

**LOCATION:** Fethael Hundred, Kaldor  
**STATUS:** Manor (Hundred Moot)  
**GOVERNMENT:** Sir Haradoc Indama  
**LIEGE:** Sheriff of Neph  
**POPULATION:** Village 155; Manor 21

**H**undholt is a small roadside village on the Silver Way and the site of the Hundred Moot of the Fethael Hundred. Sitting on the western bank of the Getha Run, Hundholt is less than a quarter league from Getha.

The village grew up around a small watch tower. While the Bailiff of the Hundred later expanded the tower for use as a Hundred Moot, the village has remained unchanged for years. The manor serves as a small extension of Getha, with most of the villagers farming land in between the two communities. Members of the Baron's Guard are frequently granted freeholds in Hundholt upon their retirement as a reward for their years of service.

## GOVERNMENT

Hundholt is the seat of Sir Haradoc Indama, Baron Indama's second son and the Bailiff of Fethael Hundred. As the King's representative



*Haradoc Indama: Party per bend sinister azure and or, a portcullis counterchanged, a crescent sable in base*

in the Hundred, Sir Haradoc is responsible for conducting the Hundred's court and collecting the taxes from the villages and merchants. He is a stern and unyielding young man who upholds every letter of the law. Sir Haradoc's iron fist lacks any velvet glove and transgressors find that he is likely to order a flogging in addition to levying a fine. His treatment of serfs is notoriously strict and he often publicly berates other bailiffs for "not being able to control their peasants."

The Hundred Moot is in Hundholt every three weeks. Since the Hundred Moot is a lower court, there are not usually litigants involved in the proceedings. Sir Haradoc has made his opinion quite clear that if a "situation" appears in front of him, then he expects that the clanhead, the reeve, and the local lord have failed to "solve the problem." His solution is a swift (and usually large) fine and some sort of public punishment. He is not a cruel man but is not averse to sentencing people to floggings or time in the stocks. He does not, however, condone torture, as a rule.

## ECONOMICS

Hundholt is a small, sleepy village. Most merchant traffic stops at either Jenkald or Getha. Medaen Darion was hired as a bonded innkeeper about seven years ago, after the previous landlord died without heirs. The Broken Wheel is more of a tavern than an inn, although there are two rooms upstairs for rent.

## CREDITS

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### WITH THANKS TO

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# HUNDHOLT 2

## RELIGION

The religious climate of Hundholt is similar to the rest of Kaldor. Services for Larani are held in the temple in Getha. An Ebasethe visits from Getha and holds Peonian rites for the local villagers in the common. Worship of Agrik, Morgath or Naveh is punishable by death. Other religions are tolerated but not encouraged.

## LOCAL MAP KEY

The village land slopes gently from the west toward the Getha Run. The wealthier houses are built on the higher, drier land west of the Silver Way. The area between the road and the Run is called the Bottoms and is where the village's unfree population lives. This area has flooded in the past but the land is inexpensive and close to the fields, the mill, and water.

The serfs farm land to the north of the area depicted in the map. Land west and east of the village is either held by the Bailiff as pasture or by the freemen.

### *The Village*

#### **1 Jarin Loyril Villein**

Jarin and Arwin are middle aged peasants. They are happy and healthy, with four strapping children. Jarin's eldest son Wynan is getting married to Brendyn Asaka [29]. Jarin has asked the Bailiff to grant Wynan land of his own. Jarin's daughter, Ranlelë, is looking forward to her betrothal as well. She is to marry Largo Tyun [9] later this year.

#### **2 Craen Tolonan Villein**

Craen is loud and crass. His sense of humor is lewd and he isn't afraid to offend anyone. When his relatives visit from Wuver, his cottage rocks with their raucous behavior.

#### **3 Lunda Awensel Villein**

Lunda is an outspokenly evangelical Peonian. She frequently preaches to her large family with exhortations of pious sacrifice and

humility. She often leads prayers in the fields when the family takes work breaks. Her husband and five children are unquestioningly loyal to her. Although she is loud and overbearing in her piety, she is very popular in the village.

#### **4 Hobril Nelt Villein (Beadle)**

Hobril waddles around the village looking for things that are out of place. He dislikes Sir Haradoc and the way the Reeve is always licking the Bailiff's boots. He wishes that the Bailiff could be a little more easy-going. He has managed to get all five of his growing children jobs with the Herder [22] or the Woodward [16], added income that keeps the family comfortable. Always ready to help a friend, Hobril can be bribed at a surprisingly low price.

#### **5 Laed Tyun Villein**

Laed is the tallest woman in the Hundred, standing a full six feet, three inches in her bare feet. Her husband Sholstiben is almost as tall (6' 1") and always jokes about "looking up to his wife." Their four children share their parents' build and are growing into young giants.

#### **6 Kered Churil Half-Villein (Reeve)**

Kered is a lucky man. He is too self-absorbed to see His own flaws and too insecure to admit that he might ever be wrong. Because of his lack of foresight, the villagers often find that they are lacking seed or are delinquent in their labor days because Kered has miscounted or gotten confused. Because he is also lazy, he is always quick to find a scapegoat and somehow escape accepting any blame. The villagers, especially the Urdel family, hate him.

#### **7 Durris Tyun Half-Villein**

One of the most popular people in the village, Durris is very happy with his life. Generous to a fault, he has set a good example for his two children and his loving wife.

8

**Ereda Tyun  
Half-Villein**

Ereda and her husband, Melian, are happy and well off. Their 7-year-old daughter, Ebra, is spoiled but good hearted. Ereda wishes they could have more children but Peoni hasn't blessed them with any more offspring.

9

**No Sign  
Metalsmith (Tambrin Darion)**

**Size: 2 Quality: \*\*\* Prices: Avg**

Tambrin is an exceptionally angry and obstinate man. A mule stepped on his foot a month ago and crushed some of the bones. As a result he is in constant pain and is even more cross than he was before the accident. He quarrels with every ostler that comes to work on the manor's animals. He is so irascible that he is often unfavorably compared to the mules in terms of charm and wit.

10

**Synë Urdel  
Yeoman**

Synë is a stunningly handsome and virile man but, after six children, he is ready to throw his wife out of his bed. She would have been gone already but he needs her help with the farm. A member of the yeomanry, Synë takes his responsibility to practice with a longbow very seriously. He has placed in the top five in the Getha Fair's archery contest in each of the last four years, making him a local celebrity.

11

**Dyrdal Urdel  
Yeoman**

Dyrdal is the clerk of the Hundred Moot. He is 66 years old and is a cheerful man. Too old to farm any longer, his son Brandir works his lands while Dyrdal works in the tower on the Hundred's records. Most of the guard call him Grandad, as he is the grandfather, great uncle or of some relation to four of the ten guardsmen. He served Baron Lors Indama for thirty years before retiring to Hundholt. When his bad back interfered with farm work, he asked Sir Medrik Indama, the previous Bailiff, to allow him to work as a clerk for day wages.

Dyrdal is paid a scribe's daily wage when court is in session and half a day's pay for work he does on the Hundred's records at other times.

12

**Bilan Urdel  
Yeoman**

Bilan is a heavily built, quiet woman. A loner by nature, she works her family's lands by herself. Her husband, Arolf, is often away from home collecting falcon eggs in the mountains. He sells the eggs to the nobles so that they can raise the birds for sport.

13

**Sign of Paper and Quill  
Litigant (Jorisi Ailt)**

**Size: 6 Quality: \*\*\* Prices: Avg**

Jorisi is indispensable to the legal system in the Hundred. She specializes in writing writs, the documents that are required to initiate legal proceedings by the Hundred and Shire Moots. She is very busy, despite having three journeymen and two apprentices to help with her workload. She employs some of the Urdels as scribes for routine matters but works on important documents herself. She would love to hire a junior partner but hasn't been able to find a person willing to stay in Hundholt for what she is willing to pay. This tall, heavy-set woman seems to constantly sweating, even in the dead of winter.

14

**Sign of a Broken Wheel  
Innkeeper (Medaen Darion)**

**Size: 2 Quality: \*\*\* Prices: Avg**

Master Medaen Darion runs the Broken Wheel. Medaen is bonded to Sir Haradoc and, by the terms of his contract, turns over 60% of any profits to the Bailiff. For the last three years, Medaen's creative accounting has slowly increased "expenses" without drawing any comment from Sir Haradoc. The stress brought on by the deceit has given Medaen a bleeding stomach ulcer. He often thinks about giving up the franchise but doesn't know where he could go that he would be safe from the Bailiff's anger.

The Broken Wheel has two rooms to let but these are rarely full at the same time. The kitchen is the busiest part of the inn. Many of

# HUNDHOLT 4

the village's freemen and most visitors to the village eat their midday meal in the taproom. Most of the inn's food is salty, to help generate business at the bar. Medaen, for all of his financial duplicity, is an excellent brewer. People from Jenkald and Getha seek his beers and ciders.

## Room

Common Room 1d/person  
Small Private Room 6d/person  
maximum 2 people

## Board

### Food

Pickled greens	2f
Pottage	4f
Pork or mutton stew	1d
Pork or mutton pie	2d
Roast Goat	3d
Roast pork or mutton	5d
Roast goose in brandy sauce	18d

### Drinks

Beer	1f/pint
Cider	1f/pint
Ominspit	2f/cup
Heleryn (apple brandy)	5f/cup
Leleryn (plum brandy)	6f/cup
Elmeze wine	9f/cup

## 15 Pesera Arsarl Villein

Pesera is a cheerful woman. Although she is only thirty years old, she is already married to her fourth husband. The manor house's cook tells everyone about Pesera's bad luck but, in truth, this small woman has perfected the art of murdering her husbands so that she can keep their lands and chattels without the "inconvenience" of being married. Her first husband died in a hunting accident, the next fell ill after drinking too much, and the third died of an infected wound. She is now the wealthiest

woman in the village. Her latest husband, Urand, is becoming inconvenient and Pesera has started thinking of an innovative way for him to pass on to Valon.

## 16 Giran Churil Villein (Woodward)

This tall, broad shouldered woman is the manor's woodward. She enjoys her job and prefers walking in the woods to tending her fields, much to the annoyance of her husband. She often visits the small village of Wuven, even though this settlement is technically under the jurisdiction of Sir Sedris Indama, Bailiff of Blixth.

## 17 Tirag Arsarl Cottar

Tirag is a skinny, flighty man. A popular performer at local fairs, he is a better singer and juggler than he is a farmer.

## 18 Undil Drelin Half-Villein

Undil is a man with a secret. He came to the village several years ago, claiming to be the long lost heir of a landholder who had recently passed away. Although many were skeptical, he eased his way into the community with quiet gifts and good humor and has been accepted.

Undil is actually a bandit seeking a newer and safer life. He rode with a particularly vicious band of cutthroats in Oselshire for years before deciding that a life change was in order. With his lover, a former prostitute, riding behind him, he stole some of the gang's loot and rode north. A passing traveler told him of a recent death in Hundholt and Undil, a consummate liar, slid easily into the role of prodigal heir.

Undil and his woman, Myril, are content in Hundholt and are starting a family this spring. He is more afraid of his former colleagues finding him than anything else. Undil feels that he is safe from prosecution in Nephshire, but he is cautious nonetheless.

**19**

**Yorag Krabel  
Cottar**

Yorag's beautiful wife, Cylena, has attracted the notice of several of the Warders. So far the Provosts have discouraged their men from extorting women to become their mistresses but no one knows how long they will be able to maintain control over the rambunctious troops.

**20**

**Sherin Awensel  
Cottar**

Sherin is a cheerful old man. As he got too old to work his fields, he arranged for his daughter Lunda and her husband to take them over. He spends his days working in the manor house's kitchens, finding the cook's company far superior to that of his shrewish and slightly loony wife.

**21**

**Medil Krabel  
Cottar**

Six months ago, Medil was flogged for poaching in the Bailiff's woods. He protested his innocence but was convicted in the hall moot. Medil harbors a grudge and is consumed with thoughts of revenge. He is now suicidal. His wife fears that he will attack Sir Haradoc, leaving her and their five children to face the consequences alone.

**22**

**Kaenyn Churil  
Cottar (Herder)**

Fortune has always smiled on "Lucky" Kaenyn. He enjoys his work, has a beautiful wife and a growing farm. His cousin in Lethyl is trying to convince a widowed woman (Shurdin Churil) to marry his boy, Roldin (age 15) so that her lands stay in the Churil clan. He plans to ask the Bailiff for permission to travel to Lethyl to discuss the marriage contract this spring.

**23**

**Stisan Loyril  
Cottar**

Stisan is a fat schemer. He dislikes farming, as it makes him sunburnt, so he is usually found loitering around the manor house looking for work or hiding from his wife, Griselda. She is a harridan who has been put into the stocks on several times for publicly beating her husband.

**24**

**Beldis Oralis  
Cottar**

Beldis rarely speaks to her neighbors, preferring the company of the Miller and his wife. The other serfs think that she is "putting on airs" but she doesn't care. She has been known to complain to the beadle when she thinks that one of her neighbors has failed to perform their allotted labor days or shirks their work. This trait has made her very unpopular and, if anything, increased her isolation from the other serf families.

**25**

**Turn Tolonan  
Cottar**

Turn is one of life's enigmas. Short and undeniably plump, this lazy woman manages to steal other women's husbands. She jokes that she only borrows them, returning them to their wives in a slightly worn state. Her latest conquest is Sidova Krandar [27]. Turn has had to defend herself against his wife's physical assaults on more than one occasion but is undeterred. Aside from her unrepentant adultery, Turn is generous and helpful. Surprisingly, most people in the village like her.

**26**

**Irdar Churil  
Cottar**

The hard life of a cottar has beaten this massive man down. Irdar is always depressed and morose. He loudly complains that, though he works from dawn to dusk, he struggles to feed his six children. The truth is that he spends more time complaining than working. Because his high pitched voice is especially irritating and no one wants to work with him.

**27**

**Garal Krandar  
Cottar**

Garal has lost her husband. They were once in love but, with three small children and only three acres, Garal's husband Sidova has found solace in the arms of another woman. Garal now tends the family's fields alone but constantly rails at Sidova. Their fights have spilled into the streets more than once and the Beadle has threatened them with punishment.

## 28 Tarast Churil Cottar

Tarast is not who she thinks she is. She was actually found in the forest by the couple that she thinks are her parents. Her real parents had abandoned her, wrapped in a threadbare blanket, to die of exposure. The kind, childless, old couple raised her as their own and never told her the story of her origin.

The small coin she wears on a bit of rawhide around her neck is all that links her to the life she never knew. She will never willingly relinquish the trinket but a knowledgeable scholar would quickly realize that the coin bears markings in ancient Jarind. It is from one of the kingdoms that existed before the Migration Wars; although no one can say what hoard this coin might have come from.

Now a grown woman, she is a happy member of the community. Her husband Talepin is incredibly handsome and Tarast, who stands 70 inches tall and weighs twelve and a half stone (176 pounds), has made sure that Turn Tolonan [10] understands the consequences of "borrowing" Talepin.

## 29 Thargen Asaka Half-Villein

Thargen is a happy woman. Her six children are finally getting old enough to start leaving the sprawling house. Her daughter will marry later in the spring and her husband is busy negotiating for a wife for their eldest son. Two down, four to go.

## 30 Everard Tyun Cottar

Everard's family is always near starvation. No one would ever guess that he has hoarded almost 200 pennies under his floor, the result of a lifetime of miserly scrimping and saving.

## 31 No Sign Miller (Varan Etine) Size: 3 Quality: \*\*\* Prices: Avg

Varan is an inventor and makes machines in his spare time. His wife operates a bakery at the mill as well. He is called the Scarecrow, since he

is tall (73") and skinny as a fence rail. His position in the village has enabled him to get to know all of the families in the area very well and he has become a sort of sounding board for their ideas and concerns.

## 32 Ranwyn's Farm Forester Royal (Oldial Urdel)

Oldial is the second son of Dyrdal Urdel [11]. Oldial had been supporting his small family (wife and 2 children) as Sir Haradoc's huntsman. When Sir Chimin decided to hire some foresters to help deal with the banditry in the area, Sir Haradoc selected him to guide for the Foresters.

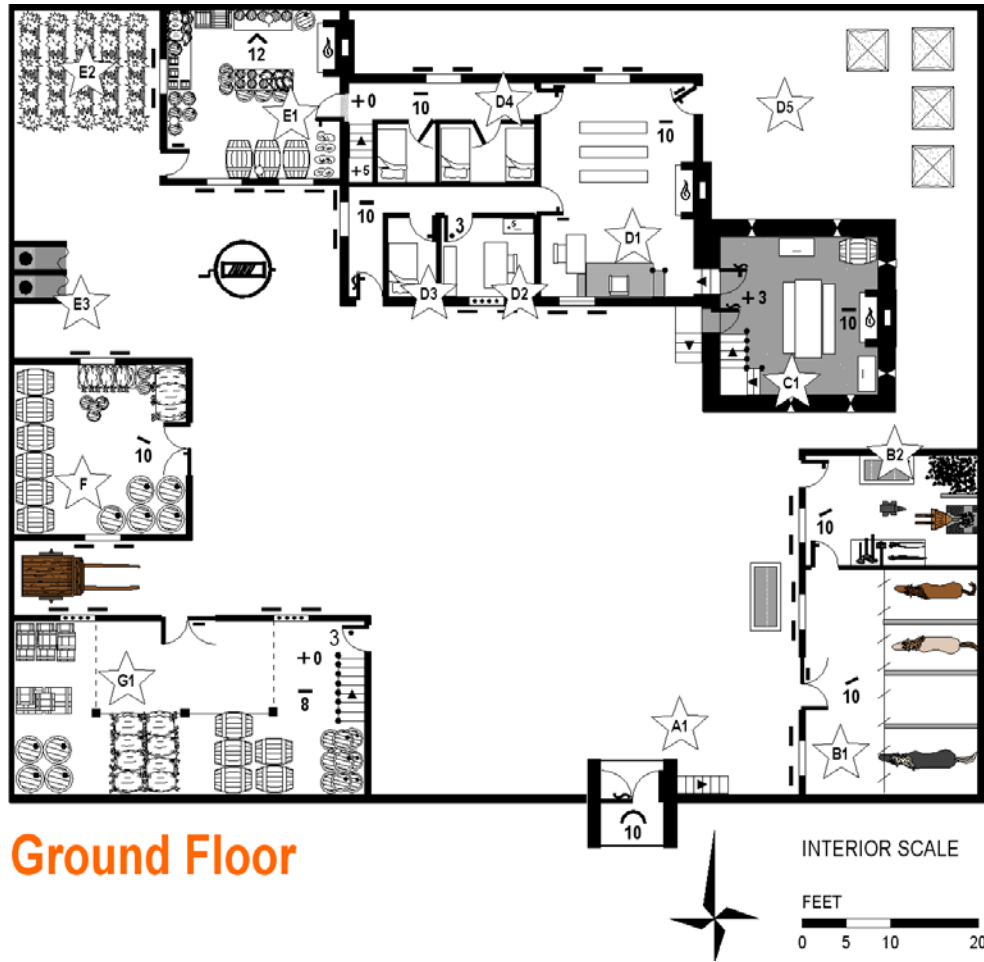
The position was more than mere flattery, as Oldial was also granted old Ranwyn's Farm. More information on the Farm and the Foresters may be found on Hundholt 13.

### *The Manor*

This stone three-story tower is home to the Hundred Moot and the Bailiff of the Hundred, Sir Haradoc. Additions and renovations throughout the years have given the manor house a distinctly rambling look.

The small open area below the manor and across the road from the Broken Wheel [14] is called Justice Corner. There is a stout flogging post and stocks that can accommodate up to four criminals. This area is where the corporal punishments meted out by the Hall Moot and the Hundred Moot are performed. Stocks hold those convicted of being quarrelsome or of public fighting. Gossips and rumor-spreaders might find themselves chained to the pillory wearing a heavy iron mask for a week or more.

The provosts [D4] are responsible for administering corporal punishments such as flogging, branding, or amputation. Offenders have their wrists tied to a metal ring in the flogging post and their shirts removed before the punishment is administered. Hangings are performed on gallows constructed especially for the event.



**Ground Floor**

## The Ground Floor

**A1. The Manor Gate** is secured with a stout pair of oaken doors.

**B1. Stables** Sir Haradoc keeps a warhorse and two palfreys for his use. His prize, however, is his hunter, a magnificent animal often used for stud.

**B2. Ostler's workshop** Because there is no ostler in Hundholt, Erebel Sermel [Getha location #34] has an arrangement to send a journeyman from Getha once a week to care for the Bailiff's animals.

**C1. The Wardens' Common Room** Sir Haradoc maintains a dozen wardens to assist him in his duties. These men are armed as Light Foot but ride mules as they patrol the highways and byways of the Hundred.

**D1. The Courtroom.** This is the only publicly accessible room in the manor house. The Hundred Moot is held in this room every three weeks. Sir Haradoc sits in a large, engraved chair atop a dais. The clerk of the Hundred sits to the Bailiff's left taking notes. The accused stands in the area to the Bailiff's right. If the case requires a jury, they are seated in two rows of benches to Sir Haradoc's left. The audience, usually restricted to those parties directly involved with the case at hand, is allowed to sit in the benches in front of the dais.

**D2. Office of the Clerk of the Hundred.** The records of the Hundred are kept in this room. Drydal Urdel [11] has a small desk here to do work for the court.

**D3. Senior Provost.** The Senior Provost, Liranal Urdel, lives here. Although he is a



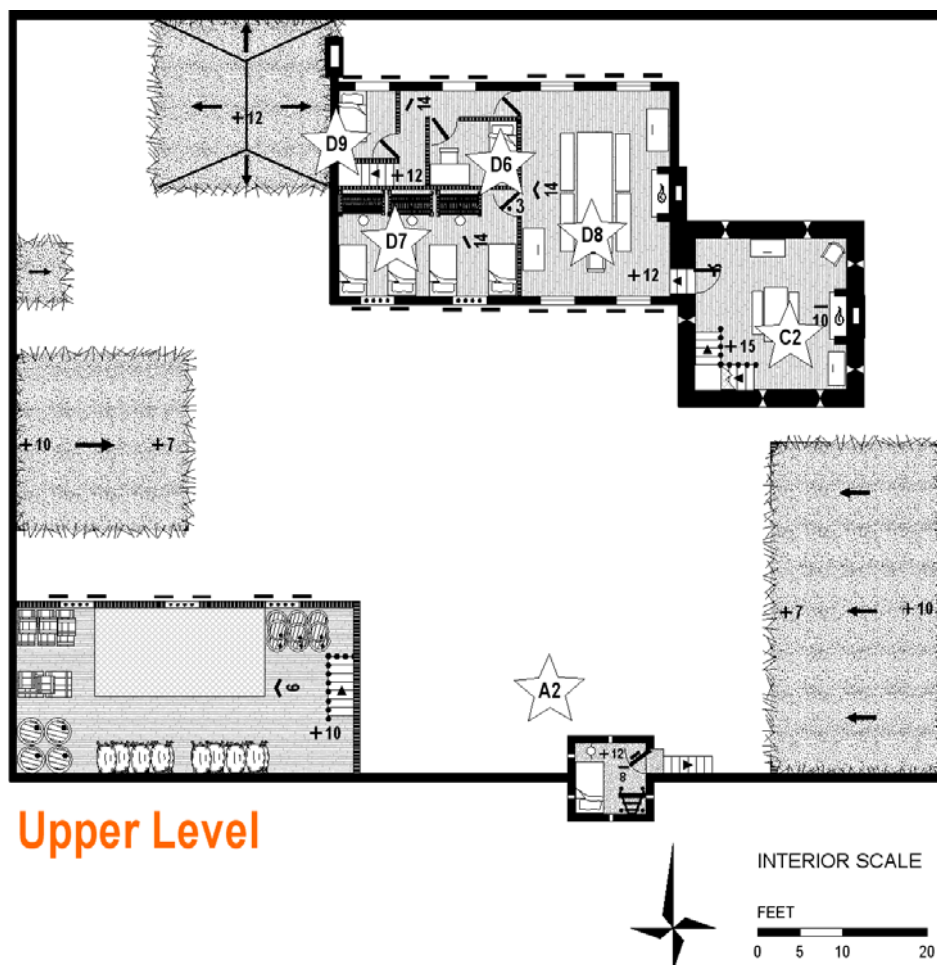
# HUNDHOLT 8

distant relation of the Clerk, Liranal swears that he'll "never turn into a pen pusher" like Dyrdal.

**D4. The Provosts:** These men supervise the wardens in their day-to-day activities. The two Provosts, Harvis Urdel and Lemwyn Berma, live in this room. These two Urdels are second cousins and are alike in almost everyway. Liranal is six feet tall; Harvis is 6' 2". Both are heavy set and have been good soldiers. They are proselytizing Laranians, often quoting scripture and invoking the names of the saints at the top of their voices as they perform their duties. Lemwyn, meanwhile, is only a casual churchgoer and volunteers for guard duty to avoid going to Soratir with his overly pious roommates.

**D5. The Punishment Yard.** Prisoners awaiting trial or serving out a sentence of confinement are held in the rear courtyard. Lesser criminals are held in the quarters [D7], usually only until their families arrive to pay their fine. Violent or repeat offenders are placed in the subterranean cells that are out in the yard. Prisoners are lowered into the cell by rope. They are fed by one of the guards lowering a bucket through the grate. Since these grates are not covered, the cells are very uncomfortable when it snows or rains.

**E1. Kitchen.** This large room is the province of Latin Tyun and she rules it with an iron fist. She wields a large wooden stirring spoon with unflinching accuracy, aiming for the hands and heads of any who displease her.





## E2 & 3. Vegetable garden and privy pit.

**F. Brew house** In addition to her cooking, Latin Tyun brews ale for the manor house and the Broken Wheel Inn. The guards often kid her that her brewing is better than her cooking, a joke that would be funny if it weren't true.

**G1. Tithe Barn** Sir Haradoc stores the taxes that are paid in kind in this barn before sending them to Bidow.

## The Upper Level

**A2. Sentry room.** A sentry mans this small room at all times.

**C2. Domestics' Quarters.** Dorena Kleve and Sorynë Krandar are the maids of the tower. Both women are incorrigible flirts and Liranal [B2] has frequently counseled them about lewdness and promiscuity. In his defense, he does this only when one of the wenches incites a fight between two of the wardens but his lectures haven't deterred these women one bit.

**D6. The Chamberlain.** Marsi Loyril is a short, cheerful woman with a dynamic personality. Sir Haradoc admires her thriftiness and her loyalty. She is secretly enamored with Sir Haradoc and envious of the three "prisoners." She is very popular in the village but does not allow strangers to pay for her drinks at the Broken Wheel.

**D7. Prisoner's Quarters.** When a freeborn person is convicted of a crime and fined, they may trade their service instead of paying cash. All three of these women have a vertical loom in their room and spend their days weaving cloth for the manor house.

1. **Pulon Banada** is an attractive 17-year-old girl convicted of assault on a former boyfriend. She had been traveling with her mistress as a lady's maid on a pilgrimage to Lethyl. When her party reached Getha, however, she caught her beloved with a tavern girl and beat him unconscious with a piece of firewood. She was immediately dismissed from service and, having no means of paying her fine and returning to

her home in Olokand, she accepted the Bailiff's offer of being a seamstress to earn the money for her fine.

Her situation became clearer when she received a note from the Bailiff's manservant instructing her to go to a certain clearing in the forest. When she arrived she found the Bailiff waiting for her. He offered her the choice of "earning time off for good behavior" or having her fine extended until her fingers fell off at the loom. She is not happy with the situation but views it as penance for being foolish enough to fall in love with a groom.

2. **Sardarn Kyfa** is the young wife of a mercantyleer from Ternau. They were making their first trading journey from Azadmere when her husband lost the money he was to pay the toll with in a game of dice. She felt that her husband agreed too readily when Sir Haradoc offered to keep Sardarn employed as a seamstress while her husband returned to Ternau and raised the money to pay the tolls he owed. Unbeknownst to anyone, Sardarn's husband died of an injury last winter and will never return. She is the Lady Balsha's favorite companion. Though Sardarn is uncomfortable with her situation, her life is not all that bad.
3. **Parga Jenatribë** is from Thay. She is a member of the Lia-Kavir who is on the run from the Melderyni authorities. She was arrested trying to pick pockets at the Getha Fair almost two years ago but she is in no hurry to move on.

**D8. Manor Hall.** The inhabitants of the manor house take their meals in this room.

**D9. Sir Yebrin Lournay** is a special bailiff. He was warranted by the Shire Moot to capture the bandits that have been plaguing villages along the Hundred's southern border. Since the bandits have cleverly hidden themselves in an area that lies between four jurisdictions (the

# HUNDHOLT 10

Forest of Lonemar, the Chyle Hundred, Fethael Hundred, and Kirsta Forest), the Sheriffs of Balim and Nephshires agreed to place the matter in the hands of a special bailiff. This officer of the court is nominally answerable to the Inquisitor General but, in this case, follows the directives of the Sheriff of Neph as agreed with his counterpart in Balimshire, Sir Eris Karondal, and the forester of Lonemar, Earl Troda Dariune.

Sir Yebrin was selected as special bailiff at the 719 Winter Court in Tashal. Now living in Hundholt, he is not in any hurry to charge off into the wilderness after the bandits and has told all and sundry that he is hiring mercenaries to help him flush out his quarry.

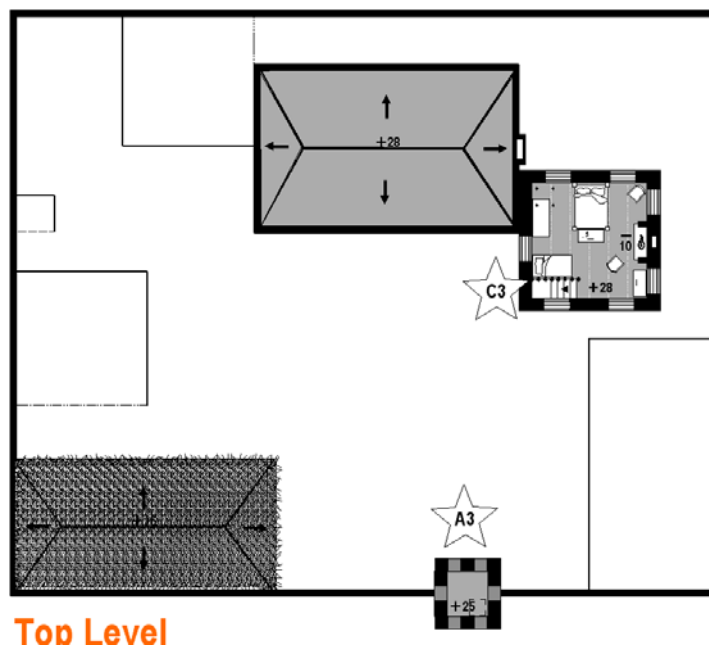
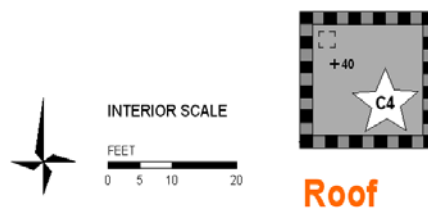
## The Top Level

### A3. Watch post

**C3. The Bailiff's Chambers.** Sir Haradoc and his wife, Lady Balsha, sleep in this room. His squire sleeps on the cot by the stairs while their servants sleep in the servants' hall.

## The Roof

**C4. Watch post** is rarely manned but a sentry standing here can see the signal fires of both Getha and Blixth on a clear night.



## *The Manor Household*

**Sir Haradoc Indama** is an ambitious and cunning man. He works hard to prove to his father that he is worthy of higher office, hoping that he might have the Sheriff's place when his brother Harapa becomes the Baron. Sir Haradoc's only weakness is women.

The Urdels, and most of the yeomanry, call Haradoc "Hardass" out of his earshot. This is a complement, rather than an insult, as Sir Haradoc is perceived to be firm but fair.

**Lady Balsha Indama**, nee Valador, is from Zutlin in Vemionshire. Her marriage to Sir Haradoc was the result of a calculated political move. The climate of their first year and a half of their marriage was best described as "arctic." The kindest remark Lady Balsha had made about her husband was, "at least he doesn't snore."

She has long felt more attracted to other women than to men. It was during one of Sir Haradoc's trips to Getha to see his father that she happened to walk past the Hlean Temple. She caught sight of Mistress Jundael, found herself drawn into the Chamber of Selina, and was soon drawn into one of the Corathar's chambers with the beautiful priestess. At the time, she hid her interests, worrying that her husband's family would disapprove.

Balsha's situation changed one day when her husband caught her emerging from the temple. Rather than beat her or send her back to her family in disgrace, Haradoc drew her into his confidence. Now, they often share the "seamstresses" [D7].

Balsha makes excuses to visit the temple in Getha and learn more of the Golden Handmaiden. Balsha has become a devoted, if hesitant, devotee of Halea. The Aramia (High Priestess) is eager to use this situation for the temple's benefit. While Mistress Dybrine is patient, she is not above resorting to blackmail to gain information about the Baron's family matters.

**Arith Ernisch** has been Sir Haradoc's squire for the past four years. His bright disposition and quick wit have made him popular throughout the manor. He is totally loyal and is quick to avenge any snide remarks made about the Bailiff or Lady Balsha. Arith is not, however, very bright and Sir Haradoc worries that the lad will ruin his family's manor when it comes time for him to inherit.

**Lady Balsha's maid, Caras Urdel**, is the Senior Provost's [D3] niece. Her uncle used his influence with Sir Haradoc to get her this job even though she is young (15) and inexperienced. Caras' family despairs that they will not be able to marry this plain, stocky girl off and are hoping that one of the retired provosts or a passing tradesman will stumble and fall into her bed. Liranal [D4] despairs for another reason; the girl is lazy and, although she is very intelligent, is constantly being reprimanded by Lady Balsha for one fault or another.

**Sir Haradoc's valet** is Gaslen Ailt. Gaslen is a cunning, brilliant young man who is his master's servant in everyway. What Gaslen lacks, however, are scruples. Open to bribes, especially cash, he doesn't hesitate to "pick up little something extra" whenever he can.

## WHAT'S THE FUTURE?

Life in Hundholt always bored Sir Haradoc. Recently, however, he added the wife of Sir Shorka Kobarney to his harem. The Lady Erila had the misfortune of playing a flirtatious game of Courtly Love with Sir Haradoc, only to find that his game was far more serious. Once Haradoc had made her commit several indiscretions, the threat of exposure has kept her in his thrall.

He continues to blackmail the lady for sport. He has convinced her that, as he represents the King's law in the hundred, revealing her adultery would only cause harm to her family. If Sir Tommas Kobarney ever realized that the honor of his nephew's wife had been compromised, it would spark a war in the glades of the Hundred.

## THE LAW

*Law in a feudal Harnic kingdom has been discussed in detail in the Law and HarnManor articles. The following is a description of the execution of justice as might be used in a gaming session.*

Low justice is the province of the lord of the manor and is dealt with in the Hall Moot. Matters that fall in this jurisdiction are typically local in impact and are predominantly concerned with the unfree population. The manor's lord records serf marriages, inheritances, and births, as well as judging petty offenses such as missing labor days, stealing from manor stores, public drunkenness or brawling.

Issues affecting the Kingdom's free population and minor offenses to the King's Peace are heard in the Hundred Moot, administered by the Bailiff of the Hundred. The Hundred Moot deals with civil issues that include recording births and deaths of the free population, acknowledging marriage contracts, and confirming inheritances. This court hears only those criminal issues that are not felonies. As a general guideline, these offenses are punished with fines, confinement, or corporal punishment rather than death. Assault, theft, poaching, or usurping royal privileges are examples of crimes heard by Hundred Moot.

Shire Moots are concerned with High Justice. High Justice encompasses all civil matters affecting the King's direct vassals and felonies. Civil affairs concerning the Tenants Royal are recorded at the Shire Moots for the King's confirmation. Sheriffs hear trials of murder, treason, and grand larceny at the Shire Moot in the King's name. The penalty for these crimes is death.

### *The Hall Moot*

As Bailiff of the manor, Sir Haradoc is responsible for administering justice to the locals. He depends heavily on the reeve to correct minor transgressions and has no mercy for serfs who are intransigent enough to be forced to appear before him. While criminal cases are few in the

small village, most of the business of the Hall Moot concerns the payment of taxes and fees due to the Bailiff.

The Hall Moot is held monthly, on the fifth day. Since the manor is small, the moot is generally finished before luncheon is served. Sir Haradoc presides, with the chamberlain acting as clerk and court spokesmen. More information on the Hall Moot can be found in HarnManor 37.

### *The Hundred Moot*

The Moot of the Fethael Hundred is conducted in the third week of every month at Hundholt. The Bailiff of the Hundred, Sir Haradoc Indama, sits in judgment in the King's name. The Clerk of the Moot, Dyrdal Urdel [30] works for weeks building and adjusting the case list so that all of the cases can be heard in the ten-day that Sir Haradoc has allotted for the moot. Cases that are not heard during a particular month's Hundred Moot are held over for the next month. This is not usual, as Dyrdal is very efficient. When it does happen, Sir Haradoc prefers to postpone cases that involve punishments as opposed to fines.

The Hundred Moot begins on the fifth day of the third week of every month at the second hour after dawn. It is customary for a Laranian priest to bless the court, urging those responsible for justice to look to Larani's wisdom to grant mercy to the weak and punish the guilty.

Sir Haradoc prefers to hear civil cases first, so the bulk of the first day is usually spent recording wills, marriages, births, and legal contracts. It is important to realize that each of these events generates revenue for the Bailiff and the King and that the arguments heard at this point in the Hundred Moot concern the amount of cash and kind that must be tendered to make a matter legal.

The criminal cases are heard after the civil cases. The cases are dealt with as they arise on the court schedule. In the event that a case is found to be beyond the jurisdiction of the Hundred Moot (e.g., a case is found to accuse a

noble or the crime was committed on royal lands), the defendant is held over for the Shire Moot.

The court is in session every day from the second hour after dawn until noon. Then it recesses for two hours, resuming for another four to six hours before adjourning for the evening. While Sir Haradoc prefers to fine miscreants, some crimes demand physical, public punishment. Fines levied during the court are collected immediately. Sentences are inflicted at the following dawn by the provosts.

Punishments range from confinement in the stocks for public disturbance to flogging for oath breaking to mutilation for theft or poaching. The specific crime dictates the type of mutilation. A repeat poacher will have a finger or an ear amputated. A runaway might have the tip of his nose or tongue cut off. A rapist or a thief will have a hand chopped off.

The Shire Moot is held in the hundred during the Sheriff's twice-annual visit to the Hundred Moot. In many of the kingdom's hundreds this could mean that an accused felon could be confined at his own cost (or the charity of the local Peonians) for up to six months. Because the Baron of Getha is also the Sheriff of Neph, criminals in capital cases are sometimes taken to Getha for swifter and more public justice.

## RANWYN'S FARM

As a response to the recent bandit attacks, Baron Indama has engaged the services of several young knights to serve as his Foresters. The road that passes the farm leads to the hamlet of Wuven. The cottars that work the farm's land come from there and are all Tolonans.

The farm lay fallow for about year after a raid killed the old man's family and ran off his livestock. Oldial has worked hard to rebuild the farm and Sir Haradoc has offered tax relief for providing the Foresters food and lodging. When this subsidy is combined with the provisions that

the knights buy and the servants that they employ, Oldial's family lives quite comfortably.

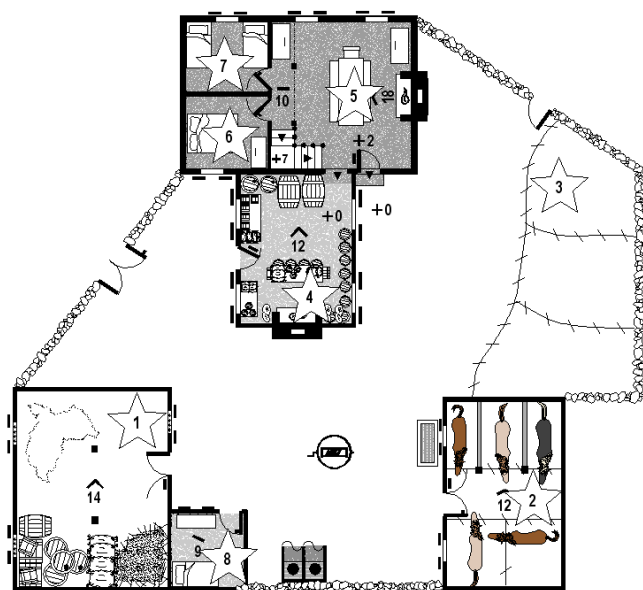
Currently, the farm is about three-quarters rebuilt. The old stables [2] are still a shell, there is a large hole in the barn's roof [1], and the back fence cannot keep the chickens, pigs, and goats [3] inside the compound much less keep anything out. The farmhouse is snug and dry, however, and Mistress Forilëa is usually in the kitchen [4] with some hot, filling food to serve. The farmhouse and barn have thick stone walls and thatched roofs.

The farmyard is mud for most of the year. Dung heaps and agricultural waste stand piled in the corners of the barn and the yard. Oldial's family has worked hard to clean up the farmstead but litter from its previous tenants and the attack still litter the place.

With the addition of the five young knights, the atmosphere at the farm has become one of post-adolescent squalor despite the mistress' best attempts to maintain a clean and orderly house.

5. **Hall/Main Room:** This is the main gathering area of the farm. The entire household gathers here for meals and again in the evenings to talk and sing while the mistress knits or spins.
6. **Oldial's rooms:** Oldial and Forilëa share this room.
7. **Children's Room:** Oldial's children stay in this room. Oldial's son Haral (age 14) cares for the farm animals while his daughter, Alyce (age 10), helps her mother in the house. Both children do domestic chores for the knights for tips.
8. **Servant's Room:** The knights' communal servant, Patsy, sleeps on a cot in this room. He is officially Sir Ervaen's servant but, as the other knights contribute to his upkeep, he serves them all as (near) equals. Their groom Erwyn, sleeps here as well. Sir Ervaen also hired him but cares for all of the horses in the farmstead.

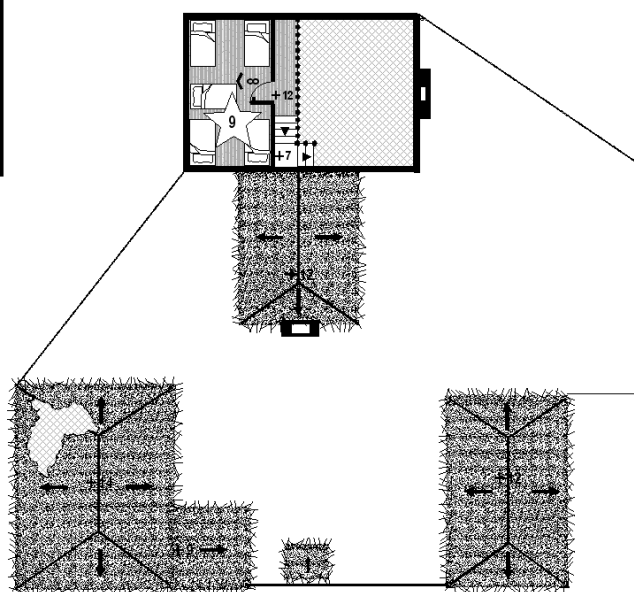
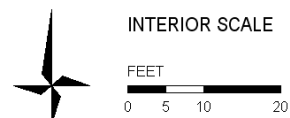
# HUNDHOLT 14



Ground Floor

## RANWYN FARM

COMMON MAP



Upper Floor

9. **The Knight-Foresters** are in the service of the Sheriff of Neph. The four young knights are:

**Ervaen Banadar** is the 2nd son of a vassal of the Blaundar, holders of Kylelaw manor in Chyle Hundred. His parents are devout Laranians and would like nothing more than for Ervaen to join the Lady of Paladins. His father leads his clan. Ervaen is popular with his parents. He is armored as a Medium Knight, with a rich monthly stipend<sup>1</sup>.

**Kevan Losteriel** is the 3rd son of a vassal of the Frykals, holders of Bonaven manor in Navintas

Hundred. Kevan fancies himself a musician and a poet. His father is ecstatic that he has finally done something that he (the father) can tell his friends about. His clan head is his father's cousin. Kevan is popular with the clan head, who openly hopes that Kevan's contact with the Indamas will yield benefits for the entire clan. Kevan is armored as a Medium Knight, with an average monthly allowance.

**Arlin Cybrele** is the 3rd son of a vassal of the Waydyles, holders of Nemel manor in Navintas Hundred. He hates the noise and mess that Milis' dog makes. He is an acknowledged bastard; one of many that Sir Anetto Cybrele has sired. His clan head refuses to acknowledge him, however, and his support falls solely on

<sup>1</sup> HarnMaster 3.01 CHARACTER 17 lists starting funds. Monthly stipends will be 1/10 of this sum.

his father's purse. Arlin is armored as a Poor Knight, with a poor allowance.

**Shendal Karlirien** is the 5th son of a vassal of the Pomada, holders of Ixena manor in Lynnfana Hundred. His mother ran off with a minstrel when he was 10. As a result, he is devoted to his father. His father's brother is the clanhead. His uncle has no particular antipathy toward the young man but doesn't really take the time to notice him either. Shendal is armored as a Poor Knight but receives an average allowance.

**Milis Arlain** is the 4th son of a vassal of the Tubaths, holders of Lyafen manor in Dobraine Hundred. He was fostered to the Tubaths at an early age after his father disappeared on a mission along Noron's Way. His clanhead, a distant relation of his missing father, is still distraught over the father's disappearance. Milis is armored as a Poor Knight, with an average stipend. He keeps a hunting dog - the source of much annoyance in the knights' quarters.

## ADVENTURE HOOKS

### *Wolf Hunt*

Wolf hunting is a necessary activity year-round but the big hunts are done in the winter. Winter hunts yield better fur and help kill breeding age females before they can mate. To lure their prey from their lairs, hunters put out bait (either live or dead) and then ambush the wolves when they come to eat the bait. Some sources say that the bait is large and heavy enough that the wolves gorge themselves during the night and are then killed the next morning as they lay on the ground, too full to run away.

The adventure could be a straightforward wolf hunt. But...

If the hunters cross the Getha Run and go north or east toward the hills, something other than wolves might come for the bait. A hungry Ivashu or a monster from the distant past finds the hunters' bait while stalking the lowlands. In winter, shepherds tell of the Ilvin Cat - a large

hunting cat with fangs like small daggers - that hunts in the dead of winter.

If the group strikes out south or west from Hundholt, they find a pack of wolves that is far more cunning than other packs. Tracks indicate that the leader of the pack is larger than the others and leads the other wolves to attack their prey through diversions and feints. The pack will refuse to take poisoned bait and will refrain from gorging - a very unusual trait. The group finds that their prey is waiting to ambush them when they return for the kill. The leader of the pack is actually a lycanthrope, a villager whose human intelligence has made the pack more dangerous than the hunters expected.

Killing the leader of the pack releases him from his curse and the hunters will find that they've slain one of the inhabitants of a nearby village. Explaining to the manor lord how the serf got into the depths of the forest and how the hunters came to kill the man may be a delicate matter.

### *Playing a Knight Forester*

The four foresters and Oldial can be used as a ready-made adventuring group, presented as allies or even the opposition. Each knight receives the forester's wage of 48d/month. Each also gets an allowance from their family to help make ends meet as indicated. The amount of pocket money depends on the knight's relationship with his clan head and the wealth of the clan.

### *Skills*

The GM should refer to HarnMaster 3rd edition and give the PCs the common military skills. Oldial has the skills of a Yeoman in a feudal setting, from CHARACTER 27: As he is a veteran NPC, Oldial has also received 30 option points, which should be spent increasing his "woodsman" skills and riding. The knights are Medium Horse and have the basic skills of a Knight-Bachelor plus the 5 option points as indicated on CHARACTER 27.



# HUNDHOLT 16

<i>POOR KNIGHT</i>							
Medium							
Material & Garment (Size 1.0)							
Ring Cowl / Hood							
Plate Nasal Halfhelm							
Cloth Shirt w. Sleeves							
Leather Smock / Coat							
Kurbul Ailettes							
Kurbul Coudes							
Kurbul Vambraces							
Ring Byrnie w. Sleeves							
Cloth Short Surcoat							
Cloth Braies / Breeches							
Cloth Hose / Leggings							
Leather Calf Boots							
Kurbul Kneecops							
	51.4lbs.		898d				
Location	B	E	P	F	S	T	
Skull	8	15	9	11	4	16	
Eyes	-	-	-	-	-	-	
Nose	5	8	7	5	3	10	
Ears	3	7	2	6	1	6	
Cheeks	-	-	-	-	-	-	
Mouth	-	-	-	-	-	-	
Jaw	3	7	2	6	1	6	
Neck	3	7	2	6	1	6	
Shoulders	8	15	6	14	3	14	
Upper Arms	4	10	3	10	1	9	
Elbows	8	14	6	13	3	13	
Forearms	8	14	6	13	3	13	
Hands	-	-	-	-	-	-	
Thorax (F)	4	11	3	11	1	10	
Thorax (B)	4	11	3	11	1	10	
Abdomen (F)	4	11	3	11	1	10	
Abdomen (B)	4	11	3	11	1	10	
Hips	5	11	4	12	1	10	
Groin	5	11	4	12	1	10	
Thighs	3	6	3	9	-	6	
Knees	5	8	4	8	2	8	
Calves	1	3	1	4	-	3	
Feet	1	3	1	4	-	3	

<i>MEDIUM KNIGHT</i>							
Medium							
Material & Garment (Size 1.0)							
Ring Cowl / Hood							
Plate Helm w. Eye-guard							
Cloth Shirt w. Sleeves							
Ring Hauberk							
Kurbul Ailettes							
Kurbul Rerebraces							
Kurbul Coudes							
Kurbul Vambraces							
Ring Byrnie / Habergeon							
Cloth Short Surcoat							
Cloth Braies / Breeches							
Cloth Hose / Leggings							
Leather Knee Boots							
Kurbul Kneecops							
	60.9lbs.		1,128d				
Location	B	E	P	F	S	T	
Skull	8	15	9	11	4	16	
Eyes	5	8	-	-	3	10	
Nose	5	8	7	5	3	10	
Ears	3	7	2	6	1	6	
Cheeks	-	-	-	-	-	-	
Mouth	-	-	-	-	-	-	
Jaw	3	7	2	6	1	6	
Neck	3	7	2	6	1	6	
Shoulders	10	20	7	17	4	18	
Upper Arms	10	19	7	16	4	17	
Elbows	4	5	3	4	2	5	
Forearms	4	5	3	4	2	5	
Hands	-	-	-	-	-	-	
Thorax (F)	6	16	4	14	2	14	
Thorax (B)	6	16	4	14	2	14	
Abdomen (F)	6	16	4	14	2	14	
Abdomen (B)	6	16	4	14	2	14	
Hips	7	16	5	15	2	14	
Groin	7	16	5	15	2	14	
Thighs	4	9	3	9	1	8	
Knees	5	8	4	8	2	8	
Calves	1	3	1	4	-	3	
Feet	1	3	1	4	-	3	