sells them after marking up the price to cover his costs.

30 **Sign of a Barrel**
Carpenter (Turin Cybela)
Size: 5 Quality: ** Prices: Avg

Turin is the only cooper in the hundred. His work is good but he rushes things and sometimes the uncured wood gapes or splits. He is Sildan's [3] younger brother. His biggest customers are the salters [32], who use his barrels for the brine they use to preserve food.

Turin employs one journeyman to work on carts and wagons for travelers and merchants. Turin does not make many wagons but does earn a tidy sum replacing broken wheels and repairing cracked axles.

31 **Sign of a Hide**
Hideworker (Crok Astal)
Size: 3 Quality: * Prices: Avg**

His family runs a tannery in Ominstru, their home village, and Crok runs his shop and a small factory from this site in Getha with the help of his wife and an apprentice. Crok's shop represents the public side of the family's business, a place where furs and hides are bought and sold. Each spring, he sends a journeyman to barter for furs with the Taelda tribesmen and does a brisk trade with other manors throughout the year. He is adroit at

finding a market for almost any kind of fur and has worked hard to popularize wolfskin cloaks among the huntsmen of the shire.

Wolf fur represents an economic boon for a furrier. Because of the number of these predators in the forests, the Baron pays a 5d bounty for each full-grown wolf's skull (2d for pup's). Crok then purchases the pelt for 3d (1d for a pup's pelt). He uses 3 – 6 pelts to make a cloak, which he sells for 30 – 60d.

32 **No Sign** **Salter (Sedlin Andin)** **Size: 3 Quality: *** Prices: Avg**

Sedlin sells salt and preserved food to the locals and passing merchants. His clan owns the concession on the salt spring in Sezaze and controls the production and importation of salt in the hundred.

Sedlin has a large and growing family. Even though his eldest daughter is about to marry one of the Etines (the miller's son in Hyzevel), his wife is already pregnant with his next child.

33 **Sign of a Hammer** **Metalsmith (Raena Berma)** **Size: 2 Quality: *** Prices: Low**

Raena is the brother of Sersyl Berma, owner of the Leaky Bucket Inn [35]. He specializes in working with animals and making farm implements. He sells items through Varybis.

Although Raena is the tallest and strongest man in the village, his secret shame is that he knows that his son is not his. He suspects that Elas Etine [5] may have raped his wife but, since she won't talk about the matter, he has not pursued it. He loves his son unconditionally and is hoping to apprentice the boy to his cousin in Denwald next year.

34 **Sign of a Horseshoe** **Ostler (Erebel Sermel)** **Size: 4 Quality: *** Prices: Avg**

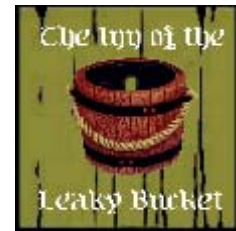
Erebel is the village ostler and maintains the largest stable in the hundred. His stable specializes in raising and training palfreys. He breeds the Dobraine Forest and Kanir Mountain

varieties of the shire's Kirsta Forest Horse at his stud farm west of Blixth [qv]. When the foals are a year old and are ready to be separated from their mares, he brings them to Getha for the Spring Fair. Trained colts and fillies are sold at the Grain Fair in Azura and are much more expensive than the foals. He only sells the mares and geldings. A few stallions are kept for breeding. He is forbidden from training any of these beasts to become warhorses.

Erebel has agreement with his brother Olmael, who owns the Gatehouse Inn [4], to care for guests' animals for a reduced rate. The two brothers are close and Erebel's wife and eldest daughter work in the inn with their cousins.

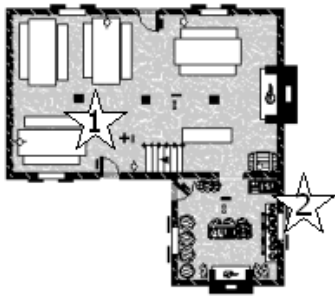
35 **Sign of an Old Bucket** **Innkeeper (Sersyl Berma)** **Size: 3 Quality: *** Prices: Avg**

The Leaky Bucket Inn caters to the farmers and craftsmen in town. The landlady, Sersyl, is the sister of the smith [33]. She is a tall, skinny, plain woman but is pleasant and her beers are well liked.

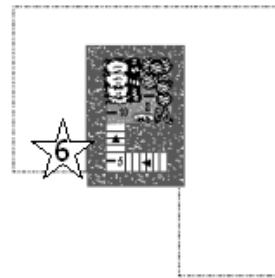


1. Sersyl works the taproom with her youngest son Harden (age 11). The taproom is noisy but cozy. Sersyl will not tolerate drunks and anyone who is asked to leave is never allowed back in – ever.
2. Sersyl's husband, Rancë, does all the cooking for the Leaky Bucket. The kitchen is Rancë's domain. His food isn't fancy but it is tasty, warm, and filling. Their daughter Tatril (age 15) helps him.
3. The dormitory houses those who can pay for a roof over their heads but not enough for a room. Three to five guests will share the large pile of straw. The bedding is changed every month, whether it needs it or not.

GROUND FLOOR



CELLAR



THE LEAKY BUCKET

COMMON MAP



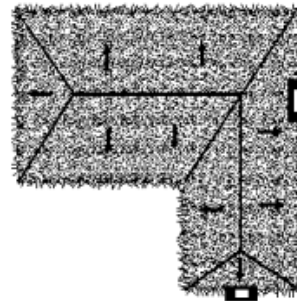
INTERIOR SCALE



UPPER FLOOR



ROOF



4. The wealthier farmers and traders rent the master's rooms. The inn's best accommodation is the large room in the northwestern corner. A Khuzan trader named Haral the Stout has rented this room for the summer trading season every year since Sersyl's mother ran the inn.
5. Sersyl and her husband share this bed and their daughter sleeps on a pallet by the door. Their son stays in the kitchen.
6. The store room

While Sersyl doesn't necessarily hold with her family's grudge against the Haral clan, it worries her that Tatril is smitten with Runae Haral, the mason's son. She's asked her cousin Ledis One Eye, landlord of the inn in Hyzevel, to find a suitable match for Tatril outside of Getha and away from the Haral boy.

36

Goose Green

This open area is used as local pasturage for the village geese and goats. Animals from mule trains and caravans are forbidden from grazing here. The trees along the southern part of the green are frequently the meeting places for young lovers.

37

Maranis Arsarl Half-Villein (23 Acres)

Maranis keeps the village bees for the Constable. She is a tall and gangly widow whose grown son ably manages the family's lands. She acknowledges that Arlan Faleren is a distant cousin but will not speak to the woman and considers the short, curvy redhead to be a slut.

38 Pulinia Tyun Half-Villein (13 Acres)

Pulinia married against her clan head's wishes and has suffered his wrath ever since. Her husband died while working in the forest two years ago and, as a result, she struggles to feed her family on her scant acreage. She and her sons labor doggedly on hired lands to put food on the table but it is rarely enough. Pulinia knows that she will have to swallow her pride to get Tazar [42], the village reeve, to support her when she asks the Constable for more land.

39 Rerbel Tyun Cottar (10 Acres)

Rerbel keeps the manor's fish pond, paying the Constable one fish in three for the privilege. Rerbel is very popular in the village and is known to help anyone who asks. He often spends his evenings helping to maintain the Peonian temple.

40 Krovin Dyren Villein (35 Acres)

Krovin is a successful farmer and an unhappy man. His lands are fertile and he is pleasant enough after he has had a pint or two at the Leaky Bucket but the women in his life are ruining him.

First, his wife has recently had a child that Krovin thinks was fathered by the miller (true). Then his eldest daughter Ranas became pregnant by a muleteer that came through the village last spring and was thrown out of the house after he paid the leirwite. The reeve took pity on the big boned, plain looking girl and found her employment as a maid in the keep.

Finally he is afraid that the rumors he hears about his second daughter Jinele might be true. The girl is sixteen and is a popular server at the Gatehouse Inn. When she couldn't explain how she came to own a fine bracelet, Krovin beat the girl with a switch until she confessed that the salter's apprentice, young Melshin Andin, had given it to her. Even though he whipped her until she could barely walk, she refused to say why the young man had given her such a dear

gift. Krovin has enough land to give her a dowry and is considering approaching Usaran Churil [43] to marry Jinele off before she embarrasses the family like her sister.

41 Orchard

Zarel Faleren [52] tends the manor's orchard, growing apples (green and red) and dark purple plums. The fruit is used to make ciders and cysers for the keep. The orchard's beehives are in the northwestern corner, away from the road.

42 Tazar Tyun Cottar (36 Acres) Reeve

The local reeve, he is also the head of the extensive Tyun clan. His clan has held the position of reeve for several generations and he boasts of his annual dinners at the Constable's table. His greatest weakness is his pride and, if he feels that he has been crossed or disrespected, he carries a grudge.

43 Usaran Churil Cottar (12 Acres) Woodward

Since the death of her husband in the gargûn swarm of 718, Usaran has been the head of the large and boisterous Churil clan. She acts like a mother to all of the Churils, even if she is really only their aunt or distant cousin.

Her husband had been the manor's woodward and it was in the performance of his duties that he discovered a war party of gargûn. He managed to raise the alarm and save the village before he was killed. In gratitude the Constable allowed her son Adil to take the position.

Her other grown son, Undin, farms the family's land but is restless. Usaran is afraid that he may run away to find adventure rather than remain home. She is trying to find a good match for Undin and would like to announce his engagement this summer if she could find a well-dowered girl.

**44 Merdin Churil
Half-Villein (19 Acres)**

Merdin is Usaran's brother in law. He struggles to feed his large family and is looking forward to seeing his eldest son and daughter married off and out of the house. If he cannot find matches for his children by mid-summer, Merdin will ask the Constable for more land and has paved the way for the approval of this request with a generous gift to the reeve.

**45 Soris Kleve
Villein (47 Acres)**

Soris is the cousin of the reeve of Lethyl. His father arrived in Getha as a young man and took over some land that had gone vacant. Although Soris grew up in Getha, he is still called a "foreigner" and even he thinks of Lethyl as his ancestral home. He feels ostracized by the other villagers and is a quiet, depressed man. His house is used by other Kleves when they come to Getha for the Peonian high festivals.

**46 Therin Oralis
Half-Villein (19 Acres)**

Therin is Ildon's brother. Both are happy and open handed people but they are lazy. Therin often works for Cobald Darion, who can often be heard to say that someone "works like an Oralis," meaning that they are lazy and shiftless. Both brothers regularly attend Peonian services, even though neither is especially devout. They do admit to liking the music.

**47 Ildon Oralis
Half-Villein (16 Acres)
Herder**

Ildon is the village herder and is usually found with the pigs as they forage in the woods. He has been fined twice for letting his charges disturb the Baron's hunting ground. If he is negligent one more time, the Beadle has promised him a flogging.

**48 Labra Nelt
Half-Villein (19 Acres)**

Labra is the Beadle's cousin, a fact that he doesn't celebrate. Labra feels that his cousin is

too enthusiastic in his duties and fears that one day they might meet on opposite sides of the law. Labra has improved his family's meals by stealing from other villagers and poaching. He operates the local smoke house for Sedlin Andin and hides his illegal catch among the salter's goods.

**49 Charael Churil
Villein (35 Acres)**

Charael is a bitter, unpopular man with his wife and the rest of his clan. He was Usaran Churil's husband's uncle [42] and has never been happy at being passed over for clan head. He expected to be given the position when his nephew died but when Usaran proved to be more capable and popular, he was refused again. As a result he has made himself unpleasant at several family gatherings and is no longer welcome in Usaran's house.

**50 No Sign
Charcoaler (Brendin Asaka)
Size: 4 Quality: *** Prices: Avg**

Several hundred paces west of the main village, Master Brendin keeps his charcoal smoldering. His franchise is large and he manages to export some of his charcoal to smiths in the eastern parts of Neph and Balim shires.

**51 Barin Nelt
Cottar (21 Acres)
Beadle**

A slender, red haired man, Barin the Red is as persistent as a terrier in his duties. As a result he is the most hated man in the village. He claims that he doesn't understand the animosity the others show to him but, if he had to really think about it, he enjoys exposing the faults and failings of others. The Churil brothers are his most vehement enemies.

**52 Zarel Faleren
Cottar (22 Acres)**

Zarel is the orcharder for the village. His wife is very talented at brewing and cider making. After paying his fees to the Constable, Zarel

makes a bit of money selling his brews to the local inns.

His daughter Liranal is a maid in the keep, a fact that makes the old man prouder than any compliment to his cider. The family is devoted servants of the Indama clan and Zarel will seek positions at the keep or one of the other Indama holdings for his daughter Thilia and his son Garath when they come of age.

53 **Thirlan Faleren** **Half-Villein (19 Acres)**

Thirlan is Hoalda's [54] twin and constant companion. No one in the village can tell the two of them apart and they like to play practical jokes on people by imitating each other. Thirlan and Hoalda are Zarel's nephews and help with the orchard harvest in the fall.

54 **Hoalda Faleren** **Half-Villein (19 Acres)**

Thirlan's [53] identical twin helps his brother work their conjoined acres. Hoalda's wife, a skilled alewife, helps Zarel with his brewing.

55 **Arlaren Astal** **Thatcher (25 Acres)** **Size: 2 Quality: *** Prices: Avg**

Arlaren has the monopoly on all of the rushes from the fishpond and along the river. He pays the Constable four shillings a year for this privilege. His thatching business is so good that he's been able to hire Pulinia Tyun to farm his land for him.

56 **Arlan Faleren** **Cottar (13 Acres)**

A Faleren by marriage, Arlan has been a widow for the past two years. The village gossips say that she worked her husband to death. Given Arlan's lewd sense of humor and six children, this rumor might not be too far from the truth. She doesn't really get along with her husband's family but has no interest in returning to Ominstru, where she was born an Arsarl. Arlan is a very distant cousin of Maranis [37] but thinks the gangly woman is a prude and

the two do not speak to each other when they meet at the well.

Arlan has two grown sons that work her family's lands and is planning to ask the clan head, Thadotes Faleren of Emerule, to make a match for her eldest daughter. In the meantime, Arlan has been conducting an affair with Elas Etine's apprentice in exchange for a little extra in her flour measure.

57 **Cobald Darion** **Farmer (10 Acres)**

Cobald is the head of the Darion clan and a successful farmer. His three grown sons, Iomar [11], Bainin [26] and Stanil [D], are all successful craftsmen in their own rights. Rather than work in a single craft, the Darion clan is represented in almost all of the guilds. Cobald was the only son in a family with seven daughters, so he is related to many of the other free families in the hundred. This network of relations has given the clan extensive contacts throughout Neph and Vemion shires.

Although aging, Cobald is still an active yeoman and has taught all of his children to handle a spear and a bow. When he dies, his son Iomar will take his place at the farm and in the muster.

58 **Sign of Wagon Yoke** **Teamster (Sobald Sermel)** **Size: 2 Quality: **** Prices: Avg**

Sobald owns two large wagons and oxen to pull them. He enjoys taking loads to Tashal and Gardiren, as he finds the travel exciting and the exotic things he sees give him lots to talk about when he gets home. He has three sons; his eldest is apprenticed to his distant cousin, Erebel [34].

59 **Village Graveyard**

This graveyard has monuments in Peonian, Halean, and Laranian styles. While the class system may influence life in Getha, in death everyone ends up in the same place. Villagers and Peonian acolytes care for the grounds, a

service subsidized by the Constable of the keep and the Halean temple.

The Keep

Despite hundreds of years of improvements, the keep remains a fortification. The interior dividing walls are made of wooden planks that can be quickly removed or reconfigured to suit the garrison's needs. None of the doors have locks, except for the Baron's chamber and the suite of the Treasurer.

A Gatehouse

The watch stays in this gatehouse. An arkalin is in charge of the sentries and is always on duty in the guardroom. It is the arkalin's responsibility to make sure that the sentries are posted and do not fall asleep. Part of the keep's daily routine is to assemble the guard behind the gatehouse before they raise the portcullis in the morning.

B Upper Gatehouse

A pair of sentries always guards this gate. It is only opened to allow wagons to be pulled straight through the keep's courtyard when delivering grain to the Baron's tithe barn [F].

C Ioin's Hall

The hall is a large open area. While daily meals are held in keep's great hall, the Baron or his Constable uses Ioin's Hall for special occasions and baronial court.

D Stables Ostler (Stanil Darion)

The ground floor houses the keep's horses. The bonded ostler, Stanil Darion, and his family live here as well. The stableboy, Taman Kleve, ran away from his family in Drilen but Stanil hasn't told anyone.

Stanil breeds and trains warhorses for Sir Chimin and the knights of the Lady of Paladins. He sells the mares and geldings to nobles

throughout eastern Kaldor. Their easy gait and agility make them prized as mounts for those that operate in the thick woods and tight trails of the forests of Neph and Vemion shires.

Stallions are prized for stud and only the Baron maintains them at his stud farm near Blixth. The un-castrated males are not used for war as they are prone to fight amongst themselves and disrupt a charge or column of march. When the foals have reached a year, he brings them to Getha for the Spring Fair. Older, trained colts and fillies of two years are sold at the Grain Fair in Azura and are much more expensive than the untrained foals. The Lady of Paladins train their own horses but most nobles and the larger mercenary groups are satisfied to buy trained animals.

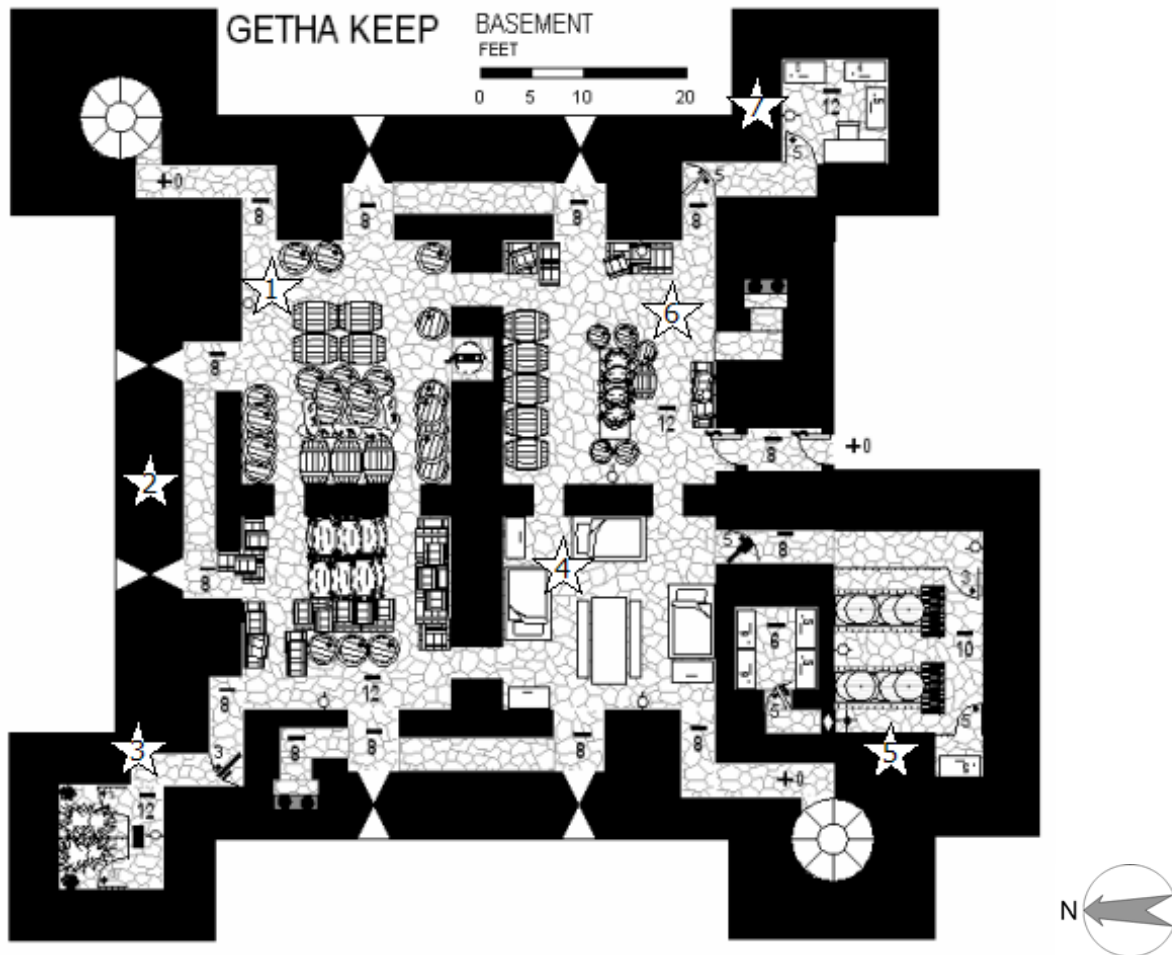
The kennels are in the northeastern corner of the yard. The Baron keeps six mastiffs and the Altish wolfhound that Sir Harapa received as a wedding gift from his cousin, Sir Taryn. The mastiffs are particularly vicious and can bring down a bear but the kennel boy, Urdin Nelt is able to calm them with soft-spoken words and whistle.

E Keep of Getha

The keep is a large square with four corner towers. Lady Myrtis relies on Parond Asarne, the chamberlain, to run the house. He constantly complains that he is understaffed and the Baroness has convinced Sir Shorisir to hire some of the town's women for service in the keep.

The keep is guarded by a company of light foot, organized into two decades of two mani each. The mani are rotated through a cycle of duties, changing duties every month. One manus stands guard at the keep while a second patrols the Silver Way from Getha to the crossroads with the Gardiren Road. After a turn at patrol, a manus is given time to repair its equipment. The fourth manus, the one that has just had a rest, is then set to patrolling the Silver Way south to Jenkald.

GETHA 20



The **basement** is the keep's storage area.

[0-1]. The well, reachable through the storage area, is the keep's water supply. Underneath this well head is a cistern that holds enough water for the entire garrison to survive on for a month.

[0-2]. Here, small iron marker plates memorialize the Indama clan's members. This area was dedicated in 615. The iron plaques start on the west wall and proceed through the years as they creep eastward across the cold grey stone. The line of markers for the barons is on the northern wall.

[0-3]. The Baron's prisoners wait in the small, dark cells for the Shire Moot or the Baronial Hall Moot to be held. Since Sir Chimin has been spending most of his time at Getha recently, a prisoner's wait is very short. Currently, these cells are empty.

[0-4]. The veteran guardsmen have a very comfortable barracks. Urdel yeomen have served the Indama clan since the days before the barony. They are proud to be called "shield bearers" of the Indamas and are fiercely loyal to the Baron and his family.

- a. Gaery Urdel is in charge of all of the guardsmen. The molarin's bunk is as large as any of the squires and is located against the north wall. In his time with the keep, he has seen the Baron grow to be a man and squires come and go. Gaery has spent the last forty years in the service of the Baron and will serve until his legs can no longer carry him up the stairs to the battlements. On that day, he plans to follow in the footsteps of his cousin Worisi, marry a local girl and settle down to the life of a farmer.

- b. Moryn Urdel is Gaery's nephew and has been in the Getha Guard since he was fifteen. Now he is thirty two, he is the senior melbrin and prides himself on his watch's professional appearance and performance. He knows that he will probably become the molarin when Gaery finally retires but he is content to be mentored by the old man.
- c. Vorkel Darion is a cousin of the Getha Darions. He is originally from Drilen, where his father is a joiner. He is content as a soldier but wonders if he would have made an even more successful craftsman. He always volunteers for the company that accompanies the Baron to the annual boar hunt as he has made the acquaintance of an Emerule lady who is both lusty and discreet.

[0-5]. The keep's armory holds the weapons and armor for the watch and the militia. It is the constable's duty to inspect the contents of this room every month, a charge he keeps faithfully. The Baron's privy vault, accessible only through the armory, holds the Indama family's most prized possessions.

[0-6]. The butler's pantry stores the food and drink for the more refined palates. The butler and the chamberlain inventory this area on a regular basis to deter petty theft. This area holds the household silver and linen services, expensive spices, and other trappings of nobility. The scullery maids sleep here at night.

[0-7]. The Treasurer, Clardil Baral, is responsible for the financial well being of the Barony. His small room houses a huge strongbox that contains the Baron's treasury. Although he controls a king's ransom, he is content to sleep among his ledgers and chests in a dark, spartan room.

Ground Floor: The drawbridge is not guarded except in times of war. The central part of this floor is the hall [1-3]. Its walls are covered in tapestries showing the achievements of the Indama clan.

[1-1]: The kitchens are always busy and Latin the cook has no time for idlers. All of the kitchen staff and, occasionally, the harper sleep here.

[1-2]: This room belongs to the chamberlain of the keep. His duties include overseeing the household staff and ensuring that the larder and other stores are well stocked.

[1-3]: The guard hall is where most of the keep's routine business occurs. Most common born visitors never see any other part of the keep. The guard hall serves as a large common area during the day. Servants and guardsmen take their meals here when not on duty. At night, this becomes the guard barracks as cots and chests are spread around the room. The tables are always crowded with men playing games of chance.

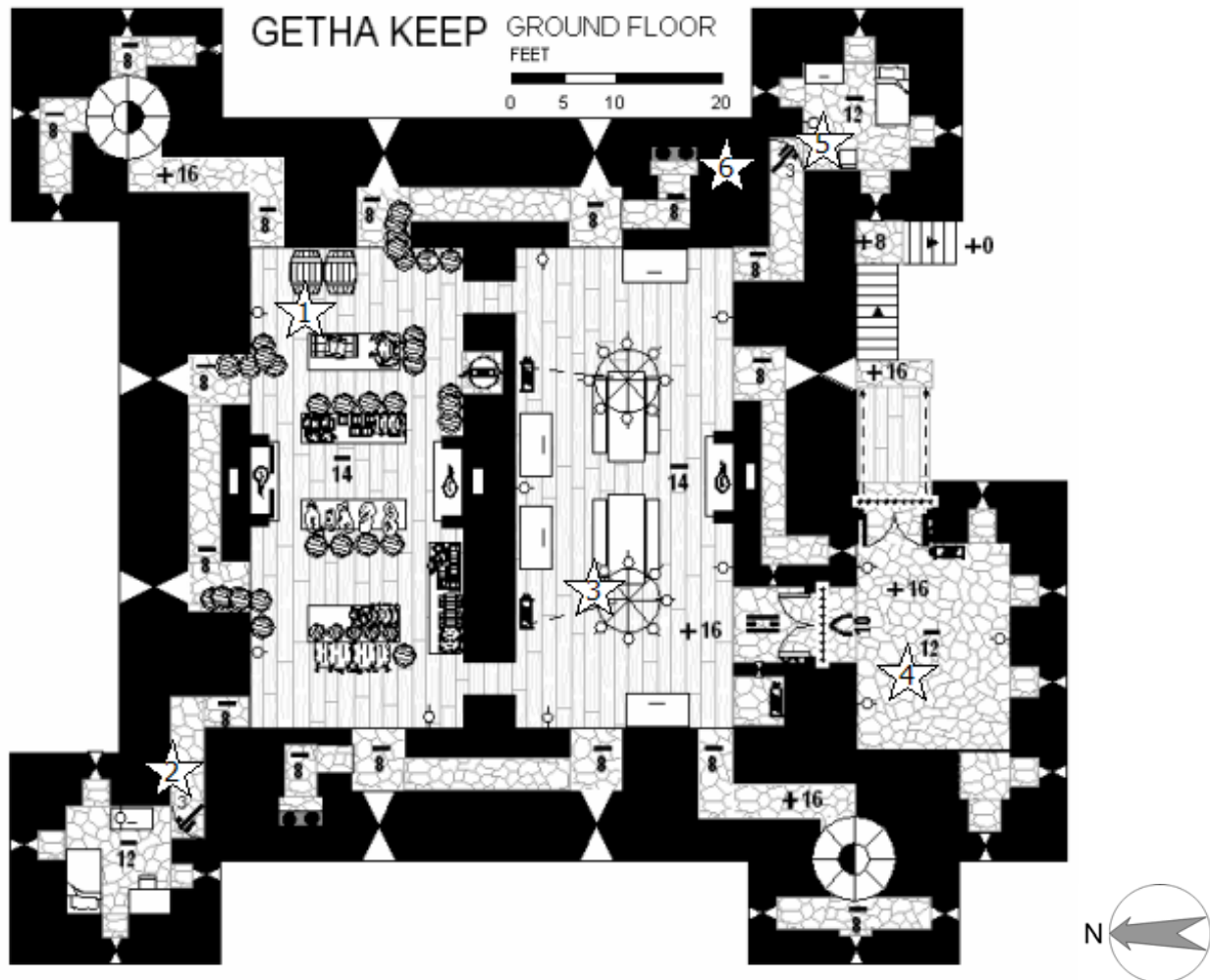
Mond Urdel is the arkalin of the 2nd Decad. He is only sixteen and away from his home village of Hundholt for the first time. He is eager to show that he is worthy of carrying on the family's service and often volunteers for duties that other, older and wiser, soldiers pass up. As a result, the men of his mani detest him and make fun of him behind his back.

The senior arkalin Iratan Astal of the 1st Decad is a scion of the "hideworking" Astals. As a minor son he stood no chance of inheriting and chose a soldier's life instead. He is very happy as a single, wealthy man and has no interest in settling down. He has started a "friendship" with Arlan Faleren [56]. He knows that he is not the only one sharing her favors but isn't picky.

[1-4]: The entry hall has two portcullises. The chamberlain is very proud that they are tested and oiled each month, usually by a page that has managed to get on his bad side.

[1-5]: Ildon Asane is the Baron's Herald. He is the Baron's official messenger but is looking forward to retirement. He complains that the many leagues of riding and nights spent on the road have taken their toll on his arthritic joints.

GETHA 22



[1-6]: The garderobe gets very cold and windy in the winter. The keep's nobility prefer to use chamber pots.

Second Floor:

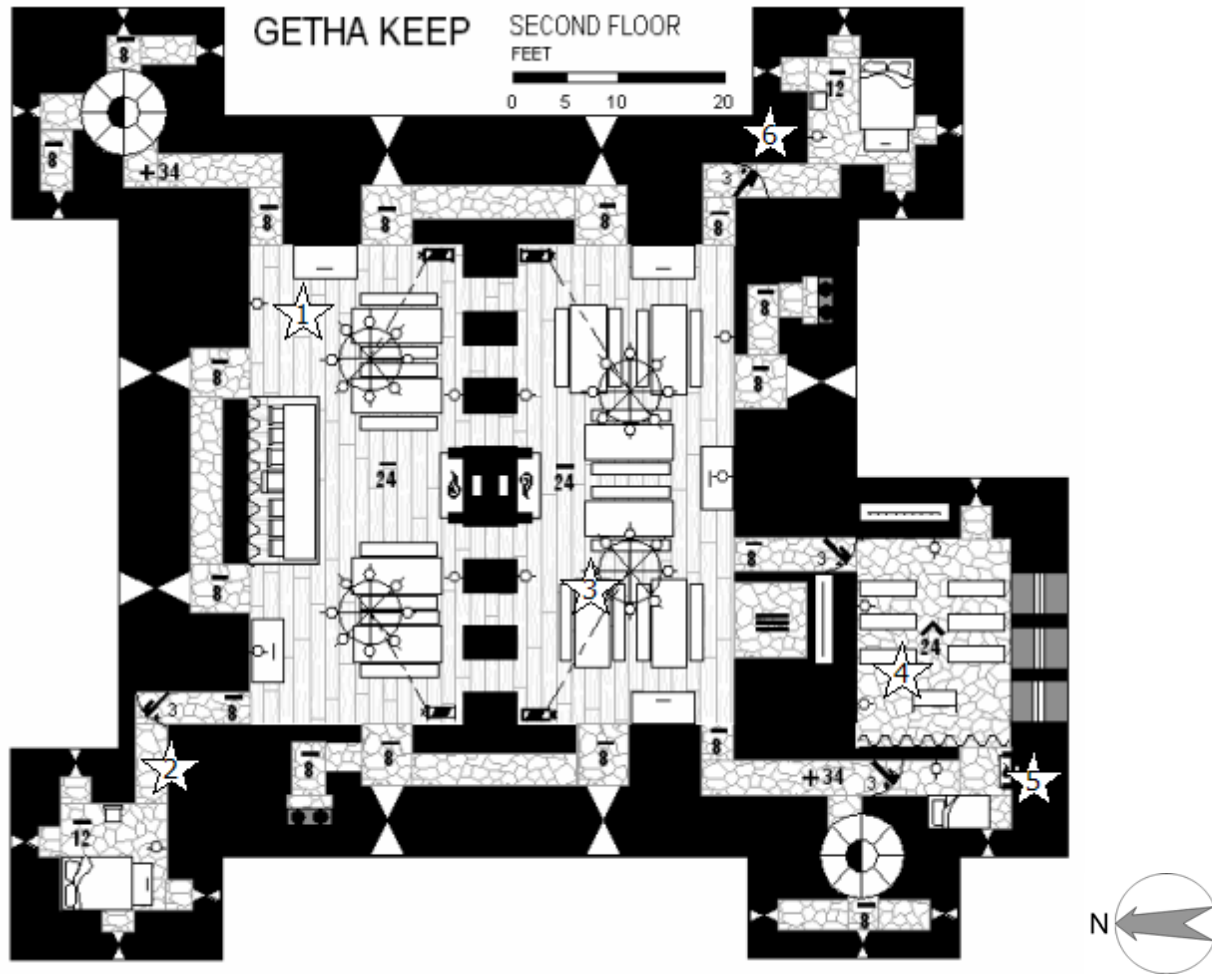
[2-1]: The Baron's Hall is reserved for noble guests and vassals. During feasts, the Baron sits at the head table with his guests and vassals seated at the other tables. At night noble guests are invited to sleep here, warmed by the large fireplace.

[2-2]: The nursery is a jumble of toys and bedding. Young Dysle and Halene Indama spend their days here in pampered splendor. Weris Astal is the nursemaid. She constantly hovers around the babies, lest Lady Myrtis

perceive a second's inattention and have her caned.

[2-3]: The great hall is where the noble and freeborn inhabitants of the keep take their meals. At feast times, this hall is the site of raucous merriment as the unmarried nobles flirt and dance with the few eligible ladies.

[2-4]: The Laranian Chapel is decorated with three stained glass windows. The western window commemorates the first Indama made Baron. The central window depicts Larani vanquishing the wicked. The eastern window is dedicated to those that died in the siege of 602.

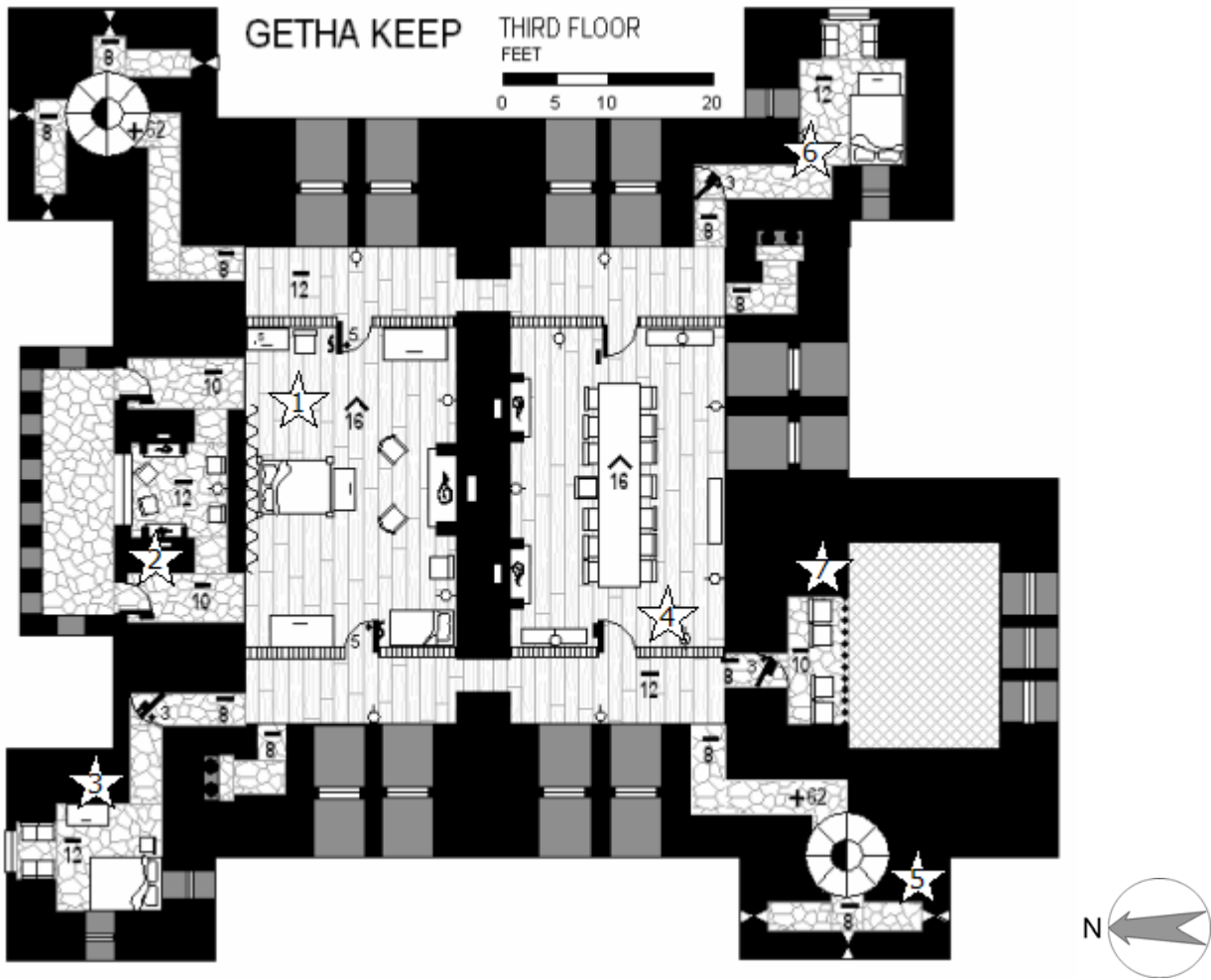


[2-5]: Sotrin Rhythal is the keep's chaplain. He is a member of Lethyl abbey and is scheduled to return to the abbey in 722 to be replaced by another priest. Sotrin feels he is Serolan Valaric's anointed successor but Father Valaric has not deigned to comment on the matter.

Sotrin is lonely at the keep, mostly because of his own snobbery. He finds Sir Chimin and Sir Harapa to be dullards, thinks the Baronness is a provincial social climber, has decided that the Lady Udine is a scheming child, and despises Sir Shorisir as a tiresome country bumpkin. He is, however, careful to cultivate the Baron's favor and hide his opinions. He enjoys chess for its mental stimulation and backgammon for its risk. Sotrin is piously celibate and lusts only for power.

[2-6]: The Constable's room is home for Sir Shorisir Ewesar and his family. Sir Shorisir's wife, Jynlena, is noted for her good works in the village. She is especially active in recruiting the upper classes of the hundred to support the Peonian Church. Sir Shorisir's elder daughter is thirteen and will soon leave the keep to become a lady in waiting at Sir Chimin's brother's manor near Gardiren.

Sir Shorisir takes his responsibility to train the keep's pages and squires very seriously. The pages are in a state of perpetual fear that the Constable will stop and correct them. He is loyal to his subordinates and works hard to reward their hard work with suitable and profitable placements. Many knights owe their positions to the Constable's recommendations, whispered in quiet moments with Sir Chimin.



He is firm friends with the molarin and views the Urdel clan as the Baron's greatest supporters. While he is loyal and cordial with Lady Myrtis, Sir Shorisir finds the Baroness' continual presence stifling.

Third Floor: The top floor of the keep is where the Baron's personal retainers live.

[3-1]: The Baron and Baroness share this simple, comfortable room. A large map of Nephshire covers the wall above his bed. The other walls are covered with banners of knights that he has defeated in tournament. The Baron's most prized possession is a splintered lance; the one he carried when he won the Royal Chelebin Tournament's jousting competition in 694. A faded handkerchief is tied around the butt of the

lance - Lady Myrtis' favor. The Baron's manservant, Wynan has a cot in the corner.

[3-2]: Lady Myrtis' Solar is the center of noble society in Fethael Hundred. Marriages, reputations, and futures are made or broken while the Baroness and her ladies entertain and do their needlepoint. At night, the Baroness' ladies in waiting share this room.

Lady Myrtis has a lot on her mind.. Last winter she was horrified to learn of a torrid romance between her daughter Lysella and one of the Baron's squires, Gladys Onaret. The Baron swiftly dismissed the boy, despite his family's lengthy and honorable service to the Indama clan, and sent Lysella to live in the family's hunting lodge at Emerule. Sir Chimin

felt that the remote manor would serve to keep their 16 year old daughter away from any entanglements that might embarrass the family. Lysella's fling with a squire, and the scion of a vassal family at that, was the height of youthful misjudgment.

To solve this problem, the Baroness has been subtly canvassing the kingdom's nobility for suitable husbands. Given that the general rule of nobility is that one must always try to marry up the social ladder, however, there aren't as many choices as the Baroness would like. As Lady Myrtis casts her eye over the other tenants royal, she knows that her choices will be scarce.

The Curos, the Harabors, and the Firiths are too closely related to marry, already promised or already married. The Baron of Nenda hates the Indamas. The Baron of Ternua is physically and socially repulsive. The Earl of Osel's son is a child. Lady Myrtis knows that dragging Scina Dariune to the chapel would be nice, but there are so many clamoring for his hand that the price is certain to be too dear. This process of elimination leaves the Earl of Vemion's son, Urian, as the only suitable man in the kingdom. The Baroness has set her mind firmly on bringing him to the altar within the year.

[3-3]: Lysella's room is empty except when her mother brings her back from Emerule to meet a potential suitor. When the Lady Lysella is in residence, she shares this room with Lady Erlyn Immen, a 30 something widow who was selected to "look after Lysella" when Sir Chimin gave her husband's lands to another vassal.

When this room is empty, Weris [2-2] occasionally uses it for her nocturnal trysts.

[3-4]: The Baron's Hall has a long, wide dining table and is used exclusively by the Baron's family. At night the squires sleep here.

[3-5]: The eleven pages that serve the Baron sleep in this tiny alcove. The young noblemen, ages 7 – 12, are under the charge of Sir Shorisir. The Constable uses them as body servants to the Keep's noble inhabitants and makes sure that the boys learn reading, writing, and etiquette.

[3-6]: Sir Harapa's rooms reflect Lady Udine's refined tastes. She is very literate and has dedicated an entire wall of her apartment to books and her writing desk. Because Sir Harapa and his wife are no longer living in Getha, guests use these rooms when the occasion arises.

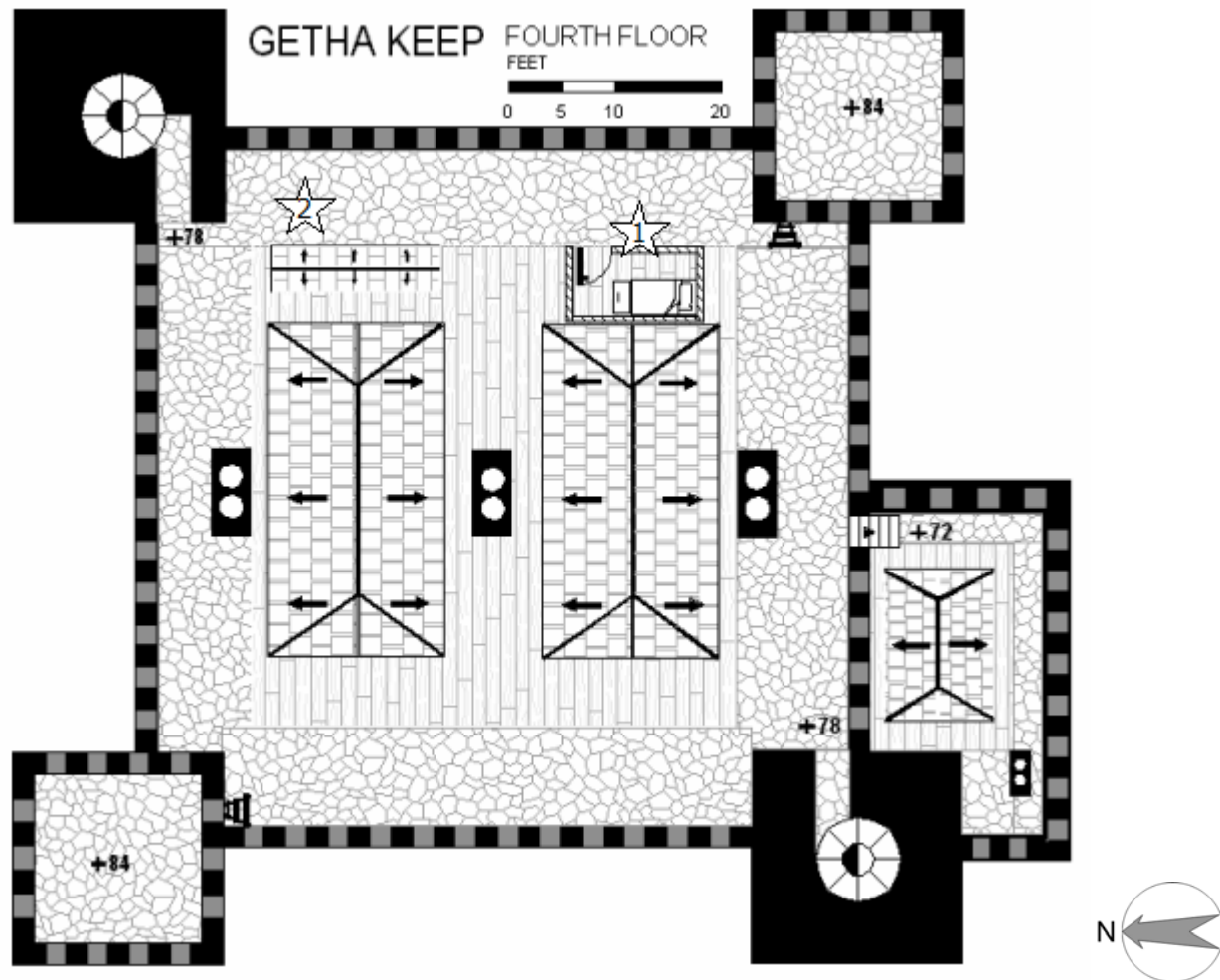
[3-7]: The Baroness' Gallery provides the ladies of the keep a place to participate in services without having to descend to the main chapel

Fourth Floor: The Baron has turned this area into his mews [2]. The Falconer, Jalin Payensen, [1] lives here with his birds and rarely mixes with others. He claims that the other servants treat him like an outsider, but the fact that he doesn't bathe and has lice is probably why the others avoid him.

A single sentry is responsible for sighting alarm beacons from Hundholt or Blixth. He mans the River Tower, just north of the mews.



GETHA 26



Getha Keep Household

The baron's household consists of his immediate family, the Constable of the Keep and his family, four squires, some noble born servants, a bevy of domestic servants and 23 guardsmen.

Baron Sir Chimin Indama

Baron of Getha and Sheriff of Neph is a boisterous, middle aged knight who would rather share a stirrup cup on a hunt or wield his lance in a joust than almost anything else in life.

Baroness Lady Myrtis Indama

Sister of the Earl of Neph, the Lady Myrtis has been married to Sir Chimin for over 25 years. She enjoys entertaining and the keep is the scene of huge parties and feasts when she is in residence. She is comfortable in Getha and

often makes excuses to keep from traveling to Bidow when her husband's duties require him to be there.

Lady Lysella Indama

A hormonally charged sixteen year old, she's been exiled to Emerule for having a disastrous love affair – with one of her father's squires!

Dysle Indama, precocious toddler

The Baron's grandson is 18 months old.

Halene Indama, squalling babe

The Baron's granddaughter is 6 months old. Colicky, she has yet to sleep through the night.

Sir Shorisir Ewesar

Sir Shorisir manages the Keep and the manor as he has for the last 24 years.

Lady Erlyn Immen, Lysella's companion

A lonely widow, she watches to make sure that Lysella doesn't have a second love affair.

Lady Grunila Larchean (Lady in Waiting)

Grunila is a placid old lady; she is the Baroness' friend and confidant.

Lady Pelycia Lournay (Lady in Waiting)

A young noble woman waiting for her family to make a match, Pelycia enjoys fending off the flirtatious advances of the squires and visiting her grandfather, the Lord of Drilen.

Chamberlain Parond Asarne

Parond Asarne is a fussy little man, given to girlish squeals and tantrums when he is upset.

Ildon Asane is the Baron's Herald

He is pretentious, arrogant, and thoroughly annoying. He spends his evenings drinking wine and playing chess with Clardil Baral [0-1].

Sotrin Rhythal, chaplain

A pretentious man, he harbors petty feelings against all of the nobles in the household. The others are not worthy of his consideration.

Squire Maemem Inthin

Maemem's father holds Visporton manor in Tonallen Hundred from the Earl of Neph, the Baron's brother in law. Maeman is almost 20 and is starting to get nervous about his prospects. He is a good squire and is considering asking the Baron if he can stay at Getha in some capacity. Neither returning to his family's small manor nor joining the Order of the Lady of Paladins are attractive to him. He is in love with the Lady Lysella but knows that his family is no match for hers. He often dreams about running off with the baron's daughter.

Squire Rinis Giro

His parents hold the manor of Nausch in Tonallen Hundred. The Giro are an ancient clan but are mired in the rustic backwaters near Gardiren. Rinis is a lusty sixteen year old and has enjoyed working his way through the maids. He had a liaison with Lysella and knows that his father would disown him should he be dismissed from service in scandal, just as

Galdyk's father did. Recently, he has started to enjoy the company of the town's perfumer [10], an affair that he looks upon as purely physical and she views as a gold mine of information.

Squire Dreen Pawade

Dreen Pawade is the senior squire and the son of the Constable of Heru, one of Baron Chimin's childhood friends. He has always worked very hard to bring honor to his family. Dreen will turn 21 in six months and has taken it on himself to recruit another member of his clan as his successor.

Squire Poribir Brynath

Poribir Brynath is 17. He came to Getha eight years ago as a page. His family is moderately wealthy, holding Dremdrew manor in the Moina Hundred and his service with the Baron has given him a chance to see the great city of Tashal. His favorite experience was competing in the Royal Chelebin Tournament.

Squire Pers Haunty

Sir Shorisir's squire, Pers Haunty is a quiet sixteen year old. He dreads returning to his family's quiet manor in Ominstru. Sir Shorisir has spoken with Sir Luisan Kelic about placing the young man at Jenkald once Pers is knighted.

Treasurer, Clardil Baral

The son of a small noble family, Clardil Baral is very competent and a devout Laranian. His eyes are failing and he is planning to go to Lethyl to live out his days in contemplation. He lives completely for his work and has never felt a twinge of romance in his entire 47 years.

Liris the Harper, minstrel

Liris is a tall, blonde contralto that likes to sing slow, sad ballads of unrequited love and chivalrous sacrifice.

Latin Arsarl the cook

Latin Arsarl is Maranis Arsarl's sister in law [34]. She loves her nephew and niece and, like Maranis, despises her distant cousin Arlarn [56].

Thalyria Tyun the baker

Thalyria Tyun is tall, beautiful, and completely off her rocker. Having been jilted by

a number of poorly chosen lovers, she has recently sworn off men. In her despair, she is talking about joining the Peonian church for a life of celibacy.

Nursemaid Weris Astal

A tall and plain girl, Weris has embarked on a campaign to find a husband that will be able to provide for her after she leaves the keep. She has focused on the sergeants of the guard and has sampled them all. She is very friendly with the Urdels and will probably pick Gaery as her future husband.

Forilëa, Lady Myrtis' maid

She is a sneaky little spy. Whatever she hears, she tells to the Baroness in a way that puts those she doesn't like in the worst possible light.

Wynan, Sir Chimin's manservant

Sir Chimin's manservant, Wynan, has been with the Baron since Chimin was knighted. The old man is proud and quick to correct the younger servants – even the squires – when tasks are not completed to his standards. He knows more about Sir Chimin than anyone else and will never forget an insult, not matter how slight, to his lord.

GETHA TOURNAMENT

All of the nobility in Fethael Hundred attend the Getha Tournament. Others come from as far away as Gardiren and Bidow to compete. Held in conjunction with the Spring Fair, the tournament gives the nobles a chance to shake off the stiffness of winter on the field of friendly strife. The Tournament starts on the 14th of Kelen in the field between the keep and Getha Run. Nobles and distinguished guests pitch their pavilions in the greensward between the gatehouse square and the run, lighting the area with colorful tents and torchlight.

Each day of the tournament is devoted to a different weapon skill. The tournaments are not large and are single elimination. The prize for winning an event is a small purse (50d) and a gold brooch bearing the portcullis sigil of the Indama family.

First Day (14 Kelen): The archery shoot is open to all freemen. Yeomen from the hundred compete in a heated contest. Many wager heavily on the outcome.

Second Day: The spear tournament is held for squires, the ancient spear bearers. The competition is so fierce that four marshals are on hand to keep the casualties to a minimum.

Third Day: A day's jousting rouses the knights and older squires from their winter reveries. The sport is not as polished as at tourneys later in the year. The contestants are careful not to hurt themselves and risk missing the grander competitions later in the year.

Final Day: The Baron's great grandfather started the tradition of a sword tournament for knights. It is fought to first blow and nobles are careful to make a good showing here as an embarrassing performance will be recalled around the feast tables for the rest of the year.

What's In That Soup?

As the PCs wander around Getha, they see a crowd scene. A scruffy man, his eyes flashing as he spits profanities through his greasy beard, is sprawled on the ground in front of one of the inns (the one that they are staying in or GM's choice.) He leans heavily on a walking staff as he picks himself up. The man tells the crowd that he is a powerful wizard. He says that he has placed a curse on the inn's pottage that will remain until he receives an apology. No one gives the matter a second thought, thinking that the man is just a drunk having the last word after being tossed out of the taproom.

The next day, however, patrons start getting sick. Gossips remind folk about the "wizard's curse." Within a day the inn's business has evaporated. People look for the old man, but no one has seen him since the incident.

The innkeeper hires the PCs to find the man and get him to lift the curse. Was the man just an old coot and the illness caused by some beef that had gone off? Or are they meddling in the affairs of wizards?