

IVERSEN MANOR

& "All the Kings Men"



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Eric Hotz (by kind permission)

Location: Meselyne Shire, Kaldor
Holder: Kjer of Aphren, Kt. Commander of the Lady of Paladins
Liege: Bishop of Nurez
Population: 121



Iversen is located between Abriel Abbey and the royal castle at Olokand in Meselyne shire in Kaldor. Located centrally in the shire, this prime manor held by the Laranian church is blessed with quality land, safety from the dangers of the frontier, and reasonable trade and activity along the route between Abriel and Olokand.

Historically, Iversen has been a relatively quiet and peaceful village. The manor was originally constructed by the church in 309 on a grant from Aidrick I. It has been held by the Laranians ever since. By virtue of the protection of the Laranians, the populace have grown accustomed to their peaceful setting.

Most of the peasant population are peonian, as is typical of rural manor folk. While they support the Laranians through their menial efforts, few have any insight into the political activities of the church, nor would they be wise in expressing opinions if they did.

Economics and Agrarian Life

The fief has a total of 1460 acres. The land is of high quality, and a very productive forest lies to the south of the manor property. Of the 1,153 clear acres, the Demesne of 671 acres is managed by the church.

As prime location for agrarian activities, the manor yields a greater amount of high value crops like wheat, though barley and oats are grown as well. A wide variety of vegetables are grown, and the Reeve has recently agreed with the Kt. Commander and is experimenting with a small vineyard.

The village herds consist of a variety of pigs, cattle and goats. However it is the flock of sheep that provide the greatest wealth for the community, as a significant amount of wool is exported to Tashal.

Military Improvements

Since his appointment in 707, the current Kt. Commander, Kjer of Aphren has expended a significant amount of church funds (and perhaps more importantly labour) improving the fortifications at Iversen. Kjer is no fool, and he is well aware that upon the king's eventual death, the political winds will likely match the church against Maldan Harabour. His proximity to the Ambitious Sheriff and bastard son of the King makes his efforts at fortifications all the more important, and the Kings ever declining health and advancing age have only increased the urgency.

Unfortunately, Kjer has few resources and must make do with what he has. He has kept a nearby mason busy reinforcing any weak points in the Chapter house walls. His knights and soldiery train constantly, and they assist in the upgrade of the fortifications. Their work includes improved ditches, palisades, and anti-sapping tunnels.

Sir Kjer's efforts were recently hampered when he lost two of his knights and several men at arms on a routine patrol in the wood. A bandit group led by one Telin the Red who has plagued the area since 718, apparently killed Tanis Barda and Baen Elin.

Sir Kjer is currently awaiting the arrival of two recently knighted Heavy Horse and a manus of soldiery from various Laranian holdings to replace the recent losses.

In addition to the political problems the manor may soon face, Kjer and many other lords have had recurring difficulties with Telin the Red. A competent warrior known for the blood red cloth mask he wears to hide his identity. He frequently loots from whatever lord or manor he chooses, and has continued to do so with impunity for the last three years. The best efforts of several manorlords, and a concerted effort by the Sheriff of Meselyneshire have all failed to capture the man, or uncover his true identity. While several of his lieutenants have been caught and hung, none have been able to name him, nor were they able (or willing) to aid in the bandits capture. Sir Kjer holds a grudge against the man, and believes Telin is also responsible for the recent murder of the village Miller.

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Local Map Key

Iversen is located in the heart of the Kald River valley.

[A] The Chapter house. The structures are in excellent repair, thanks in full to the Kt. Commanders insistence on upgrading fortifications. Iversen chapel is currently in bad need of repair. Sir Kjer's military expenditures hurting the upkeep of the manor in general.

[B] Iversen wood extends off map to the south and east. It covers over 300 acres, and is rumored to be filled with mysterious creatures and lost artifacts. Most townsfolk do not venture very far into the wood, but the knights hunt there frequently. A common tale in Iversen is of the Ogre of Iversen wood. It is a Jarin tale and few give it credence.

[C] Myrium's Grove. Just into the wood is a quiet peaceful grove. A frequent haunt of young lovers, the grove is believed to be haunted by the spirit Myrium, a Jarin woman whom legend tells took her own life rather than marry her chosen match. Romantics come to the wood hoping to find the gift of Myrium's blessing which she gives only to those truly in love.

[D] The village common. Permanent pasture for the village livestock. The northern portion is reserved for the chapters horses.

[E] Mercenary camp. Kjer has scouted this location as an ideal place for mercenaries to camp should Iversen be threatened. Earthworks construction is planned for the summer.

[F] This small orchard is managed by the reeve. Recently a very small vineyard was added. The grapes are not expected to produce acceptable wines for several years.

[G] Mason's Camp. Mortil and his two sons, are masons, and have camped here for several years during good weather to effect repairs on the manor.

The Village Residents

The key numbers below correspond to the numbers on the GM Map and the Village Census form.

1 VILLEIN (Ortin of Bela)

Ortin has a wife and four small children. His eldest son will be old enough to help with the harvest next season.

2 VILLEIN (Arin of Serynë)

Arin recently married Cymrena of Ewen, shortly after she bore him a daughter.

3 COTTAR (Ralarn of Dyrelis)

Ralarn cares for two elderly parents and a half-wit sister. He is unmarried, and his present burdens make it unlikely that his fortunes will change.

4 HERDER (Keles of Heren)

Keles has two strong twin sons Korol and Harin that are able bodied, handsome, approaching adulthood and much sought after as matches by villagers with daughters. Keles owns an impressive flock of sheep, and annually produces some of the best wool in Kaldor. His sons aid him in the fields, while his wife and younger daughter look after the cottage and a toddler.

5 WOODCRAFTER (Corian of Derth)

Size: 4 Quality: *** Prices: Average
Corian hails from Melderyn and he delights the village children with stories of the wizard's Isle—even though he is from Thay and has never visited the island. He is assisted by his wife who is raising their daughter, and an apprentice who works with him in the shop.

6 BEADLE (Horil of Verl)

Horil and his wife have five daughters ranging in age from 6 to 16. Horil is very protective of his daughters and is seeking a match with Keles for his eldest Igrot. Horil leaves most of the policing duties to the Laranians, but handles the Beadles agrarian and court duties.

7 COTTAR (Fael of Balesh)

Fael recently had an argument with his father, and petitioned Kjer for a grant of his own. To his (and his fathers) surprise the petition was granted.

8 COTTAR (Haras of Tarikor)

Haras recently took over his parents' household. He cares for his elderly parent. Given that the clans' acreage has been decreased in each of the last 7 years, Haras should likely have petitioned the Kjer for "retirement" earlier.

9 VILLEIN (Charovian of Ewen)

Charovian has a sickly wife and three strong sons. The eldest is 14.

10 METALSMITH (Terba of Barlis)

Size: 3 Quality: *** Prices: Ave.

Terba's brother Kedris holds the bonded master weaponcraft franchise for the chapterhouse. Terba supports a new bride and a meddling mother-in-law.

11 VILLEIN (Jolas of Lynë)

Jolas and his wife have two adult sons and two daughters approaching marrying age.

12 VILLEIN (Alarlyn of Tyunë)

Alarlyn recently lost her husband to the pox. She holds her acreage for the clan, and is assisted by three able-bodied sons.

13 WOODWARD (Ralshin of Therybel)

Ralshin is a competent hunter and he often assists the knights hunting the wood. His wife dotes over their two daughters, but he is closer to his eldest son Moldir who is learning the forest craft from his father.



14 VILLEIN (Lanë of Margen)

Lanë and his wife are raising two rebellious and difficult teenage daughters. Lanë is an alcoholic, and he beats his wife and daughters frequently.

15 GLEBE (Lymban of Valin)

Lymban is soft spoken and well liked by the villagers and the order. He is highly principled, and often gently prods the Knights with moral issues.

16 COTTAR (Zorbel of Alwen)

Zorbel is in love with Grunila, Lanë's eldest daughter. He lacks the resources to make a good match. Zorbel and Grunila frequent Myrium's Grove. Tension continues to rise between Zorbel and Lanë. While no official notice has been taken of the disagreement, the men have come to blows twice. If the issue is not resolved, one man will likely kill the other.

17 HALF-VILLEIN (Larsyl of Danten)

Larsyl and his wife have been childless for 15 years. They are a kindly couple, and are thought of as adoptive aunts and uncles to the entire village.

18 COTTAR (Pal of Balesh)

Pal and his wife Rela were recently surprised when their son Fael petitioned for a grant of his own after an argument with his father. Pal resents his hot-headed sons actions, but Rela prays daily to Peoni that the rift in her family can be resolved.

19 HALF-VILLEIN (Mun of Kalis)

Mun and his brother Emnan manage this household. Emnan is a half-wit, and Mun is grotesquely ugly after being trampled by a war-horse as a child.

20 REEVE (Iro of Asaka)

Iro and his wife have three daughters and three sons ranging in age from 3 to 16. He is a skilled husbandman, and has been reeve for the past 12 years.

21 HALF-VILLEIN (Loryn of Valador)

Loryn, lost his wife in 716 during the birth of his daughter Alagynë. His other four children despise Alagynë, though Loryn believes she has "the sight".

22 VILLEIN (Porin of Oneswen)

Porin and his wife have five children. Two adult daughters are of marrying age, and an adult son helps Porin with the acreage.

23 MILLER (vacant)

Size: 1 Quality: * Prices: Low

The former miller Reslean of Steris was killed mysteriously, some months ago. Sir Kjer believes Telin the Red to be responsible. Logenen of Aral, Reslaen's apprentice is doing his best to operate the mill until the franchise can be filled. The vacancy is a prime property, and is the subject of much political haggling and intrigue in the Millers' Guild.

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The Chapterhouse

The chapterhouse was rebuilt in stone in 587, replacing wooden fortifications. The church planned for expansion long ago, and the outer walls enclose more space than would be normal for a manor of this size. This has allowed the building of a chapel, barn, barracks, and other facilities to support the military garrison.

[1] Chapterhouse

The chapterhouse hosts a half squadron of knights in addition to the Commander.

[2] Chapel

Falawn Nalasa is a beautiful and idealistic priestess assigned by the Bishop of Nurez to oversee and report upon the large expenditures at Iversen. The Bishop believes the wealth of the church would be better spent saving souls than making kings. Falawn is 26 and shortly after arrival at Iversen began a romantic liaison with Kjer. She loves him deeply, though the ethics of the relationship disturb her.

[3] Barracks

This barracks would support two full companies of men, but currently only a half company reside here. The Mani's are lead by Mongo, the strongest man in several counties, and Tiran Orlis a competent warrior but otherwise dour man.

[4] Barn

Morsyn of Kerdin is a skilled ostler bonded to the chapterhouse. He is a jolly man who happily looks after the orders horses. A devout Peonian, he has a wife and 7 children.

[5] Armoury

Kadir Barlis is a modestly skilled weaponcrafter bonded to the order. He has an apprentice Jayal of Olthen, a highly skilled young woman who claims to hail from Jara. Unbeknownst to Kadir, Jayal is searching for evidence of a powerful Khuzan weaponcrafter from Pesino who was in this area nearly 700 years ago. Jayal is a Jmorvi satia-mavari in the guild of arcane lore, and a competent wizard. Her search has found little of interest, but she recently discovered some Khuzan rune stones deep in the wood. She has told no one of her discovery and she has yet to decipher the ancient runes.

THE LADY OF PALADINS

The current Kt. Commander sir Kjer Aphren is 48. Kjer is a veteran warrior having served at one time or another in many of the church's military positions. Kjer was a commoner from Balimshire. His father was a Yeoman and he entered the church as a common soldier. During the course of his campaigns, Kjer demonstrated great aptitude in battle, and was knighted in 694 for extreme bravery during a skirmish in the Osel march against the Pagaelin. He was soon assigned to the chapterhouse at Iversen, initially as a Knight Bachelor. He was appointed Kt. Commander in 707.

Sir Bolvis Aphren (22) is the eldest son of Kadil Aphren, bailiff of Loxton manor. Clan Aphren has no lands of their own, but the last two generations have been the bailiffs of Loxton. Bolvis hopes that by serving in the order of the Lady of Paladins, he may gain lands of his own. Sir Bolvis is enamoured of Rasadyne of Bartyne, the eldest daughter of the holders of Nothrine manor.

Garon Ebor (23) is a strong, boisterous, and competitive knight. Garon is the sixth child of Clan Ebor. Garon's father is bailiff of Albernet manor. Clan Ebor holds no lands of their own. Garon has three older brothers, and two younger sisters.

Sir Alar Bartyne. Alar is Rosadyne's elder brother. He is very fond and protective of her. He does not know of sir Bolvis' affections, and would be resistant to them. He is an honorable man and chivalrous knight. He has two older brothers, and will likely not inherit.

Sir Kjer is currently awaiting the arrival of two knights of the order to replace his recently killed men.

THE OGRE OF IVERSEN WOOD

There are many tales of the Ogre of Iversen wood. Many are used by mothers to keep children from wandering into the wood. Most such tales are of a monstrous man some 9 feet in height, with great strength, hideous features and a bloodied club.

On rare occasion, a deer or wild boar will be found crushed to death as if by the hand of a berserk warrior. The last such occurrence was in 700.

One strange Jarin Tale claims that the Ogre fled Ivinia from the wrath of Sarajin and that he sleeps until the day that the interlopers can be driven from Jara.

ALL THE KINGS MEN

Difficulty: *Low to Moderate.*

This adventure is designed as an introductory scenario for a campaign based around the pending Kaldoric succession crisis. It is designed to introduce players to the hotbed of political intrigue surrounding the ruling class of Kaldor.

Lead In:

The GM can use a variety of mechanisms to get his party of adventurers to Iversen. If a PC is a member of the Order of the Lady of Paladins, the PC might be assigned to duties at Iversen.

The players might be representing a Miller interested in acquiring the franchise, which would lead them to the manor.

Or they may simply be seeking the notorious bandit Telin the Red who was recently reported in the area.

Kjer will likely want to meet with any newcomers to his manor house. He of course has the authority to give orders to knights and soldiers serving under him, and he will attempt to hire able-bodied adventurers to solve any or all of his several most pressing problems:

[1] The village is currently without a competent miller. Kjer would like the issue resolved quickly, but knows that guild politics can be daunting.

[2] Who killed Reslean of Steris? Aside from replacing the miller, Kjer has been unable to find the killer. While publicly he proclaims Telin the Red guilty of the deed, the bandit is not likely to have killed the miller. Kjer is stumped.

[3] Apprehend Telin the Red. Kjer is certain that the bandit killed his men just two months ago, and is well aware of the bandits activities in the shire. Capturing the brigand would go along ways toward restoring the villagers' faith in the Laranians.

[4] Once Kjer believes the PC's are loyal to him he may send them on a variety of quests and adventures. These might include espionage against one of several nobles in the area. Diplomacy with the Bishop of Nurez, and possibly direct action against Maldan Harabor.

Clues & Rumours

A fair amount of information regarding the Bandit's whereabouts can be provided at GM discretion. Telin is likely to have struck anywhere in Meselyneshire.

Sir Kjer will have information regarding his lost patrol. They were found near the quarry southwest of Iversen. The bodies burned beyond recognition in a giant funeral pyre by the bandits. The Miller was killed on the 30th of Morgat in the night in his bed.

Sir Kjer believes Telin to have been trained as a knight, as he has appeared bearing noble weapons.

The Truth

Maldan Harabor knows that in order to secure the throne, it is likely that he will be forced to fight a civil war. At the very least he must be in a position to credibly pose the threat of war. As his strongest base of operations is in Meselyneshire, it is critical that when Miginath dies he must have absolute control of the surrounding area. His current activities are designed to do just that. Maldan has employed a number of spies, mercenaries and agents throughout his domain for the purpose of destabilizing the military power structure of potential opponents.

As the Laranian Priesthood's loyalties lie closer to Dariune than to Maldan, he realizes that the church is likely to be the first (and only credible threat against him in his immediate vicinity.) While other lords could present problems for him, only the church has enough of a standing military force to present him with immediate difficulties.

Given its proximity to Olokand, Iversen (and the Abbey at Abriel) are the principle immediate threats against Maldan. The sheriff is currently engaged in several activities against his enemies. In particular, he has through Baron Wevran Ethasiel at Setrew undertaken one covert, and highly dangerous operation. Maldan wants to remain as far removed from the process as possible, thus his involvement is limited to direct contact with the Baron. He has however asked Baron Ethasiel to assist him in "weakening the sword arm of the church" in Meselyneshire. He is aware of the Barons methods.

Ethasiel has for some time secretly supplied information using his spy network to the bandit Telin the Red. Telin in turn has leveraged this knowledge and his combat abilities to gain dominance over most of the independent brigand operations in the area. Telin is successful, as he has never let anyone (other than the Baron) know his true identity, not even to his fellow brigands.

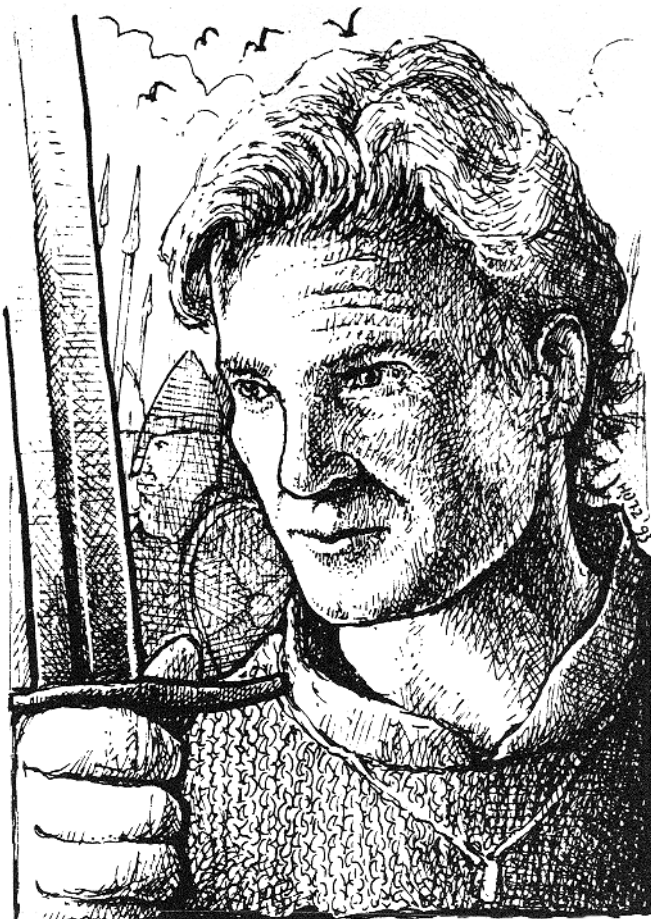
When Telin is supplied with intelligence, he uses it to join a brigand unit in the area, plan and implement a raid on the selected target, collect as much loot and deal as

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much damage as possible against his enemies. Telin has great leeway in choosing his targets. He is free to loot from any lordship province (even Olokand or Setrew) as the principles themselves hope to avoid implication, and loot acquired through brigandage is simply an expedient method of raising additional taxes upon the populace. However, Telin is extremely careful when raiding holdings of either the baron, or the sheriff. To date no casualties have occurred in raids of these lands, nor have any of the lords' personal properties been touched.

Telin has recently stepped up his assaults, and it will soon be clear that he is targeting the lands held by the church.

Baen Elin



Baen is in fact not dead, but missing. He is also the notorious Telin the Red. In addition to playing the role of Telin the Red, Baen was spying for the Baron upon the chapterhouse at Iversen. However, over time, his cover began to wear thin. Reslean of Steris was the first to recognize that Baen was more than he seemed, but he died mysteriously in the night before he could warn anyone. Baen was also sloppy in that slaying, and his fellow

knight, Tanis Barda, began asking questions, so Baen arranged for a Bandit ambush while on patrol, and murdered his own patrol. The brigands brought a murdered peasant similar in size and shape to Baen for the funeral pyre.

Previously Baen's activities had been limited by his duties at Iversen. Now that those have been relieved, he has stepped up his campaign.

Baen also insulates himself from his brigand units. He "loans out" his red mask to various brigand leaders and provides them intelligence in exchange for booty. Only on rare occasions does Baen actually participate in raids.

Resolution

This scenario should provide for an ongoing mini-campaign. The player should first encounter Telin the Red in the form of one of his lieutenants. Once a few lieutenants have been rounded up, the players may begin to track Telin the Red in person. This may eventually lead them to Baron Ethasiel, and possibly even to Maldan Harabor. The quest can be an intermittent one, with various aspects handled at GM discretion.

The Ogre of Iversen Wood

The truth about the Ogre is somewhere between legend and rumor. The great Ogre Olaf was one of the Pradeyalkri who managed to flee from Ivinia and survive the wrath of Sarajin. According to legend he gave Njehu, the Lord of Whales, a gift and was carried on his back to Hårn as a token of gratitude. Olaf was washed ashore and felt alone and so he wandered inland in search of something to fill his loneliness.

He was found by a heretical band of female Ilviran worshipers who mistook him for a unique Ivashu. Unlike Ivashu, Olaf was not sterile, and his liaisons with the Ilviran Priestesses generated a few progeny, who eventually left the wandering clerics to establish lives of their own. There are few Ogres on Hårn, but they are fierce warriors.

Torg, son of Olaf has been in Iversen wood for centuries. Unfortunately for Torg, in his early years he was trapped by a viscous wizard in a spell that forces him to sleep 19 years in 20. Torg awakens on the 1st of Nuzyael and lives normally for a year before returning to his well-hidden lair and sleeping for 19 years. Torg will next awaken at the beginning of 720.

Torg is not a particularly evil Ogre, and would likely try to protect any humans who could dispel the magic that forces him to hibernate for two decades.

FIEF: IVERSEN HOLDER: LADY OF PALADINS			LEIGE: CHURCH OF LARANI REALM: KALDOR				VILLAGE CENSUS FORM YEAR: 720 Tr		
TENANT HOUSEHOLD Name / Occupation		ML	Size	Acres Serf Free		Labor Days	Kind Rent Fees		Notes
1	ORTIN / VILLEIN	-	6	24	-	96	60	30	
2	ARIN / VILLEIN	-	3	21	-	84	60	27	
3	RALARN / COTTAR	-	4	3	-	12	60	9	
4	KELES / VILLEIN	-	5	34	-	0	60	40	HERDER – NO LABOR DAYS
5	CORIAN / WOODCRAFTER	-	4	-	5	-	90	131	FEES INCLUDE 120d
6	HORIL / VILLEIN	-	7	29	-	0	60	35	BEADLE – NO LABOR DAYS
7	FAEL / COTTAR	-	1	2	-	6	60	8	
8	HARAS / COTTAR	-	3	5	-	20	60	11	
9	CHAROVIAN / VILLEIN	-	5	29	-	116	60	35	
10	TERBA / METALSMITH	-	3	-	25	-	210	175	FEES INCLUDE 144d
11	JOLAS / VILLEIN	-	6	28	-	112	60	34	
12	ALARLYN / VILLEIN	-	4	37	-	156	60	43	
13	RALSHIN / VILLEIN	-	5	40	-	0	60	46	WOODWARD – NO LABOR DAYS
14	LANÊ / VILLEIN	-	4	36	-	144	60	42	
15	LYMBAN / GLEBE	-	1	-	30	-	-	-	GLEBE INCOME IS 4160d
16	ZORBEL / COTTAR	-	1	5	-	20	60	11	
17	LARSYL / HALF-VILLEIN	-	2	19	-	76	60	25	
18	PAL – COTTAR	-	2	4	-	16	60	10	
19	MUN / HALF-VILLEIN	-	2	11	-	44	60	17	
20	IRO / VILLEIN	-	8	40	-	0	60	46	REEVE – NO LABOR DAYS
21	LORYN / HALF-VILLEIN	-	6	20	-	80	60	26	
22	PORIN / VILLEIN	-	7	23	-	92	60	29	
23	(VACANT) / MILLER	-	-	-	0	-	0	0	NO INCOME

TOTALS	89	412	60	1,076	1,440	832
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IVERSEN 8

GENERAL DATA

Topography	Lowland
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Gross Acres	1,460
- Woods Acres	307
= Cleared Acres	1,153
- Tenant Acres	482
= Demesne Acres	671

Labor Pool	11,000
Labor Obligation	1,092

Land Quality	1,15
Fief Index	1,15
Trade Index	1,20

LORD'S HOUSEHOLD

Name/Occupation	ML	Each	#	Total	Loyalty
Kt.Commander (inc. Steed)	-	4,700	1	4,700	-
Chamberlain	-	800	1	800	-
Cook	-	500	1	500	-
Alewife	-	400	1	400	-
Servants	-	300	6	1,800	-
Clothier	-	900	1	900	-
Ostler	-	1,300	1	1,300	-
Physician	-	1,200	1	1,200	-
Teamster	-	900	1	900	-
Priest	-	2,300	1	2,300	-
Weaponcrafter	-	1,800	1	1,800	-
Knights (inc. Steeds)	-	3,200	5	16,000	-
Light Foot	-	576	10	5,760	-
TOTAL				38,360	

MANOR BUDGET

WE: 1.00	YIELD	ACRES	LABOR	KIND
1 Woods	21	7	63	+ 147
2 Crops	69	470	2,820	+ 32,430
3 Pasture	104	470	4,700	+ 48,880
4 Waste				
5 Total Harvest			= 7541	= 81,467
6 Crop Seed	470			- 5,640
7 Winter Feed	470			- 5,640
8 Fief Maintenance	1,153		3,459	- 6,918
9 Assart	0		0	+ 0
10 Fief Income			= 11,042	= 63,259
11 Demesne Income				+ 36,814
12 Tenant Rents & Fees				+ 2,272
13 Glebe Revenue				+ 2,080
14 Taxes & Tolls				+ 3,456
15 Amercements				+ 1,320
16 Feudal Income				+ 0
17 TOTAL INCOME				= 45,942
18 Household				- 38,360
19 Feudal Payments (<i>military service</i>)				- 0
20 Tithe (<i>to the poor if there is no deficit</i>)				- 1460
21 Labor Hired				- 4,276
22 Political Expenses				-
23 TOTAL EXPENSES				= 42,636
24 PRIVY PURSE				= 1846