



Sir Morek and his eldest son

Medarsin, a modest manor held by members of Clan Lasvarn, lies next to the Kald River southeast of Olokand.

HISTORY

The area of Medarsin once was the site of a hunting lodge built in 234 TR by King Lotin the Gray of Nurelia, who named it after a favorite falcon. The wooden lodge was expanded fifty years later to include a small village, as the hunting in the area had declined. In 299 TR, the village of Medarsin was attacked by Kath warriors, who slew many of the villagers and burned down the old hunting lodge.

The manor was refounded six generations ago by members of the Lasvarn clan who were early supporters of Fierth the Usurper. Two brothers, Everard and Morwen of Lasvarn, commanded a company of mercenary infantry and were granted 1,600 acres of rich farmland on the Kald River. The elder, Everard, then lord of Medarsin, supported the baseborn king's claim until Fierth's son, Uthred, was assassinated. Morwen, the younger of the two brothers, broke with his support of the House of Orgael in 376 and was declared outlaw by his brother. For 40 years Morwen spoke for the return of the House of Tane. When Aidrik III came to the throne in 406 TR, the crown supported Morwen as the new lord of Medarsin. Enemies of Clan Lasvarn whispered that Morwen was even encouraged and supported by his elder brother, who never tried to capture him, to ensure that one of the brothers would always hold the fief. Since that time, members of Clan Lasvarn have been strong supporters first of the House of Artane and then of the Elendsas, as the clan's lands lie only one and a half leagues from the great stronghold of the Earls. Due to this proximity, the clan has been careful to show, if only outwardly, the strongest support to the lord at Olokand.

Traditionally, the clan has worshiped Larani, although the great-grandfather of the current lord caused an uproar and earned the scorn of many by converting to Ilvirism and making the pilgrimage to Araka-Kalai toward the end of his life. In recent years, the manor has prospered and grown, and its current lords have earned fame on the battlefield and at tourneys.

Location: Nelafayn Hundred, Kaldor

Government: Sir Morek Lasvarn

Liege: Sheriff of Meselyne

Population: Village 141; Manor 19

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GOVERNMENT

Clan Lasvarn holds only Medarsin Manor. The head of the clan, 51-year-old Sir Morek, has held the position of lord of this prosperous manor since his father's death at the Battle of Geda in 687 TR. The clan, through Morwen of Lasvarn, was ceded the fief in 406 TR, as a reward for their efforts in the Kaldoric Civil War, and Morwen's heirs have held Medarsin ever since.

Sir Morek is a stern but fair man with a soft spot for his children, particularly his daughters. His wife, the 48-year-old Lady Mala, is a distant relation. Together, the couple have seven children, two sons and five daughters. Ignok (b. 691 TR) is the eldest son and heir, while Kesu (b. 695 TR) is a talented tourney knight. The five daughters are Mylenia, born 692 and married to Sir Bromis of Yalgeth in 712 TR; Siobhan, born 698 TR; Denerelle, born 699 and married in 718 TR to Sir Edric of Quarne, lord of Goffin Manor; Keriela, born 702 TR, married this year to Sir Arlin of Quarne; and Pessele, born 705 TR.

Medarsin Manor is located in a safe and fertile part of Meselynshire away from the frontier. As the fief is on the Kald's bank opposite the Fur Road, little merchant traffic passes through, except from Terendra and Rhustan, or when a riverboat chooses to stop at the village. Those from the two manors to the south only travel through Medarsin when going on to Olokand, as the road to the hundred moot at Abriel Abbey does not run through the fief.

The lord of the fief owes the service of a knight and three light footmen to the sheriff. Sir Morek has started sending one of his sons to fulfill his knightly obligation, as he is becoming too old for battle. Eadwin, the village beadle, is also sent, although as a longbowman he substitutes for the clan's feudal duty of the light footmen. In addition, the manor house is defended by the beadle's two eldest sons, who are average bowmen, and Squire Kered and Tanin the metalsmith, who can be outfitted as light horse.

TAXES

With his younger son's advice, Sir Morek but lightly taxes passing merchants and travelers. As Medarsin lies off the main road but next to a busy river, the lord tries not to discourage what few travelers the fief gets. Sir Morek dislikes petty squabbles and views hallmoots as a necessary evil. He encourages the Reeve to solve any small problems by himself and grows angry if something gets out of hand. He has been known to levy heavy fines on those in the wrong if an issue is brought before him. The villagers try not to cause disputes, knowing that the lord's justice can be harsh, albeit fair.

RELIGION

Similar to the other manors in the Nelafayn Hundred, most nobles worship Larani, while the serfs worship Peoni. Worship of Agrik, Morgath, or Naveh is punishable by drowning. Worship of other gods is tolerated as long as it stays underground. All of the villagers in Medarsin worship Peoni and look to Ebasethe Malan for spiritual guidance. The Laranian Matakea, Cressaen of Hibern, recently died, and Sir Morek has sent to Abriel Abbey for a replacement.

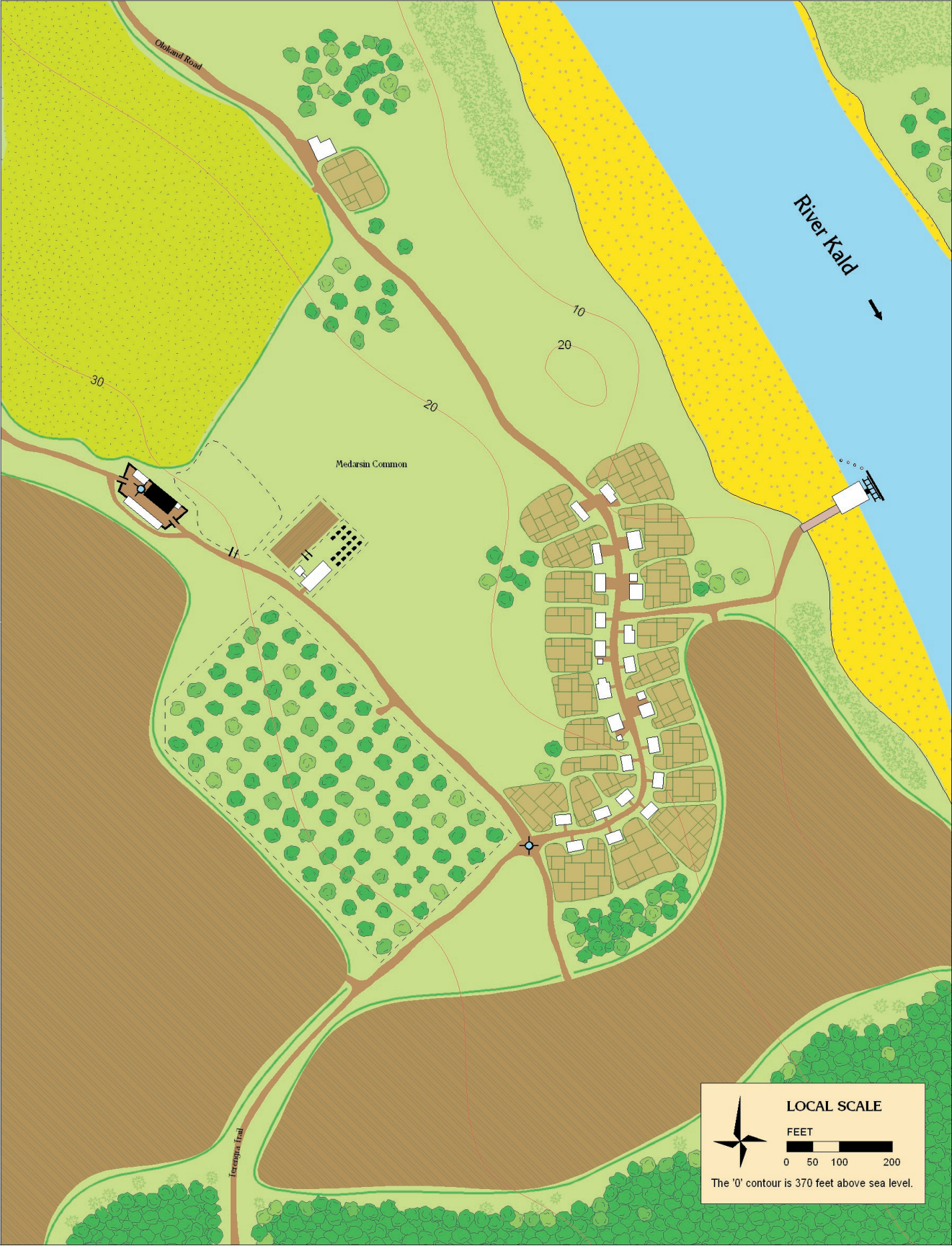
The most important religious holiday for the villagers is the Peonian feast of Mynara the Walker, on the 28th of Morgat. Although this ancient wandering saint of northern Kaldor has no official feast day, tradition has it that Mynara passed through the area on that day. At the feast, the lord of the manor dons a crown of holly and walks in a circular procession around the village. He then sits with the villagers on the common and shares in a feast that they provide. As a boon, the lord usually grants a pig from his herd to each family.

ECONOMICS

The eastern half of the Nelafayn Hundred has been settled for hundreds of years. The manors along the banks of the Kald River have some of the richest, most fertile soil in all of Kaldor (or Hârn for that matter). With some of the best land in Meselynshire (LQ 1.18), the manor provides for the villagers and its lord. The fief has a total of 1620 acres, 340 of them wooded; 782 of the 1280 cleared acres are demesne.

On the 500 acres devoted to farming, high-value cash crops such as flax and wheat are grown. Besides these cash crops, the Reeve also insists that a few furlongs of oats, hay, and vegetables are planted every year. The manor also keeps some livestock, and some 300 acres are used for their pasture. The lord has ordered that a small crop of hay and oats be planted to keep the clan's horses fed and healthy during the winter. The villagers' pigs are allowed to forage in the woods. The majority of the herd is made up of some 900 swine, but the lord also has a herd of 60 head of cattle (40 cows, 20 oxen) and 200 sheep, which usually graze on the northern or western borders of the manor.

Fishing also plays a important role, as several of the poorer families fish the Kald to supplement their income. Sir Morek allows this and only demands one fish in twenty for his own table. The manor exports its wheat and flax to Olokand. After the harvest, the lord will usually send a member of his family along with others to sell the surplus crops and bring the livestock to market.



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1 MANOR HOUSE

Medarsin is located on the west bank of the Kald River one and a half leagues southeast of Olokand. The manor house complex is described separately below. Nearby, is the close pasture. An apprentice ostler takes the horses out of the stables each morning to graze. As the stable is not large enough to house all the clan's horses several of Sir Morek's palfreys are kept here overnight. North of the pasture, the village common is the site of the feast of Mynara the Walker, plus the traditional Peonian festivals on the 4th of Peonu and the 4th of Azura.

2 ORCHARD

Sir Morek's grandfather replanted this orchard 75 years ago because the trees had matured past the point of producing fruit due to lack of proper maintenance.

3 GLEBE (Malan of Gors)

Size: 2

Ebasethe Malan, the village priest, is a good man of middling years, but has succumbed to temptation several times. His apprentice, Esolani Toram is a headstrong lad of fourteen.

The Peonian temple is made of wood, and the priest and acolyte live in the shack to the west. The cemetery and the temple's croft are fenced off from the village commons. The temple is the manor's old barn; it was dedicated to Peoni in 691 TR after a new stone barn was constructed close to the manor house. The building now houses a room on the north end for a hospital and storage. The worship hall is plain, but it does contain a beautifully simple charcoal drawing of the goddess on the east wall.

On the north side of the cemetery, there is a parcel of land marked with a line of white stones. In this area, the Peonian priests have buried those they have deemed to have done more wrong than good. These burials are inside the cemetery because Peoni forgives, but are farthest from the temple because these people had strayed the most in life. Although this practice may run against the faith's view that forgiveness is automatic and complete with a sincere confession, it is still carried out today.

4 HALF-VILLEIN (Nemiral of Dalith)

Size: 12

Nemiral is not too bright. Although both he and his wife have night black hair, the fact that three of his children have hair exactly like Osric [9] has never occurred to him. The birth of his first son was a blessing, as Nemiral thought for five years that his wife was barren before the birth of their eldest, Gerwein. Nemiral's wife, Kela, wanted children so much that she got pregnant from other men.

5 MILLER (Tommas of Maelorus)

Size: 5 Quality: 4 Prices: High

Tommas and his wife Ruyth hail from Gardiren, where Tommas was apprenticed. Ruyth followed her love from Gardiren to Tonot to Medarsin, wedding him when he was awarded the manor franchise in 718 TR. Tommas and his wife are in reality half-brother and half-sister. They grew up in the same house and were caught "playing" at age seven. The young couple is expecting their second child this winter. The miller takes 1/10th the grain as payment for grinding; he keeps two apprentices, Unien and Haye.

The mill is one of the largest buildings in the village. It is a two-story wooden structure, and is built on wood pilings that raise it about two feet off the ground. Several pilings lie upriver to protect the water wheel. The mill is slowly sinking into the sand, and Sir Morek does not relish the thought of paying to replace it. The miller, his wife, his daughter, and the apprentices sleep in the building.

6 WOODCRAFTER (Maros of Vafeg)

Size: 3 Quality: 3 Prices: High

Maros and his clan hail from Olokand, where his cousin Elemon holds a franchise. The Woodcrafter has had three wives, all of whom have died in childbirth. His one son helps with the business, which is known for its table-making, the one thing Maros does well. Maros has agreed to take one apprentice from Baseta, Brandis, who will sleep in the workshop after he arrives. The Woodcrafter's pride and joy, a sixteen-year-old comely daughter named Tress, is in love with Sir Kesu.

7 YEOMAN (Eadwin of Scett)

Size: 10

Eadwin is the village beadle and a longbow yeoman. He is the brother-in-law of the Reeve [11] and the head of Clan Scett. His chubby wife, Arsyn, is secretly a worshiper of Save-K'nor, although he and the Reeve know this. She is the only serf in the village who knows how to read and write, but she is teaching the Reeve's oldest son. Eadwin has four sons between 10 and 15, two of whom are fair shots with the longbow.

8 WOODWARD (Mayald of Scett)

Size: 5

Mayald's clan has held the office of village woodward for the past forty years. He is a kind and just man who is known for his honesty and generosity. The woodward and his sixteen-year-old son frequently are away from the village, as there are woods south of Medarsin and the lord enjoys hunting. His gossipy wife and two daughters tend the cottage when the men are away. Mayald's son, Firan, who has a temper, looks nothing like the rest of the family. The woodward found the boy as a babe in the woods to the southeast, cradled in the arms of a dead woman. The blond-haired Firan is in love with Tress of Vafeg [6]; he is planning on asking for her hand, unaware of her love for the manor lord's son.

9 VILLEIN (Osric of Metrel)

Size: 5

Osric is a quiet man and a somewhat mysterious figure in the village. Twenty years ago, he and his four sisters showed up in the village, and the lord granted them thirty-one acres. He has bright red hair. Two of his sisters are good weavers; they spin and dye many of the villagers' clothes.

10 HALF-VILLEIN (Calweir of Messel)

Size: 5

Calweir has only one eye. Seventeen years ago, when Calweir was eighteen, Sir Morek's previous squire was grievously ill with a stomach disease, so on a whim the lord chose the serf to squire for him at the Royal Chelebin Tournament. When Calweir returned, he was bruised all over his body and short an eye. To this day, he still won't discuss what happened.

11 REEVE (Laris of Olanliy)

Size: 6

Laris is the village Reeve, clan head, and chief supporter of Clan Lasvarn. Medarsin would not have prospered as well as it has without his know-how and work ethic. Laris has a good knowledge of agriculture and is the best farmer in the village. The Reeve is well rewarded for his loyalty and wisdom. His oldest son is a good friend of Ignok, and Sir Morek is considering granting Laris 10 more acres of land. The Reeve lives with his sickly wife, two sons, a daughter, and an elderly mother. He owns two oxen, which he treats like children.

Laris' two oxen have been branded with Peoni's holy symbol on their left flanks. Ebasethe Malan blesses the oxen every year on the 3rd of Peonu and allows them to spend that one day in the village temple, where they are fed and tended by Esolani Toram.



12 COTTAR (Rolin of Waeler)

Size: 7

Thirty-year-old Rolin has not remarried after losing his wife last winter. His two oldest sons, Mykkel and Edan, can both be seen fishing at the river most days. Rolin's older sister, Ezibel, has never been interested in marriage, and she seems overly fond of Charyn [23], though the feeling is not mutual. Rolin acts as the village thatcher.

13 COTTAR (Haka of Dalith)

Size: 11

This family of eleven is the poorest in the village. Haka and his wife have nine children; the oldest is twelve. Haka is a fugitive Taela tribesman who ran away at seventeen after killing the chieftain, who had maimed his mother. He is not well liked by the villagers, who call him "the savage" behind his back. His wife Lesime is second cousin to Nemiral [4]. Haka arrived at the village twelve years ago, and is now thirty. Shortly after arriving, Sir Morek granted him an acre and allowed Lesime to marry. At the next hallmoot, Haka is planning on asking the lord for more land so that he can feed his ever-hungry family.

14 HALF-VILLEIN (Obros of Teraein)

Size: 4

Obros is a desperate man. He likes to wager on anything with anyone and now owes 50d to about ten villagers. Several months ago he "borrowed" some silver from a traveling clothier and hid it in the family croft. His wife Alagra discovered the coinage and passed it on to the Peonian priest, who is holding it for safekeeping. Obros knows that robbing one of Peoni's servants is worse than taking from a merchant, but the temptation may soon be too great.

15 HERDER (Erwyn of Gerton)

Size: 12

Erwyn has nine children ranging in age from one to seventeen. It is some comfort to him and his wife and so many of the children have survived, as he lost his second son in a milling accident. Erwyn rarely says a word, because his mother, a toothless white-haired dwarf of a woman, rules the cottage with an iron fist. He usually brings three of his sons along with him to tend the herds.

16 COTTAR (Danal of Jaclar)

Size: 3

When Danal was little, he broke his left leg playing, and it never truly mended. Three years ago, as punishment for not being able to work his land, the lord took away five of his acres. Danal is twenty-five and has never married. He lives with his mother and aunt, who constantly harass him. The two women raise money by selling their favors; both have been fined for leirwite.

17 HALF-VILLEIN (Jevas of Rease)

Size: 4

The Rease clan head, Jevan, and his second wife, Lyndra, live with their two excitable children. Tamyk, Jevan's son from his first marriage, is a Meken of the Lady of Paladins at Whyce Chapterhouse. Jevan can't believe that his oldest has forsaken Peoni by serving another. His son does not visit often.



18 VILLEIN (Taryn of Awesyl)

Size: 7

Taryn is the village drunk. He always has an ale in his hand to "wet his whistle." The fact that his wife, a rotund woman of nearly thirty years, is the best alewife in the village only adds to Taryn's problem. Taryn has four daughters and one son. Their mother usually sends one of the children to watch over their happily intoxicated father.

Whenever a new batch of ale has been brewed, the alewife hangs several stalks of straw outside by the village's well. The color of the straw is said to match the quality of the brew: the more golden the straw, the better the ale. Taryn's wife, Penelena, always seems to hang up richly golden-colored straw.

19 HALF-VILLEIN (Sedris of Messel)

Size: 7

This family struggles to keep food on the table. Sedris, a proud man, feeds his wife, Lelen, and their children by poaching. His homemade bow is hidden in the branches of a willow tree in the woods to the south-east. Sedris is also in charge of tending the hedges.

20 VILLEIN (Jeldak of Waeler)

Size: 5

Jeldak is uncle of Brant [24] and acts as the manor's teamster, as he owns the largest wagon in the village. With the lord's permission, in his spare time he will take goods to the market in Olokand. Typically his younger daughter, twelve-year-old Shennga, will accompany him. Sir Morek allows them both to carry shortbows and staffs when traveling. The guilds in Olokand have Maros [6] watch Jeldak closely and report on his trips.

21 VILLEIN (Sheras of Teraein)

Size: 4

Sheras lives with his three younger sisters after losing both of his parents last year. Five years before, Sheras' father was given ten acres of freehold land. He is considered the most eligible bachelor in the village, and is currently courting Penlise, the eldest daughter of Jeldak [20]. Two of his sisters are planning on joining the Order of the Balm of Joy.

22 HALF-VILLEIN (Myrase of Rease)

Size: 2

Myrase and Vivinan are an early couple who by work and fortune have lived long happy lives. They adore children, and have six surviving grandchildren of their own. More importantly, despite the fact that they are near seventy, they still watch over all the village children, who affectionately call them "Napa" and "Pana". Their son Jervas [17] is now the clan head and fulfills their labor obligation. This couple is devout. They give one third of their income to the Peonian temple.

23 HALF-VILLEIN (Charyn of Scett)

Size: 3

Charyn's husband ran off a year ago, leaving her and her two daughters, Erwya and Kethele, to fend for themselves. Her acres are held in trust by the lord, who doesn't have the heart to take them away. Her daughters are exceptionally bright. Charyn gives heavily to the Peonian temple, in hopes that Ebasethe Malan will tutor them.

24 VILLEIN (Brant of Waeler)

Size: 6

Brant became clan head after his parents and three brothers died when their cottage burned down. Originally, as the youngest in his family, Brant was thinking about joining the Irreproachable Order. He has a good and kind wife, Mesela, who is the best cook in the village. She sometimes works at the manor helping the cooks if there is a guest present whom Sir Morek particularly wants to impress. Brant has two sons and two daughters, ranging in age from four to thirteen. He is also the village beekeeper, and, with the help of his eldest son, he tends the lord's orchard.

25 COTTAR (Saenye of Rease)

Size: 4

Saenye is the sister of Jervas [17]. Her husband Elos died four years ago of a lung disease. Her sixteen-year-old son, Maek, now tends the family acres and fishes. She has two comely daughters, Sira and Staecyn, who take after her looks.

26 HALF-VILLEIN (Rhael of Olanliy)

Size: 5

Rhael is a lazy, fat slob. However, he is a fair farmer, so the lord turns a blind eye. He has twin sons, aged thirteen, who work his labor obligation for him. The twins often take care of their newborn sister. Rhael's lusty wife Feya has been sharing her charms with Jeldak [20] for the past ten years.

27 VILLEIN (Bulen of Gerton)

Size: 4

Bulen speaks with a squeaky voice and is quick to take a slight. After years of fruitless toiling, he is sick of never getting ahead. Bulen's wife is beaten weekly, and the two children still at home live in fear. His eldest daughter has escaped her father's wrath by working as a servant in the manor house. Bulen owns the only two bulls in Medarsin.

28 WOODLAND

This lightly wooded land extends further to the south. It is a favorite hunting ground for the nobles. Sir Morek sometimes sends the beadle along with the woodward to ensure that poaching and banditry are kept to a minimum.

OTHER PLACES OF INTEREST

Next to the beadle's cottage, there is a grassy knoll, known as Lookout Hill. It has been used to gaze out over the river to search for boats and to look north over the road to Sangara. The fact that the village children now run down it into the water yelling "lookout, lookout" has only reinforced the name.

In the woods about a tenth of a league to the south is an old dead tree leaning in the ground. Known as the mummer's tree, its branches are decorated with bright strips of cloth, placed there by women who are seeking the love of a man. Many prayers to Yselde the Trothmaker, the Peonian patron saint of honorable love, are said here. Yselde smiles when bright colors of cloth are used. It is ill luck to remove anything from the tree. Legend has it that if the tree should fall and hit the ground, the village will suffer a blight. The village woodward claims that the tree seems to be leaning more now than ever.

THE MANOR HOUSE

The current manor house complex is a walled group of four buildings in a collapsed rectangle shape that sits on a hill overlooking the village and the ostler's green below. The structures were built in three phases. The oldest phase was built in 691 TR; it included the barn/stable and the surrounding wall. The second phase saw the construction of the kitchen and the metalsmith's workshop in 698. The last phase, an elegant new manor house, was completed last year. This new building replaced the previous wooden house, which burned down in 717 TR.

The courtyard is surrounded by a ten-foot tall unmortared stone wall and two oak gates. The two-story manor house is constructed of stone quarried west of Abriel Abbey. The building includes a great hall, bedrooms, an armory, and a cellar. The kitchen is made of wood and lies west of the manor house. The metalsmith has a wooden workshop built next to the kitchen. The large barn doubles as a stable and can hold up to 10 horses, with plenty of storage in the ample hayloft. The barn is constructed of older, moss-covered limestone.

Both stone buildings have slate roofs and have walls one to two feet thick. Some rooms have shuttered windows. The undercroft has a vaulted ceiling and forms the stone floor of the ground-level rooms in the manor house. The floors of the second-story rooms and hayloft are built with heavy oak beams and planks. The remaining buildings have hard-packed dirt floors. The courtyard is unpaved except for a two-foot wide area around the well.

[1] Undercroft/cellar - This below-ground room is used to store food, wine, and winter stores for the manor. It can only be reached by a ladder from the chamberlain's quarters, a fact that Arin, the chamberlain, puts to good use. Recently, Sir Morek has quietly instructed that a tunnel be built to the nearby kitchen; it currently runs only about five feet to the northwest before ending.

[2] Hall - The grandest room in Medarsin occupies the majority of the building's first floor, rising to a timber-framed peak and filled with light from its shuttered windows. The hall holds two fireplaces and three small tapestries, which are exquisitely made. At night, many of the servants sleep here.

[3] Chamberlain's room - This small room houses the manor's elderly chamberlain, Arin of Barwyn, who is an overworked and under-appreciated member of Sir Morek's household. Arin's Jarin parents originally hailed from Rylsture, (now Turenborg in Orbaal), where they were rescued by Sir Morek's great-grandfather. Arin still has relatives in that hamlet.

[4] Cooks' room - This tiny room was built to house the two flirty and round cooks, Lelene and Torlyne of Mest. Sir Morek enjoys a good meal, which they can provide, and his heir Sir Ignok was persuaded by the sisters to have his father grant the cooks a room. The rest of the culinary staff sleep on the floor in the kitchen.

[5] Chapel - The small chapel holds a corner niche with a bronze statue of the Lady of Paladins in it. A cot for the chaplain lies in the opposite corner.

[6] Lord's room - This room, the second largest in the manor, is where the lord and lady sleep. The chamber doubles as a solar, and Sir Morek keeps meticulous records locked in a chest under the table. The room contains a fireplace and an old, but well cared for trunk, one of the few items saved from the fire.

[7] Heir's room - Sir Ignok sleeps here most nights. When he is missing, giggling can be heard from the cooks' room downstairs.

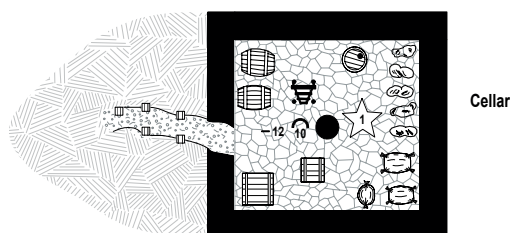
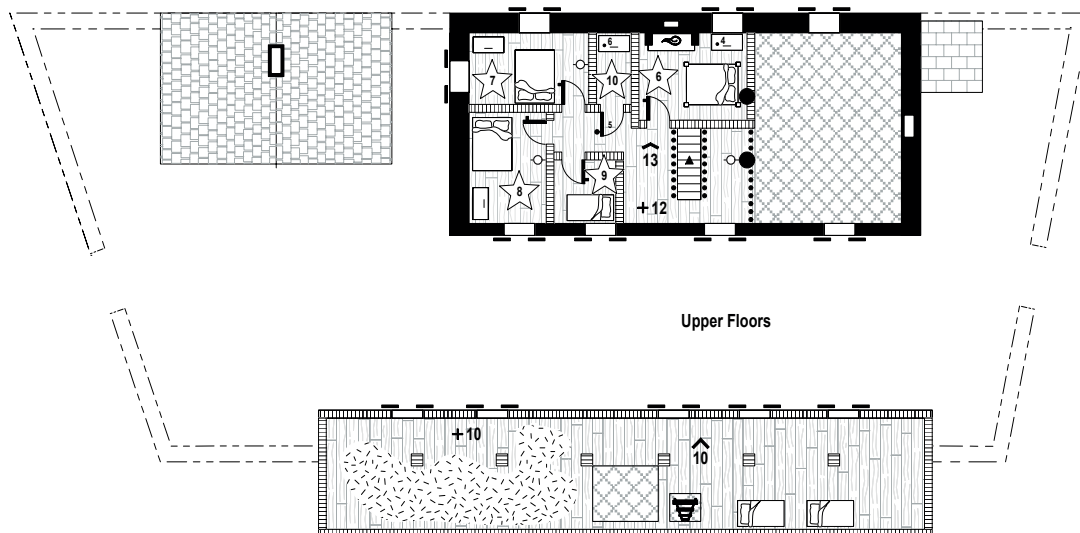
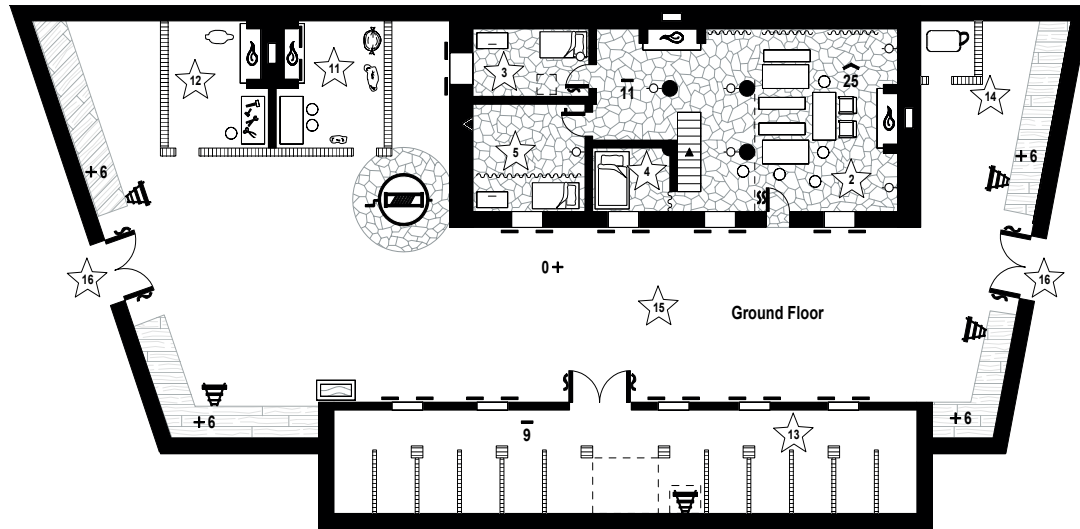
[8] Guestroom - When he is at home, Sir Kesu sleeps here in this comfortable room. During cold nights, a brazier is brought in to warm the bedchamber.

[9] Guestroom - This room was built as the manor's guestroom. Currently, it holds fifteen-year-old Pes-sele, the youngest daughter of the lord.

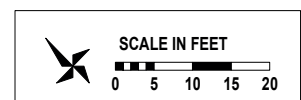
[10] Armory - Clan Lasvarn keeps most of its bladed weapons in this room. There is one large trunk, which holds shortswords for the militia. A rack above it holds the militia's spears and shortbows. The militia's shields are kept in the cellar, and the knights keep their armor in their rooms.

[11] Kitchen - A two-room wooden building contains the manor's kitchen. (The other room is occupied by the smithy.) The kitchen is the domain of Lelene and Torlyne, the two cooks favored by Sir Ignok. Lelene, the elder, usually rises early and starts the bread-making, while her younger sister brews the ale and doubles as the manor's midwife.

[12] Smithy - The kitchen and smithy share a wood building that contains a workshop and sleeping area for Tanin of Keest. Tanin is a large and jolly man who grew up in Kathane and thus knows how to fight and ride. The twenty-five-year-old bonded metalsmith is best of friends with Maros [6], the village woodcrafter. Tanin has never expressed a desire to marry or take on an apprentice.



All surfaces earth unless otherwise noted



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[13] Barn/stables - This building, one of the largest in Medarsin, functions as the manor's barn and stable. It is two stories tall, and the ground floor has stalls to hold 10 horses (others are usually kept in the close pasture to the east). The remainder of the ground floor is given over to storage, and the hayloft is usually kept full.

[14] Latrine - This is a small, smelly, and well-used shack.

[15] Courtyard - The courtyard can get muddy after a good rain. The yard is surrounded by a ten-foot stone wall, with a six-foot wooden parapet on the inside.

[16] Gates - These two identical gates are on opposite ends of the complex, requiring an attacker to spilt his force to watch both. The gates are heavy oak, studded with nails. During the day the south-eastern gate is left open. It is usually watched by one of the beadle's sons.

Sir Morek of Lasvarn

Sir Morek of Lasvarn is a kind-hearted, amicable lord. Having seen 51 winters, he is past his physical peak. His hair has started to turn gray, and his joints have started to trouble him. However, his mind is as sharp as ever, and he is still capable of short bursts of energy.

Sir Morek is no fool. He knows that the political situation in Kaldor is fast deteriorating, and that it is only a matter of time before Maldan of Harabor raises his banners against another claimant to the throne. With Olokand only one and a half leagues away, Clan Lasvarn is required to stay on good terms with the Sheriff, as the town holds the hundred's military and economic might. Clan Lasvarn seeks to accomplish this by always being the first to deliver the soldiers and money demanded by Maldan. While Sir Morek respects his liege, he cannot stand Maldan's heir, his son Mirald. The lord of Medarsin hides his disdain behind a mask of politeness, but his wife has seen his displeasure with this 'ungrateful brat'. The lord of Medarsin is craftier than many would give him credit for, and, so far, he has managed not to give any cause for grievance. He remains outwardly loyal to his liege, but he has started to make covert contacts with other nobles who dislike Mirald, using his squire, Kered of Quarne, as his messenger.

Clan Lasvarn has tried to protect its interests by marrying into other Nelafayn families. Sir Morek and his wife have had some success with their daughters, wedding their eldest to Clan Yalgeth of Kaikefrin, and their third and fourth daughters to Clan Quarne. As Siobhan has no plans to wed, the couple is currently saving for a dowry for their youngest, Pessele. With these marriages, and its location, Clan Lasvarn has placed itself to gain a position of power in the hundred.

One thing that may be changing Clan Lasvarn's future interests is Siobhan, Sir Morek's favorite daughter. With her involvement in the Lady of Paladins, and the church's opposition to Maldan, Clan Lasvarn may end up facing unwelcome attention from Olokand.



Or, a chevron ermine engrailed with a trefoil or, between three lions rampant sable.

Motto: *Virtus Vincit Invidiam*

Lady Mala of Lasvarn

A deeply spiritual and strong-willed woman, Lady Mala is the glue that holds Clan Lasvarn together. While Sir Morek rules Medarsin, his wife rules the manor house and clan. It was at her insistence that her daughter Siobhan sought Larani. The lady of the manor has turned to finding a wife for her eldest son, Ignok, and has narrowed her choices down to two well-born women from Meselynshire clans. Lately, she has been troubled by a shaking sickness after falling from her horse a year ago. Both of her epileptic episodes have been in private, and nobody yet knows, but it is only a matter of time before her condition gets out and causes grief among her family.

Sir Ignok of Lasvarn

Ignok is something of an opportunist. While not a cruel man, Sir Morek's eldest son knows that he is the heir and uses that fact to ensure himself all the benefits of his position. He tries hard (in fact, some say too hard) to live up to his father's expectations, and is closest to his brother Sir Kesu out of all his siblings. Ignok enjoys falconry (he just purchased a peregrine from Tashal) and loves to read. Ignok is a strong supporter of Sheriff Maldan, but keeps quiet out of respect for his father. He knows that his mother thinks it is past time he was wed and dreads that she will betroth him to an ugly and shrewish woman.

Sir Kesu of Lasvarn

Sir Kesu is the second son of Sir Morek and Lady Mala. Although at 25 he is a knight of middling years, Kesu has yet to find any real direction in life. The lord's young unwed son dabbles in merchant interests (much to the chagrin of other knights) and spends most of his time in pursuit of tourneys. Sir Kesu is very skilled at the joust and is a fearsome opponent in melees, where he is known to wield a mace with deadly accuracy. What he lacks in ambition, Kesu makes up for in courage.



Sir Kesu, the lord's second son

Siobhan of Lasvarn

Siobhan of Lasvarn was born on the 29th of Savor in 698 TR, the fourth child of Sir Morek and Lady Mala. An adventurous tomboy, she would have been ill-suited to marriage with one of the local nobility. Fortunately, she was befriended by a local Laranian priestess, Eliwha of Maene, who, perhaps sensing something in the child, received permission from Sir Morek to have the lord's favorite child join the church.

At fourteen, Siobhan left for Abriel Abbey to begin her studies to become a Matakea of Larani. At Abriel, immersed in the rigors of training, she was denied a chance to practice what she loved best: riding and the song of swords. Frustrated, she would sneak off to practice her skills, no matter the punishment.

After a year, it was clear to the Valaran that Siobhan, though pious, was not meant for the priesthood. After much discussion, and with the support of the Menoran, it was decided that Siobhan would be sent to Halperin to begin training as an Atalana. (It is rare, but not unheard of, for a woman to join the Lady of Paladins.)

Siobhan excelled during her years at Halperin, and she was sent to Whyce Chapterhouse in her twentieth year to compete in the Ainlana tournament, where she did well. She underwent the difficult, year-long initiation and past all eight trials. She has just this year advanced to the rank of Baulana, and was paired with Sir Shiram of Abrion, a venerable Turlana.

Pessele of Lasvarn

Fifteen-year-old Pessele is a dreamy child, who always has her head in the clouds. She loves needlework, singing, sums, and dancing, and is close to her elder sister Denerelle, to whom she often writes. She is almost as devout as her sister, Siobhan, but can't wait to manage a household for a future husband.

Squire Kered of Quarne

Kered, born 706 TR, is the youngest sibling and brother of the lord of nearby Goffin Manor. Kered is intelligent and knows that some of the sisterly letters from Pessele that he delivers to his brother's wife at Goffin are more than they seem. Kered has not yet asked his brother why some of the letters are in code and have different handwriting. The squire is infatuated with Sir Morek's daughter, Pessele, but stutters whenever in her presence.

GAMEMASTER NOTES

Medarsin is a modest, relatively peaceful manor run by a cautious and clever man that has, with the kingdom's political turmoil, turned into a fief readying for war. Sir Morek does not want to be on the losing side of the coming conflict and wants to ensure that his clan's prestige and wealth will prosper in the coming years.

FIRE IN THE WOODS



Lead in

Sir Morek has been having problems in the woods to the south. The woodward has seen signs of poaching: tracks, discarded rabbit skins, and a homemade arrow. Yesterday, after the discovery of the arrow, the lord gave his permission for his heir to lead a group of men, including the beadle, the woodward, and the players, into the woods to catch the poacher. Sir Ignok believes the thief to be from Terendra Manor, as the tracks lie in the southern part of the woods.

The party should be mounted, as they need to travel some distance, and Sir Morek will lend the players palfreys. Many of the fiefs in the hundred have been plagued by the bandit Telin the Red, so the lord will make sure the party is adequately armed and armored for this mission.

MEDARSIN 12

The truth

While there is a poacher in the woods, he is not a serf from Terendra. (The arrow and skins are from Sedris in the village [19].) Brus of Daryn was a caravan guard addicted to the hallucinogen Fletharane. He had spent several years in Kaldor and Orbaal, traveling the Fur Road between Geldeheim and Tashal. Eighteen months ago, he was unluckily singled out by Shialea of Hotan of the Order of the Crimson Dancer for a ritual. He was captured and taken to Quimen, where he was tortured, then released into Thaen Wood to be hunted by the Agrikans. Surprisingly, he escaped, and he fled down the Fur Road to seek his former employer. When he got to Olokand, he did not dare cross Elendsa bridge, as it was too well guarded, but fled south instead.

Brus is now a hunted, insane man. Branded on his right arm with a symbol of Agrik, he is paranoid about being captured and will use violence, especially when confronted by women. Wearing foul-smelling rags and with a long beard, the former fighter is going through a Fletharane withdrawal (as the supply he stole ran out) and is now more animal than human. The only thing capable of soothing him is music. If Brus is returned to the manor, everyone comes out into the courtyard to see what the commotion is about. At this inopportune time, Lady Mala has an epileptic seizure and falls to the ground.

Resolution

The subsequent commotion should give the players more than enough to do. Their first priority should be to calm everyone down and investigate Lady Mala's illness. Whispers of foul magic and the like should be voiced by several more suspicious members of the village and those brash enough may blame others besides the clear favorite, Brus (such as the players, or the Sheriff).

A PILGRIMAGE

Myrase and Vivinan of Rease [22] have gained Sir Morek's permission to go on a pilgrimage to the resting place of Mynara the Walker. The saint is said to be buried on a hill somewhere west of Forwelms Manor, in an area still untouched by the plow. As Mynara's Hill is not well known and in a wild area, pilgrimages to the site are not common. Myrase and Vivinan also have been granted leave to take a couple others with them, for solace and protection along the way.