

PETHWYS

Location: Jariga Lake, Kingdom of Orbaal
Holder: Lord Felan Weymyss
Liege: Prince Eamonn Marwyn, Leriell
Population: Ivinian 26; Jarin 300

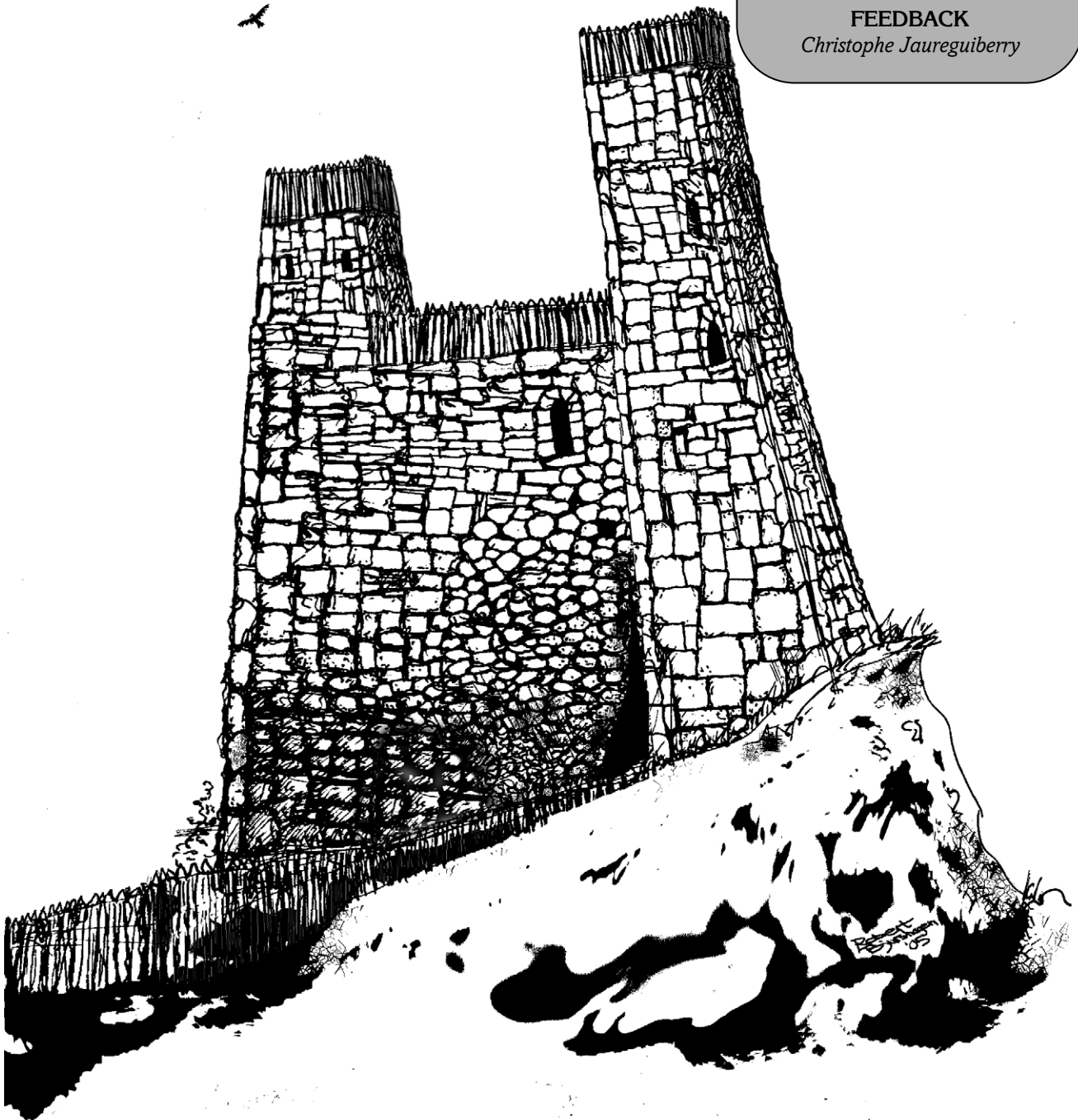
CREDITS

**WRITER &
CARTOGRAPHER**
Henrik Olofsson

ARTISTS
Ewa Wadell, Robert Bjurshagen

HERALDRY
Matthias Janssen

FEEDBACK
Christophe Jaureguiberry



PETHWYS 2

Nestled in the embrace of the Jahl Mountains and on the eastern shore of the Jariga Lake stands a forebodingly dark granite keep. Together with the five surrounding villages, the inhabitants of Pethwys carve out their living from the only arable land between Leriell to the south and Geldeheim to the north, the bounties of Jariga Lake and the offerings of the mountain forests. 450 years of uninterrupted rule by the Weymyss clan has lent a certain degree of stability to the area, a stability sorely needed in a region of harsh weather, frequent Gargun raids and, more recently, the yoke of Ivinian oppression.

The Fur Road passes through the area, with Pethwys being a natural and much needed resting point before the final climb to Geldeheim.

HISTORY

The first inhabitants of the Pethwys area settled during the fourth century BT. They were Jarin immigrants from Nuthela and the Kald basin who fled the Lythian invaders. The Jarin built small villages along the shores of the Jariga Lake and subsisted on fishing and small-scale farming.

Legend says that the settlement of present-day Pethwys commenced when the Ilviran cleric Warbys of Nom arrived at the place where the Pethir stream meets the Jariga Lake. Here he is rumoured to have encountered a unique and beautiful Ivashu. This Ivashu, known in the legend as Nikaulat, spoke to Warbys at length in the cryptic Ivashi tongue; of which he then understood almost nothing. Warbys was exalted by what he deemed to be a great revelation from his god, and built himself a small residence at the site where the temple now resides.

The inhabitants lived quite peacefully until the second century TR when Gargun began to appear. Almost all villages were ravaged and destroyed before the remaining Jarin were able to gather their strength. They rallied to the strongest clan and built a small wooden fort on the spot where Pethwys Keep stands today. The fort was completed about 180 TR. The ruling clan established what could be called a tiny kingdom during the following decades, but when the second Gargun migration reached the area, in 230 TR, the fort was captured and burned to the ground, scattering the Jarin into the hills where they were hunted like animals by the bloodthirsty Gargun. It took twenty years for new villages to begin to grow and it wasn't until the arrival of the warrior Erin Weymyss and his clan that the people could unite again.

Clan Weymyss had lived in the vicinity of Leriell, but after a dispute with the Marwyns they decided to leave the area instead of facing an inevitable feud. Erin was a veteran warrior and an enigmatic leader, who without

incidents led his clan across the Heim Pass to the shores of Jariga Lake. With the help of his brothers he built a stone tower just to the south of the largest remaining village. He named the tower Pethwys, which in Old Jarinese means Pethir-watch. Pethir was and still is the stream that runs into Jariga Lake at Pethwys. The tower was finished in 286 TR and served as the Weymyss power-base for over a hundred and fifty years.

The first 20 years of Weymyss dominance in the area saw the Jarin taking back control over their lands. Erin managed to unite the villages under his rule, in exchange for protection from the Gargun, and took to the offence. He pledged to root out the Gargun vermin once and for all and trained all able-bodied young men into stealthy fighters. In numerous skirmishes the Weymyss Hunters, as they called themselves, ambushed and routed Gargun patrols and habitats. They were so effective that several Gargun tribes were completely annihilated and more decided to relocate to other areas. However, Erin realised that he could not keep his promise. There were simply too many Gargun in the mountains, and they kept coming. But as long as he kept them away from the villages and crops, he decided, he had at least done his duty. Erin died of natural causes at the age of 67 and was mourned for a whole turn of the moon.

The tower constructed by Erin and his brothers was poorly built, and in constant need of repairs. In 440 TR, the ruling clanhead and prince of Pethwys decided to build himself a mighty keep closer to the lake. A rich vein of copper had been discovered in his domains and brought in the necessary funds. He died before the completion, but his son continued the work and finished it in 461. By this time, Ilviran clerics had begun to petition for the construction of a new temple, to the honour and legacy of Warbys of Nom. The current temple was a small wooden structure which no longer could house the swelling ranks of acolytes, priests and craftsmen seeking enlightenment and inspiration. The petition was granted and the temple, which stands to this day, was erected.

Pethwys kept its independence until the Ivinian Conquest of Jara began. Sending many of their best warriors to their doom at Lethwyn (Geldeheim), clan Weymyss was weakened and afraid of losing their lands. In 676 Ferin Weymyss was forced to ask the Marwyns for support in exchange for tribute to the Prince of Leriell. The Ivinians never invaded Pethwys, but it became a part of Orbaal in 688 when the Marwyns agreed to pay tribute to King Hagined.

Clan Weymyss again sent a major part of their warriors to fight in the Jarin Rebellion of 701-703. After killing all Ivinians in their own lands they aided in the siege of Geldeheim. This siege ended abruptly as Ivinian reinforcements arrived from the sea. All Jarin troops were slaughtered, including the Lord of Pethwys, Caerwyn Weymyss, the current lord's father.

Harsh times followed for the Jarin and Pethwys was no exception. Only the swift peace agreement between the Prince of Leriell and King Alegar saved Clan Weymyss from annihilation. The prince didn't want the Ivinians on his doorstep and moved with urgency. He sent his brother to Geldeheim to negotiate with King Alegar, fervently hoping that an agreement could be reached.

As it was, unrest was growing among King Alegar's tributary Ivinian clans and his ability to quench the uprising was seriously questioned. He couldn't risk sending a force across the mountains to Pethwys and leave Geldeheim largely undefended. Peace with the Prince of Leriell would undermine the confidence of the remaining pockets of rebelling Jarin and give King Alegar a chance to focus on his kinsmen. Thus it was agreed that the Prince of Leriell, and his subordinates, would lay down their weapons and again swear fealty to the Ivinian king. As part of the peace agreement, a full company of Ivinian huscarls was stationed in Pethwys to keep an eye on their restless subordinates and to guard the Fur Road.

Relations loosened up a bit with the marriage between Mythyl Weymyss and Alegar II in 712, but were totally destroyed by her sudden death in 719. Felan Weymyss believes, with cause, that her death was not an accident. He blames Bryna Telthaal, Alegar's newest wife, and plots revenge. This might very well result in a second rebellion.

RECENT POLITICS

The Weymyss clan has always been very independent. The pledge of tribute to the Marwyns of Leriell was a necessary but bitter defeat. When the Marwyns pledged fealty to king Alegar I, the bitterness turned to resentment. In all public appearances, the lords of Pethwys have stood firm but silent at their liege's side, but inwards they have raged at the dishonour. The current lord is on speaking terms with the Prince of Leriell, but suspects that the Prince isn't overly fond of his actions over the last decade.

In 712, the clan was under heavy pressure from both the Marwyns and the Ivinian king. The Prince of Leriell was concerned about the minimal levy received from Pethwys, and the King was furious about the regular disappearance of Ivinian troops and merchants on the mountainous part of the Fur Road between Pethwys and Geldeheim. Lord Weymyss blamed bandits and Gargun, but the King and Prince were not convinced. In an apparently desperate move Lord Weymyss offered his sister in marriage to the King's eldest living son, as a token of goodwill and peace. King Alegar I publicly announced the marriage as his own idea and assurance of peace. Disgruntled subjects were quickly silenced. The Prince was outmanoeuvred and Lord Weymyss appeared to have been subdued by his lords.

This was a true disappointment for Jarin resistance movements, who all believed clan Weymyss to be their foremost champion among the remaining nobility. The disappointment turned to open resentment and hostility a year later, when Felan Weymyss turned over an Aenghysa agent to the Ivinians.

According to Lord Weymyss, he had no choice in the matter. The agent had been flaunting his allegiance all too clearly at the local inn, and had he not intervened before the Ivinians got there, Lord Weymyss would most likely have been accused as the collaborator he in fact was. His true intention had been to quietly assure the Aenghysa of their equal interests and offer them protection in his domains, but alas, he never got that far. Angered and dismayed he did what he had to do in order to survive, but this particular part of the story never caught on in the Aenghysa headquarters in Gedan. The following years, not only did Felan have to tread lightly near the Ivinians; he also had to keep a close eye on his own people. Most local residents had either been at the inn, or knew someone who had been, and could vouch for the veracity of Lord Weymyss' story, but the word spread like wildfire and rebels put a price on his head.

In 717, Lord Weymyss, now a man of continuously sullen moods, decided that action would speak louder than words and started to sponsor the one resistance movement who had fully believed his story – the Wolves of Jara. He went as far as rebuilding the old escape route in the keep cellar to a regular hideout for rebels. He sorely hoped that this would slowly bring his sceptical countrymen around to him again, but he knew it would be a long time coming. Then, all of a sudden, his beloved sister was dead.

Lord Weymyss was mortified, and even though he had been aware that something like this might happen, he had simply underestimated the grief and pain the loss of his sister would bring. Lord Weymyss now sank even further into darkness and anger, breaking into fits of rage at the slightest affront. To this day, he blames the Prince of Leriell for putting him in this position almost a decade ago. He blames the King for everything, even bad weather and poor harvests. "King's weather" is now a standard term for heavy rains and snowfalls. But most of all he blames himself for being the "slow instrument of his clan's doom". His thoughts now wander into more and more dangerous areas, and the whispers of rebellion are increasing steadily. Lord Weymyss now works with a cold determination and strengthens his hold on his subjects. As one, his vassal clans now follow his every move with a mix of trepidation and excitement. Something will burst, soon, and they all prepare for a second Jarin revolt.

Aware that tensions are growing within the kingdom, even amongst the Ivinians, Lord Weymyss is keen on making the most of this power struggle.

PETHWYS 4

GOVERNMENT

Pethwys receives tribute from Gowys, Heimet, Pethorn, Sahel and Tosage. The village of Pethwys and its surroundings are governed by Felan Weymyss and his Jarin lieutenants, under the watchful eye of the Ivinian garrison stationed at the Sarajin Temple. An advisory council, consisting of some clan members and a few other prominent locals meets regularly with Felan to discuss important matters.

The current advisory council consists of the following members:

- Hyrin Weymyss, (Pethwys Trehaen)
- Keryon Weymyss, (garrison captain)
- Ilser Weymyss, (heir to Pethwys)
- Rakor Hyflyin, (mercantylers)
- Bryan Ternys, (clanhead of clan Ternys)
- Koryb Jahlas, (clanhead of clan Jahlas)

On monthly occasions, the clanheads of the tributary clans join this group to discuss regional matters. The clanheads of Ternys and Jahlas are then dismissed. However, Rakor Hyflyin's services are still required.

ECONOMICS

Being the last village of some importance close to the Fur Road before the treacherous climb of the Jahl Mountains, all caravans detour here to gather strength and buy supplies. During these occasions, the locals often barter with the caravans and therefore Pethwys is well supplied with "foreign" goods. Southward caravans and mercantylers buy furs, copper and tin, bringing the community their other steady income. Local merchants bring iron and wool from Kaldor and Azadmere.

The Jariga Lake provides the local region with an abundance of food, with salmon and trout being the main catches. The fish is usually smoked and salted for preservation, and is a common meal during the long winters. This is a welcome relief, since the soil of the local area isn't fertile enough to yield substantial returns. The Berone and Jurgat clans are the village fishers.

The mountains around Pethwys are filled with game, big and small, bringing both food and furs. Merchants especially request the furs of the black beavers and deer. The Ternys clan members are renowned for their hunting skills and are also very skilled at hideworking.

One large copper and two small tin mines are under the protection of Lord Weymyss, with tribute sent to the King. All three mines are operated by a tributary clan to the Weymyss' called the Jahlas. The Jahlas have been miners for centuries and were the ones who discovered the mines. They are an extensive and wealthy clan, with the strongest voice of the loosely organised Miner's Guild in Jarin-ruled Orbaal. Even the King hasn't dared

giving these mines to an Ivinian clan. Lord Weymyss receives 50% of all goods in exchange for guarding the miners and their goods, but the King is rumoured to be planning a change in this by stationing another company at Pethwys and taking the full profits for himself. So far no action has been taken. The rights to the produce is a sore subject as it is, since clan Weymyss received the major part of the ore before the Ivinian conquest and the subsequent fealty to the Marwyns, and thus the Orbaal king. Any additional change would effectively switch the power balance in the area and would be seen as a severe provocation by the Weymyss clan.

Taxes

Head tax:	5d per annum
Hawking:	12% of goods value
Bonding:	2% of goods value per month

RELIGION

Almost all Jarin in the Pethwys area are adherents of Ilvir and attend ceremonies at the local temple. A few worship Siem and the local Ivinians worship Sarajin. A temple to Sarajin is maintained at the Ivinian garrison house at the southern edge of the village, near the Whale and Barrel inn, which is yet another reason for the Jarin to resent the Ivinians. The local Ilviran priests try to keep a tight leash on their community and barely tolerate any other religions, except for Siem.

The Ilviran Order of the Barren Seed adheres to the dualistic faith of Ilvir and Siem being Mother Earth/Father Sky deities. They are quite zealous in their belief that Ilvir has created mankind and many of the creatures roaming Kethira's continents. Somehow, they think, Ilvir has lost the ability to create reproductive creatures and they are studying Ivashus to gain knowledge regarding this.

The temple is also a centre for artistic crafts, with many village women working there on a daily basis. Still, the order is very secretive about their other activities and only allows lay followers into the main temple hall on weekly mass.

RECENT EVENTS

The lost children

During the last month, four children have disappeared in the woods surrounding Pethwys. The first ones went missing during late, dark evenings but the latest one disappeared in broad daylight. Rumours abound and mothers are pleading for the lord to solve the mystery. Felan himself has participated in several search missions but only found children's footprints ending abruptly in the middle of nowhere. No pattern has been seen and now no children are allowed outside of the village proper without adult company. The rumours talk about everything from Gargun to werewolves to demons or Ivashu, but no one can explain the abrupt ending of the tracks. The Ilviran priests have uttered their concern but can give no help. If an Ivashu is involved, they do not know about it.

The half-blood nephew

News from Geldeheim has it that Lord Weymyss' nephew and son of Alegar II, Jorni Taareskeld, has disappeared. Conflicting rumours has him kidnapped by the king's newest wife, whom allegedly pushed Mythyl Weymyss from the castle tower, or indeed by Jarin rebels. Some even say that agents of clan Verakaar, who are strong opponents to the Taareskeld reign, killed him.

All rumours confirm that Jorni was last seen three weeks ago at the castle, in the company of his stepbrother Meraag, where he was being forcefully steered out of the great hall. Jorni, aged 5, was always an unruly child, always at odds with and teased by his full-blood siblings.

Lord Weymyss is at a loss of what to do. He has sent several missives to the king demanding to know the status of his nephew, none of which have been answered. He is now looking for someone to go to Geldeheim and investigate.

Gargun activity

Clan Jahlas reports that Gargun activity has increased in the mountains east of Pethwys. Lord Weymyss in contemplating sending a scout team to investigate. He has increased the patrols around the copper mine.

The foreigner at Elgar's Fall

The latest northbound Fur Road caravan brought an unexpected novelty to Pethwys. Valearan of Charan, a scholar from the Kareijan League, took residence at the local inn Elgar's Fall claiming he was sent by his masters to study the customs of the Jarin, as well as the local flora and fauna. Indeed, he has spent an increasing amount of time with the village Trehaen and taken several trips around the lake, always taking notes in a huge leather-bound book.

LEGENDS AND RUMOURS

The haunted tower

As the new stone keep was finished in 461 TR and the clan Weymyss moved in, the old tower structure quickly fell into disrepair. The tower was old and not well built and after a few decades winter storms tore down large pieces of the roof and walls. All that remains now is the ground floor and half the stairs to the first floor. Nobody alive remembers if there was any cellar and if there was, it is now covered by stones and rubble. Ivy covers most of the remaining walls and thorny bushes make the interior of the tower even more inaccessible. Apart from all this, there is one more reason not to visit the tower: it is said to be haunted. On stormy nights, an eerie red light can be seen from the tower, often followed by terrible unearthly wails. Nobody has ever dared visit the place until the following mornings and no tracks or signs of life have ever been seen. The Trehaen only knows that the mysterious light and its accompanying wails started about the same time that the first parts of the tower collapsed. Some old rumours say that the tower is alive and remembers the first night that tore it apart. The eerie light is the blood of the tower and the wails its cries of pain.

The Black Man

On a stormy winter night last year, a man dressed in a black robe came walking down the River Trail. Everybody knows that the road was blocked by at least three feet of snow that winter and the man was obviously not from any neighbouring village. He pounded on every door in the village, demanding to be let in, but nobody dared open. He finally went to the gates of the keep, where two young guards were posted and again he demanded to be let in. One of the guards went to report to the captain, while the other stood his ground. When the captain arrived and asked for his name and his business out on a night like that, the man looked at him with glowing eyes and said:

*the one who opens the door is granted the key
the one who does not shall be bound forever
the one who carries the word shall be told the truth
while the one who does not shall be torn forever
the savage is here*

Then he threw his hood back and laughed. The sight was more than the poor guards could bear and both died on the spot. The captain was stunned and could not move for at least an hour. By the time he came to his senses the man was gone, no tracks leading away from the place. In fact there were no footprints at all. Not the slightest sign of the man ever being there, except for the two dead guards and a black mark on every door he had knocked on, as if his touch was acid. When Felan later learned of his sister's death, he noted that it was the same night that the strange man had arrived. Coincidence or not, Felan does not like the thought.



1. Caer Pethwys

The headquarters of clan Weymyss. A solemn three-story stone-keep; it has never been taken by an attacking force. Combined with the tale of a guardian ghost, its black walls give a foreboding impression. Complete plans are given on the following pages.

(a) bonded ostler, Marin Bonnhys. (b) bonded weaponcrafter, Juri Haern.

2. Pethwys Trehaen (Hyrin Weymyss)

Here the village Trehaen resides with his apprentices and staff. According to Trehaen Law, this is also the village moot when matters concerning clan disputes are at hand. The current Trehaen, Hyrin Weymyss, is 68 years old, Lord Weymyss' uncle, and well respected, almost feared. Even the Ivinians step out of his way. All know the fact that Hyrin's knowledge extends into the esoteric but not even the Ilviran priests dare to ask him where and how he acquired that lore.

The surrounding houses are where the Weymyss clan-members not working in the keep are living. Also, most Trehaen apprentices and staff are clan members, either born or adopted.

3. Temple of the Barren Seed

Being one of the oldest temples in Orbaal, this clerical order carries much weight in Ilviran hierarchy. In Orbaal, only the Order of Sudelrhynn the Bearer of Loam, with temples in Leriell and Gwaerynn, is deemed superior. It is also one of the most secretive. Rumour has it that the temple contains deep catacombs and tunnels, reaching far below the mountains and even under the lake. Since only acknowledged priests bound by an oath of silence can enter beyond the mass and crafts halls, no one knows this for sure. Supporting the rumour is the fact that several priests have entered the temple and not come out for weeks or months. There is also a sacred text mentioning the "rapid streams near the mountain lake" as a place where Ilvir sent one of his first Ivashu. The reason and exact meaning of this is not clear and is open for intense debate among the clergy.

4. Caravan Field

This is where most caravans headed for Geldeheim or Kaldor stay for the night. They often linger for a day to buy supplies and have a few tankards of ale before taking on the tough trail. When this occurs, lots of people come in from the neighbouring villages to join the festivities and the town guard will have their hands full. Brawling is common and most people are very drunk.

5. Pethwys Common (The Green)

Pethwys' festival ground is a gentle slope reaching from the keep down to the eastern field. During caravan visits, the commotion spills over from the caravan field and onto the Green. Here the Lord tries desperately to keep contests under control.

6. Elgar's Fall (Jonah Haern)

Size: 6 Quality: **** Prices: Average

Jonah is forty-eight and suffering from a bad back. He is therefore not as active as before in the day-to-day business of the inn and his oldest son, Jonn, has taken that place. Under Jonn's careful hand, the inn has had a boost and now serves most of the locals on a regular basis. Jonah often sits by the fireplace and keeps an amused eye on his son's activities. The name stems from Jonah's grandfather, Elgar Haern, who built the inn almost fifty years ago and who died when he fell into the cataract behind the inn during one especially wet festival-night. Jonah is also the clanhead of clan Haern.

7. Whale and Barrel (Sweirn Kaarseld)

Size: 4 Quality: ** Prices: Low

Being one of only two Ivinian households in the Pethwys area, this inn is shunned by most locals as a place for thieves and murderers. Sweirn encourages this since he quite clearly looks down on the Jarin as an inferior race. He only caters to Ivinians or non-Jarins and has four huge huscarls as bodyguards. He seldom goes into town, instead managing mostly on his own. He employs a few less distinguished Jarin to do his hard labour, and thus further encourages the rumours of his establishment. He has also been accused for the disappearances of several children, though he always denies it and instead scorns the Jarin for not being able to care for their own.

8. Chandler (Brenn of Koryb)

Size: 4 Quality: *** (*) Prices: High

Being the only chandler between Leriell and Geldeheim has its advantages, as Brenn saw a long time ago. Keeping his candles shiny and good-looking he gets away with a cheap, fast-burning type, earning him quite a respectable living. He is also well-equipped with all sorts of other merchandise imported from Kaldor. As Brenn has not yet named an apprentice, his lord has expressed concern that they could be without a chandler if Brenn should fall ill. At this Brenn only laughs.

9. Clothier (Mara Bonnhys)

Size: 4 Quality: *** Prices: Average

Mara is the village's master seamstress. Keeping her clothes simple but well-made, she has a full schedule. Almost everyone in Pethwys owns a piece of Mara's work. She often works together with the hideworker, Gary Ternys, and it is rumoured that the two are having an affair, something that has made Mara's husband Rud quite irritated lately. The couple often fight and with Rud being a strong man, the outcome is always in his favour. The tension between the two clans is apparent and growing worse.

10. Metalsmith (Wallard of Gierfyn)

Size: 5 Quality: ** Prices: Average

Wallard's clan has been Pethwys' blacksmiths for several generations, but this seems to be the last. Wallard is sour and dislikeable, always swearing and spitting, which has scared the women away. Wallard doesn't seem to mind this, the feeling is most likely mutual, but his Lord is anxious to have a blacksmith around and has had several talks with him. This has only worsened Wallard's mood and lately he has begun to throw his hammers after people trying to buy his services. Everybody tries to avoid the smithy now, but with winter storms coming they need his goods. Not a desirable situation.

11. Woodcrafter (Enfer of Belnay)

Size: 4 Quality: **** Prices: High

Enfer is a proud man from a long line of woodcrafters. His cottage is one of the finest in all of Orbaal and is the work of his grandfather. Three of his sons and one of his brothers are working with him and together they produce excellent woodwork. Everything from boxes to wagons and ornaments can be produced and bought here.

12. Physician (Anser of Gal)

Size: 2 Quality: *** Prices: High

Anser is a capable physician, but without proper equipment he cannot perform his best. He is often quite sad, complaining about the prices the caravan merchants offer him, and spends his spare time at Elgar's Fall. He is a widower since three years and his two eldest sons have disappeared, leaving him with just a daughter to learn his craft. She is a fast learner though, and even though he hides it most of the time, Anser is quite proud of her.

13. Hideworker (Gary Ternys)

Size: 6 Quality: **** Prices: Average/High

Gary is a master hunter and an excellent hideworker. Lately he has concentrated on the hideworking and left the hunting to his younger cousins. He buys only perfect hides and sells them for steep prices to the caravans. The prices for locals are much lower and he gladly cooperates with the village seamstress, Mara. Much too gladly, according to Mara's husband and a few others with him (see 9).

The Ternys clan is big and the holding contains a big dog pen for the hunting dogs. Newborn pups are delivered to Gowys, where a related clan, the Undryins, train them into excellent hunters.

14. Locksmith (Jud of Gierfyn)

Size: 3 Quality: ** Prices: Low

Jud is not very good at locksmithing, but since there are no other locksmiths around he is the only alternative. Since he keeps his prices low, nobody minds very much. They would if they knew his real motivations...

15. Mason (Petyr of Wyst)

Size: 5 Quality: *** Prices: Average

Petyr is very good at building houses of stone, but lacks a bit in his wooden arts. He therefore often consults the Belnays and the two clans work together almost all the time. They are related by marriage and are considering merging the two clans. They plan on consulting Lord Weymyss in private sometime next year, when they have thought through all the details.

Good stone is quarried where found – the clan is a bit frustrated by the local quality and are constantly looking for new sites. Wood, on the other hand, is abundant, and purchased from the local timberwrights (see 19).

16. Mercantylor (Rakor Hyflyin)

Size: 5 Quality: *** Prices: Average

Rakor is the Lord's private mercantylor and one of the few Jarin mercantylors allowed to trade all over Harn. This is not so much because of his great wealth (of which there is none, he claims) or his status, but instead because of his skill at manipulation. He is shrewd and very intelligent, seemingly knowing everything about everybody. He is respected but considered dangerous to make business with.

Rakor has recently taken on Dilmund, a journeyman from faraway Coranan, and his travelling companion Relthar, a southerner of seemingly many talents. The locals gossip frequently about the reasons these foreigners may have to "hide away" up here in the north.

17. Miller (Gjorn the black)

Size: 3 Quality: *** Prices: Low

Gjorn has been the village miller for almost 35 years now and is thinking of retirement. He has two journeymen who squabble and compete for the soon to be available franchise. He earned his name during a fire 16 years ago, when he was badly burned on the right side of his face. Since then his facial skin has turned darker, giving him the nickname of "black".

18. Ivinian garrison (Sarajin temple)

This house was built in 705 to serve as a place of devotion for the inland Ivinians. In reality, the temple became the barracks for the Ivinian garrison ordered here by the king, housing one or two priests but almost a score of huscarls. Matters between the locals and the huscarls have been close to critical for the last few years and since the "accidental" death of the Lords' sister open hostility is common. The Ivinians never walk less than four together and are always armed to their teeth. The current captain of the garrison is Svern Tarseld. According to the charter, the garrison's instructions are to "protect the countrymen and root out all rebellious activities".

19. Timberwright (Clan Serwi)

Size: 6 Quality: *** Prices: Low

When entering Pethwys from the south, one can easily spot the piles of timber, planks and sawdust rising from within the palisade of the Serwi clan holding. The Serwi's have abundant supplies of sturdy hardwood in the Pethwys area, perfect for constructions. They provide timber for all villages in the area and are in constant business with the Belnays and the Wysts.

The clanhead is a 51 year old bear of a man called Harkon. Preferring the outdoors he spends most of his time at the logging sites, and has left the management of the town business to his competent wife Karya and her brother John. Karya is known for her tight leash on the clan economy but is well respected and has earned the clan a comfortable and secure, if not rich, living.

20. Miners' Guildhall (Clan Jahlas)

Clan Jahlas' clanhouse in Pethwys operates as a fully functional guildhall for the Miners' Guild. Overseen by the clanhead Jorgyn, this house is a major force in the local economy. Tin and copper ingots are stored in the warehouse at the back of the holding, for sales and transport. They also store Lord Weymyss' share (50%) of the goods for him, since space at the keep is limited.

The king has recently sent envoys to the Jahlas, exploring the possibilities for direct dealing with the clan – thus removing Lord Weymyss' share from the equation. Though aware that this will require an extra garrison of huscarls and fuel the tension between the crown and clan Weymyss, the king's economy is strained. He is seemingly willing to take the risk. So far, the Jahlas have politely declined the advances, stating that the current situation is indeed best for all involved and that any major change will heavily upset the market and the security. Lord Weymyss keeps his own counsel in this issue. Silently he prays that the Jahlas, who have always been independent and strong-willed, prefer him before the king.

21. Apothecary (Wergard Juhlin)

Size: 4 Quality: **** Prices: Average

Wergard Juhlin is a quiet man of 48 years, preferring quiet treks in the wilderness before the relative crowd of the village. Once per season Wergard closes shop and goes herb-gathering in the mountains and forests. He is usually gone for several weeks and has journeyed to Leriell, Gwaeryn and even as far as Misyn during these travels.

His shop is well-equipped and all common remedies can usually be purchased. There is also a good chance that uncommon or rare herbs and cures are in stock, especially after one of his expeditions.

Wergard has recently taken an apprentice who accompanies him on his journeys and helps him out in the shop. Alanys is 16 years old and very beautiful, so rumours are flying in the village. Some find the apprenticeship indecent even, but Alanys' mother, a well respected travelling herbalist herself approves.

22. Fisher (Clan Jurgat)

Clan Jurgat is the largest of the three extended clans doing the fishing on Jariga Lake. They have clan members living in Pethwys and Tosage, numbering more than 50 altogether. They build their own boats and assist the two other fishing clans in constructing theirs.

23. Fisher (Clan Berone)

Clan Berone has always preferred isolating themselves from the day-to-day activities of the village, delivering their catch to market but otherwise keeping to themselves. Many villagers feel uneasy around Berone clan members, but whether this is due to something tangible or simply the fact that they do not approve of their seclusion is up for debate. Clan Berone have reasonable relations with clan Jurgat, if only because of their expertise in boatbuilding.

24. Tower ruins

The ruins of the old tower are heavily overgrown and only the ground floor and parts of the stairs remain. The tower collapsed inwards over a hundred years ago, so entering the tower is almost impossible. A few tries have been made, but that was long ago, and since the tower was already abandoned when it collapsed nobody saw any reason to clear the rubble away.

With strange lights and sounds now coming from the tower curiosity has risen again, and rumours have it that there are tunnels beneath the tower connecting to the temple. Some foul beast, the rumours continue, has obviously found its way down there and has been trapped. Nobody seems willing to investigate, though.

CAER PETHWYS

Construction of the current stronghold of the Weymyss clan was initiated in 440 TR, when Lord Kyiron Weymyss, after yet another severe winter, declared the old tower "unfit for the rulers of Jariga". The old tower was badly built and had needed constant repairs and improvements over the years. With a new keep, the Weymyss' could consolidate their hold and better stand fast against Gargun attacks. Completed in 461 TR by Kyiron's firstborn son Rheon, the new keep was a mass of dark granite; suitable for both the fierceness of the ruling clan and the continued Gargun raids. Its completion marked the beginning of the end for Gargun supremacy in the surrounding area.

The keep is built on a granite bluff overlooking both Jariga Lake and the approaching roads. To the southeast, the hill drops gently towards the village, with the village common directly to the south. With its dark stone walls and few windows, the keep is an ominous yet reassuring sight for travellers and locals alike.

FIRST FLOOR

1. Tower room

The entrance to the keep is always guarded by one of the lord's huscarls and blocked by a massive iron-bound door. The walls, like the rest of the keep, are made of dark, grey granite. This stone was taken from a quarry five miles up the Fur Road from Pethwys. This quarry is still active, but the really good granite is getting scarce. Torch brackets made of copper are inserted into the walls regularly to provide light. A brazier provides warmth in this quite draughty room. To the west lies the short hallway into the Great hall and the guard room.

2. Great hall

The great hall of clan Weymyss is as impressive as it is moody, suitable for Felan Weymyss' temper. Covering most of the walls are huge tapestries, depicting Jarin legends and folklore in dark, foreboding hues of mainly red, brown and black. The most notable is the tapestry on the north wall, depicting the tale of the Spear of Albarra. This tapestry was created in 530 TR at the Temple of the Barren Seed, by the legendary weaver Arina. Her tapestries were all excellent works of art, but rumour has it that she was also an Ilviran prophet capable of seeing

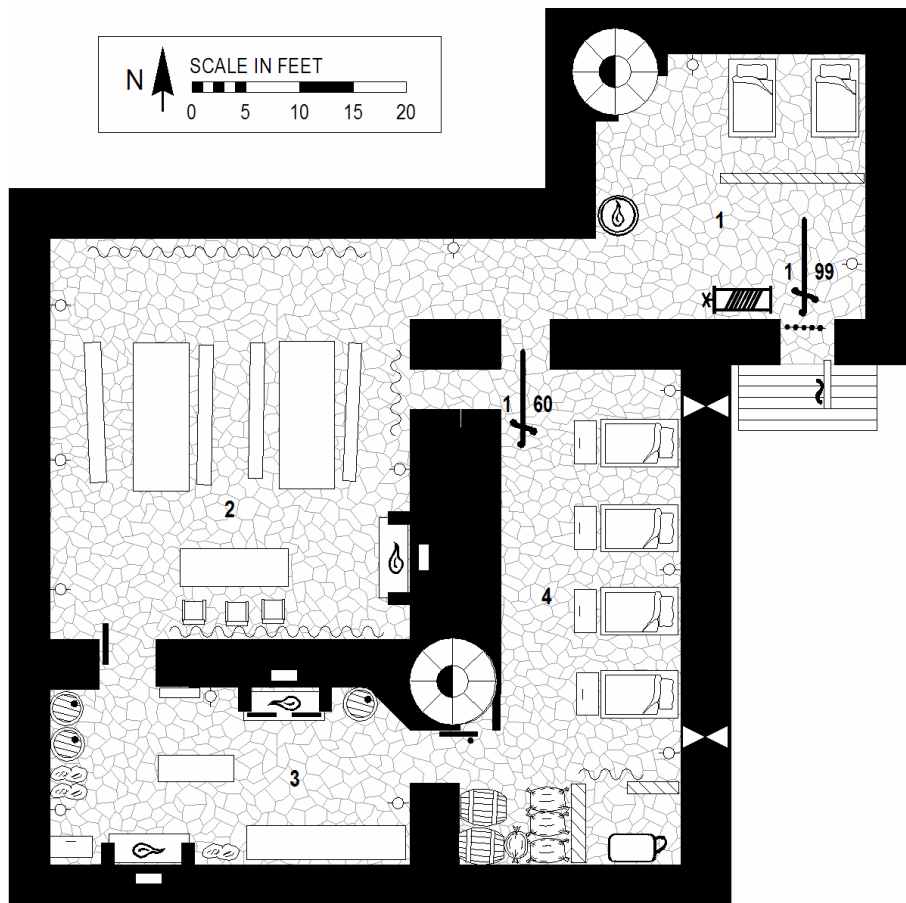
into the future. Some say that she worked clues of the whereabouts of the Spear of Albarra into this very tapestry, and many a lord have stood mesmerized in front of it, trying to find them.

3. Kitchen

South of the Great hall, behind a sturdy door, the kitchen is always a busy place. Dark rye bread stuffed with fruits and thick mutton stews are the specialties of Frygan Ruyni, the lord's chef. He is competent, but sometimes a bit unimaginative. However, the lord appreciates him dearly for keeping one of the cleanest kitchens in northern Hârn. To the east lie a storeroom and the stairs down to the cellars.

4. Guard room

Eight of Weymyss' guards quarter here, with easy access to the entrance (and to the kitchen). Two arrow slits cover the stairs leading to the entrance. Among the eight are Weymyss' two lieutenants, Rhys Sahel and Jorgo Weymyn. However, Rhys has been exiled after a brawl with the Ivinian sergeant in order to avoid a feud. The sergeant has accepted the lord's blood money, and Felan intends for Rhys to return next year when the Ivinians have been replaced.



SECOND FLOOR

1. Tower room

Through the hole in the floor, guards stationed here command an overhead view of the keep's entrance. Except for a brazier to keep out the cold, a bed and some extra storage space, this room is empty and quite dull. Lord Weymyss has plans for making it into a permanent second sleeping quarter for the guards, but so far nothing has come out of them.

2. Gallery

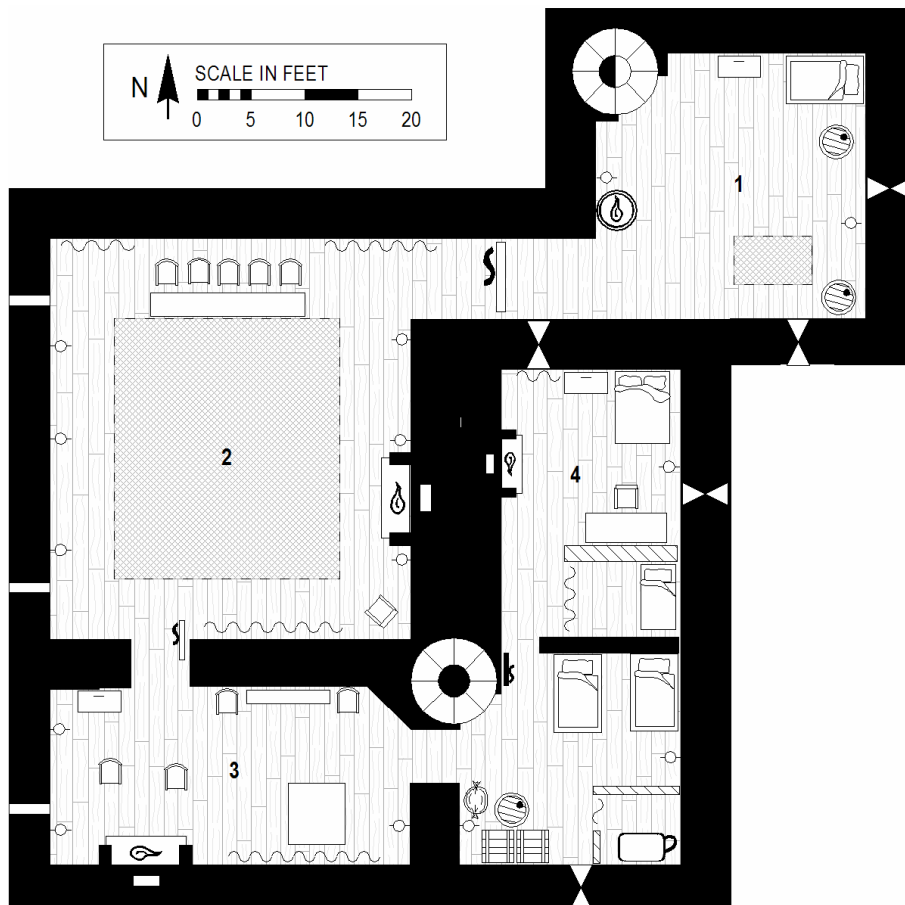
The ladies of the keep dine here when the lord holds a feast; otherwise they usually dine with the men in the Great hall below. There is also a seat available for visiting minstrels and bards, though it is rarely used these days. Lord Weymyss is looking for a new village minstrel, since the unfortunate death of Joryn Kranydd last summer. There are currently two minstrels lodged at the Ilviran temple who can expect an invitation to the keep anytime soon. A great copper chandelier obscures much of the view down into the Great hall. Cleaning this extraordinary piece of craftsmanship is something of a challenge and thus rarely done.

3. Council chamber

Here Lord Weymyss convenes with his captain, lieutenants and his vassal lords. The table at the south wall is covered with maps, mainly of the Pethwys domains but also a few covering the entire kingdom – both before and after the Ivinian conquest. The chamber is also used by Lord Weymyss for contemplation, and his broodings, when the weather doesn't allow him to pace the roof of the keep.

4. Ilser Weymyss' quarters

This used to be the lord's chamber until 648 TR, when the new tower chamber was added. Currently, it houses the children of Lord Weymyss. Ilser Weymyss is 20 and a competent warrior. He spends little time in his quarters, but still enjoys the sense of privacy they can give him. His constant companion, advisor and bodyguard, Tulyn Anfer, sleeps on a mattress in front of the fireplace and Ilser's sister Gwyndel uses the secluded area to the south. Gwyndel is 17 and little interested in the politics of the clan. She has inherited her mother's religious streak though, and dreams of visiting Araka-Kalai.



THIRD FLOOR & MAIN ROOF

1. Captain's quarters

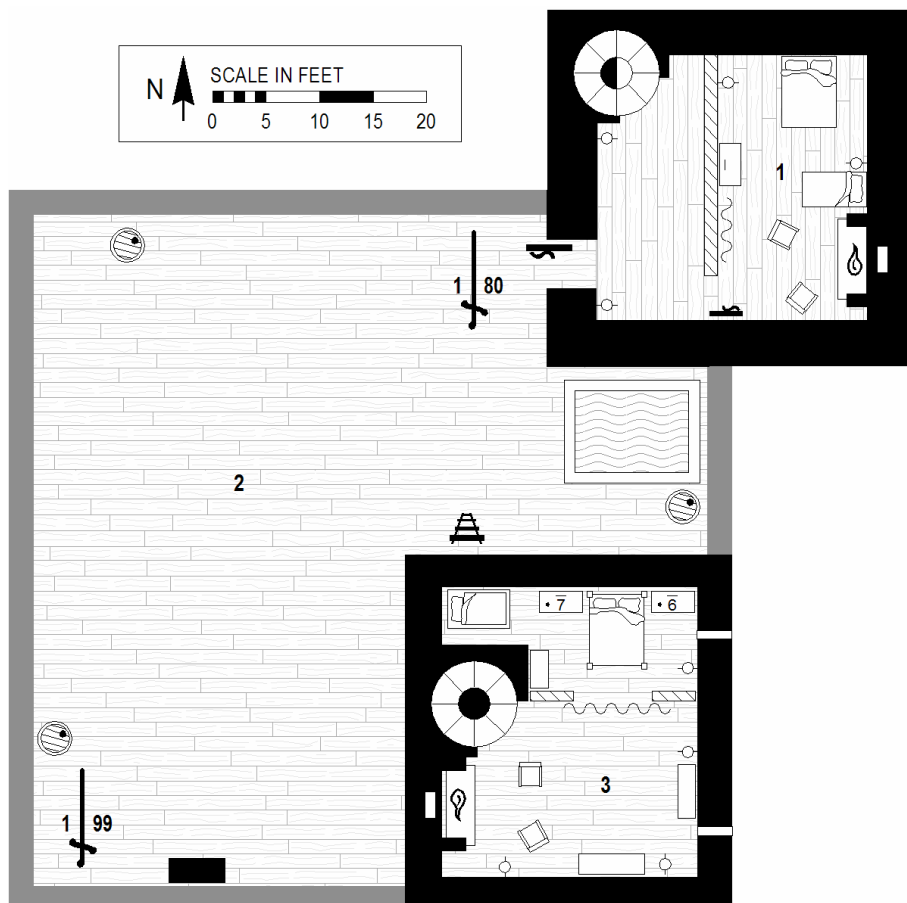
This is where Lord Weymyss' brother and garrison captain Keryon Weymyss has his personal quarters. He shares this quite spacious chamber with his wife Elynna and two children. Elynna and Lady Weymyss are very close, spending most of their time together.

2. Main roof

At least one guard is always stationed here, keeping an eye on the lake. Since the shores are all but deserted, this watch is generally called the "dead watch", but Felan insists. The lake is to be watched, period, and any sign of boats other than those belonging to the local fishermen should be reported immediately to him or his son. The men frequently joke about this, but Felan just smiles and tell them to mind their duties or be sent to the kitchen scrubbing pots. Arrow-filled barrels are placed in the corners.

3. Felan Weymyss' quarters

The lord's quarters are quite dark, despite its elevation and windows. Felan and his wife Muriel spend as much time here as they can, which indeed is not much, sitting before the fireplace talking quietly. Their youngest child Brann, now 14, used to sleep here but has been sent to clan Marwyn in Leriell for fostering. Muriel misses her favourite, but is content he is in good hands, something her husband has his doubts about. Plans have been made to visit their son and the Prince in Leriell on Maker's Morn. Felan isn't too keen on this, but has been talked into it by his pious wife. What Felan dreads is not the religious fever, but instead the smooth-talking and inquisitive Prince finding out too much about his upcoming plans.

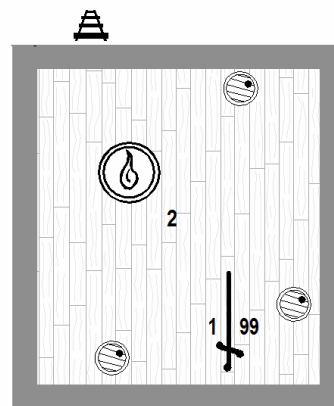
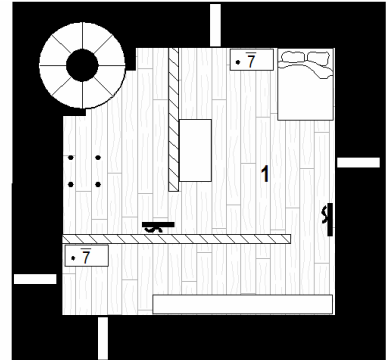


FOURTH FLOOR

1. Astrologer

These rooms belong to the clan's astrologer, Grond of Dyrydd. His bedroom is heavily draped, to keep the warmth in, and cluttered with oiled pine furniture. The chamber to the south is the astrologer's study, filled with the tools of his trade. His finest prize is a telescope purchased for him by Rakor Hyflyin in the city of Cherafir. Rakor claims it was made in Emelrene and Grond uses it frequently.

Being a superstitious man, like his father before him, Felan Weymyss has always listened to Grond's council. Grond is, at the age of 78, one of the oldest and undoubtedly most learned Jarin men in Orbaal. His opinions and advice are highly respected and many believe his abilities extend into more mystical and supernatural areas. Felan more than suspects, but keeps this knowledge to himself. Due to Grond's age and his lack of interest in taking an apprentice, Felan has begun the quest of finding his future replacement. Even though it pains him, Felan knows that Grond's time in this world is nearing an end, and he has sore need for counsel. A young mystic from the western shore of Jariga lake, Leryn Sahel, has caught his attention and he prepares for a meeting between himself, Leryn and Grond. Leryn is a cousin of Rhys Sahel, and Rhys spoke highly of him before his exile.



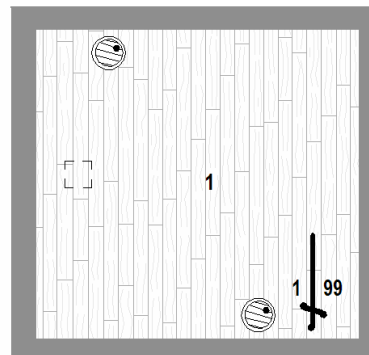
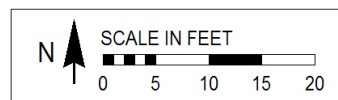
2. Lord's roof

Accessible from the main roof, this tower guards the southern approach to Pethwys and thus the main road. One guard is stationed here, with the brazier behind him providing warmth and a beacon for weary travellers and fishermen during dark hours.

FIFTH FLOOR

1. Main Tower roof

Commanding the village and the mountains to the northeast, this tower is manned by a single guard at all times. The road northeast, past the temple, leads to Geldeheim and Ivinian-held territory and must always be guarded.



CELLAR

1. Main cellar

The main storage of the keep is filled with crates, barrels and sacks. The locked door in the southeast corner leads to the keep's armoury, with Lord Weymyss and his officers carrying the keys.

Local legend has it that the ghost of Rheon Weymyss haunts the cellar of the keep. Many are the servants who claim to have seen him or at least heard his moans. It is considered bad luck to be assigned cellar duty, since this includes sleeping quarters in the cellar as well.

2. Wine cellar

Ale cellar or whisky cellar would probably be a better name for this room, but there are in fact a number of wine barrels stored here as well. The whisky stored here is made in the village of Pethorn, to the south of Pethwys, and is part of the annual tribute paid to the lord.

3. Jail

The cells of Pethwys Keep usually house drunkards sleeping off last night's ale, but sometimes poachers are caught as well. They are currently empty.

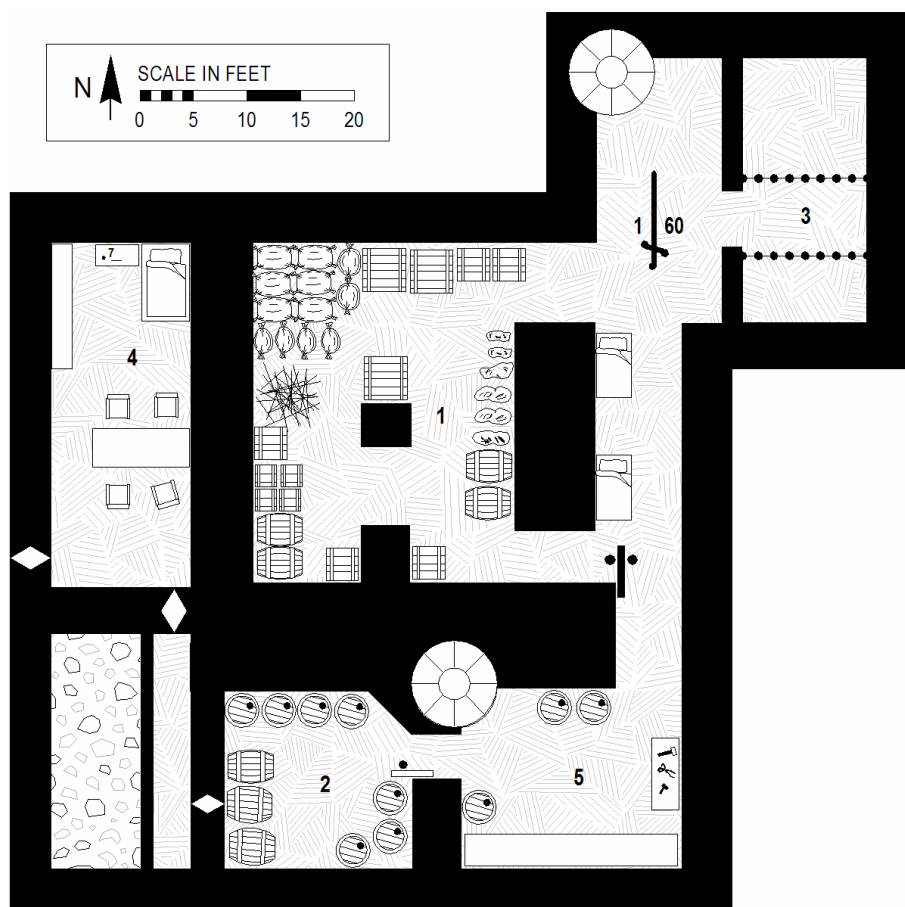
4. Secret council room

Behind the casks of aging whisky and wine, a hidden door leads into a small, heavily furnished chamber. This is where the lord of Pethwys plots his revenge. Since the apparent murder of his sister, Felan has increased his activities in the Jarin resistance. Though he has always conspired with the resistance, providing them with information and hidden fugitives in this very room, it was this very act that spurred him into action.

The chamber consists of a heavy pine table, four chairs, some shelves, a locked chest and two bunk beds. The door to the west opens into an escape route to a cave by the lakeshore. This is the way resistance members not living in the keep enter.

5. Armoury

This rough chamber stores the keep's weaponry. A huge rack covers the southern wall, filled with swords, spears, shields and a few axes. Barrels filled with arrows line the other walls, and a small workbench used for minor repairs completes the picture. Both doors are locked, with Lord Weymyss and his officers carrying the keys.



ORDER OF THE BARREN SEED

The Ilviran order of the Barren Seed follows the old dualistic dogma of early Jarin tradition, wherein Siem is the creator of the world and Ilvir the creator of all its natural beings, including man. There is still some debate concerning the origins of the Sindarin and Khuzdul, but most accept them as Siem's servants and thus probably created by that deity. The order is vehemently opposed to the worship of other gods, except for Siem whom they respect and revere.

According to the order's beliefs, Ilvir created mankind and all natural beasts and left them to their own devices. With the coming of the other gods from other realms, Ilvir used Araka-Kalai more directly to make sure that his creations were not unnaturally harmed by their activities.

Somehow, sometime long ago, something terrible happened. For some reason, Ilvir stopped creating creatures able to reproduce themselves; instead spreading a multitude of barren Ivashu out into the world. The order is certain that their deity is somehow decimated and is using the Ivashu in order to communicate with his other servants. They firmly believe that the Ivashu hold the key to finding out what went wrong, and subsequently assisting Ilvir in taking care of the problem.

The priests of the order blame the Concordat for their deity's "illness", since they are convinced that only the Concordat prevents Ilvir from taking action and restoring his powers. They also believe there is a connection with the Sundered Claw of Agrik, but have yet to piece together the legend with their own research. However, they do feel that Agrik's thirst for Ivashu for the Pamesani Games is based on something more profound than simple entertainment of the masses. It seems that Agrik doesn't want the Ivashu to reveal the truth.

Since the priests believe that one or more of the other gods are responsible for Ilvir's decimation, with Agrik as the main suspect, all other religions are considered "evil" or at least suspicious and deceitful. The establishment of the Sarajin temple in Pethwys was a major blow to the order, and the High Priest is furious with Lord Weymyss for allowing this to happen. The two have clashed repeatedly over the last few years.

Temple practices

Due to the temple's research of Ivashu activities, it contains an extensive library and has attracted many theoretically inclined clerics during the years. For the same reason, it has also attracted numerous artists, all willing to do service at the temple in exchange for the possibility of Ivashu sightings.

Most prominent among the crafts is the old Jarin tradition of weaving, producing many fanciful tapestries and rugs where traditional patterns are entwined with Jarinese legends. Village women are free to use the Crafts Hall in exchange for work in the kitchen and herb garden. Lady Muriel Weymyss frequently visits the Crafts Hall and usually take part in the weaving herself. Her presence is

much appreciated by the village women, and also by the Grandmaster who believes this strengthens his position with Lord Weymyss.

Visiting artists are not allowed to stay at the temple grounds, but are more than welcome at the local inn at reduced rates.

Temple organization

The Order of the Barren Seed is one of the most strictly organized of the Ilviran orders on Hârn. The current Grandmaster, Gurnal of Jalt, runs the temple with a firm hand and expects no less than complete adherence to the "old faith" among his clergy. He barely tolerates the Crafts Hall but is well aware of the financial and political support it brings. A total of twelve priests and sixteen acolytes currently reside at the temple.

Grandmaster (Gurnal of Jalt, 55)

The grandmaster of the temple is responsible for the spiritual leadership of the order. He is also responsible for any major rituals, like the Winter Calling described below. He takes his duty very seriously and works closely with the Master of the Secrets.

Master of Ceremony (Hirim Weymyss, 63)

The Master of Ceremony oversees the main rituals and mass. To his aid he has two priests responsible for the illuminations and effects so integral to the order's teachings. A few of the acolytes usually assist the priests as well.

Master of the Archives (Joffry of Balhas, 59)

The Master of the Archives is the order's librarian. Anyone embracing the "old faith" is welcome to the library, but a donation is expected for the effort and upkeep. Many Ilviran priests from other orders come here to study, and even one or two Save-K'norrians have been known to inquire about access to its collections. Access for non-Ilvir adherents is severely limited though, so they usually leave Pethwys disappointed. The main focus of the library, apart from religious treatises, is old Jarinese legends and history.

Master of the Acolytes (Alan of Jahlas, 43)

The Master of the Acolytes tends to the temple upkeep as well as the discipline of the acolytes. The acolytes get their daily assignments from him, according to his and the other masters' wishes (and whims).

Master of the Crafts (Hiram Linthyn, 48)

The Master of the Crafts is responsible for the upkeep and development of the Crafts Hall, where priests and outside artisans alike can work peacefully. The current Master is a jovial and creative man much liked by the locals and the residing artists. He is considering an expansion, and is calculating the costs of a separate weaving hall on the temple grounds.

Master of the Secrets (Connor Arwyn, 47)

The Master of the Secrets is the main researcher into the temple's real focus – the interpretation of the Ivashu speech. In a separate library in the cellar, he and the Grandmaster works, with only the most talented priests as assistants, day and night to find clues as to the health of their deity.

Ivashu caverns

Rumours abound that the cellars below the temple, which are inaccessible to most, connect to a series of dark, damp caverns extending deep beneath the lake. Some say these caverns even connect to Araka-Kalai, many leagues distant. Local villagers claim to have seen, or know someone who has, captured Ivashu being taken into the temple, never to be seen again.

The Grandmaster admits nothing, scolding villagers for meddling in activities way above them, but two years ago a young priest celebrating his acceptance into the order at the Elgar's Fall let slip that the rumours were more or less true. He claimed to have overheard an excited discussion between the Grandmaster and the Master of Secrets. He only got bits and pieces, but words like "crystal cave", "never before" and "Ivashu" were repeated. When the two went into the cellar, he quietly followed. He simply couldn't resist. He saw the Grandmaster rummage through a cupboard in the lower library and suddenly a bookshelf moved to the side, to reveal a dark doorway. The two masters went in, but closed the doorway behind them, letting the bookshelf slide into place.

The young priest's presence at the inn was the last thing anyone at the village saw of him.

Winter Calling

Once a year on the 30th of Ilvin, when Yael is new, the order performs a ritual called the "Winter Calling" where it leads a procession containing all non-lay members of the order into the hills east of Pethwys. At a glade beside a mountain stream, they hold mass and send out a calling to all Ivashu nearby. Usually, several Ivashu will answer the call within the next few hours, and as they approach they gather around a huge bonfire erected in the centre of the glade. There, the Grandmaster communicates with them in Ivashi, while the other priests restrain the more aggressive Ivashu with their invocations. The Grandmaster asks the Ivashu for information about Araka-Kalai and Ilvir, while the acolytes of the order scribe down every word being said in response. The Ivashu are released after several hours of interrogation, and the procession heads back to the temple. The notes are added to the temple archive and the coming year is spent analysing the information for clues to Ilvir's ailment. The sayings of the Ivashu are never straight-forward, and often pure gibberish to the untrained ear, but the zealous order maintains that there has to be a meaning in there somewhere. Whatever they find is kept secret to outsiders.

The Winter Calling is a time of joy and excitement for the Order of the Barren Seed, but not so for the villagers of Pethwys. Usually, at least one Ivashu finds its way into the village where it tries to wreck havoc. Lord Weymyss and his garrison are well prepared for the event and usually stave of the intruders without much ado, but sometimes nasty battles occur and even the Ivinian garrison is called into the fray. This is probably the only occasion the Jarin and the Ivinians fight side by side, but the aftermath usually leads to renewed disputes. Stray arrows, unexpected retreats and such keep the two garrisons at each others' throats for months afterwards.

Last year's Winter Calling resulted in the exile of Rhys Sahel, one of Lord Weymyss' lieutenants. Rhys was cornered by an Ivashu and in need of assistance, when the Ivinian sergeant arrived at the scene. Rhys claimed that the sergeant merely sneered at him and left him to his faith, while the sergeant claims that there were unarmed villagers in need of help and that Rhys seemed perfectly alright. In a fit of anger, Rhys hit the sergeant square in the face and broke his nose. If not for Lord Weymyss' immediate intervention and quick solution, the situation would have escalated into a bloodbath.



Grandmaster Gurnal of Jalt prepares the Winter Calling.

PETHWYS SURROUNDINGS

Sheltered in the western parts of the Jahl mountain range, the Jariga Valley is dominated by the ice cold Jariga Lake and the tall firs and pines covering the mountain sides. Inaccessible to most, the mountains surrounding the valley provide refuge for Jarin rebels and nomad Gargun tribes. Game is abundant, with deer and pheasants being the most common types. Wolf packs roam the area, but usually stay clear of human settlements. Many a trapper have been lost in the mountains hunting for the fur of the great brown bear, though whether they ended up in a Gargun cooking pot or a bear cave is up for speculation. Patrols cover the area surrounding the settlements and the Fur Road, with scouts ranging further into the mountains to check Gargun activity.



The Fur Road offers magnificent views over Jariga Lake, as it passes to the northeast of Pethwys.

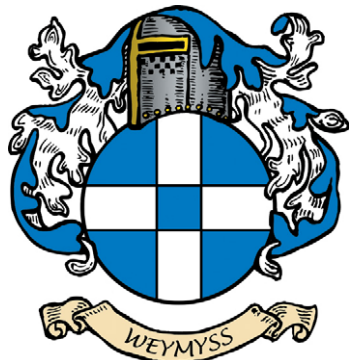
One prominent feature on the lake is the mysterious Azün Island. Often shrouded in mist, this forest-covered rock is prominent in many a local legend. Some say that the island is the home of a demon, others that the rock has a cave connecting it to Araka-Kalai. One thing is clear; there aren't many who dare set foot on the island. Sharp rocks beneath the surface surrounding the island don't help either.

The real residents of Azün Island are quite happy with the superstitious and somewhat fearsome reputation of their abode. Home to the last enclave of Jarin druids, the continued isolation of Azün Island is of utmost importance. The druids are worshippers of Siem and used to travel freely across Jara offering their services in exchange for food and news. With the Ivinian invasion their lodges were burned to the ground and those found were summarily executed. The Ivinians claimed they were corrupted by the demons of the elder peoples and therefore their enemy.

With their naturistic philosophy, the druids are well versed in herblore and survival. Legends tell about their ability to talk to animals and trees, but most people shrug these stories away as pure nonsense. What is commonly held as truth, however, are their healing abilities. Many stories tell of druids mending broken bones and treating incurable fevers. Lord Weymyss is aware of their presence and is also sworn to protect them and keep their location hidden from common knowledge.

CLAN WEYMYSS

Clan Weymyss has ruled the habitable area on the eastern shore of Jariga Lake for more than four centuries. Initially a warrior clan from the Anoth river valley, the



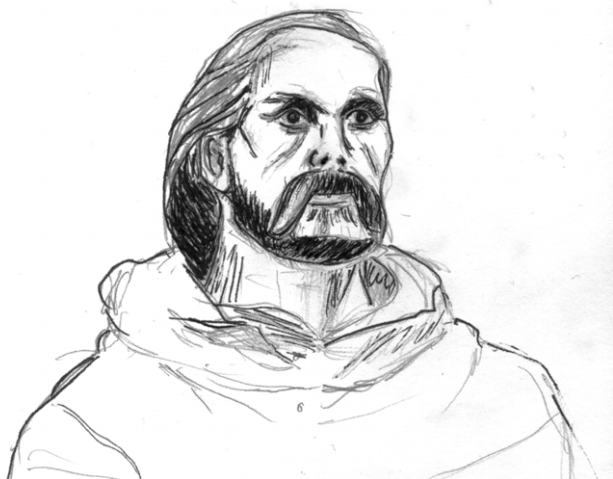
clan migrated northwards after a dispute with the Marwyn clan. It was clear that the ambitious clans would clash repeatedly and the clanhead Erin Weymyss realised the futility in this future. From his various contacts in the region he heard tales of Gargun attacks on villages near Jariga

Lake. He also heard rumours of a rich copper vein in the area and decided to bring his people to these new pastures where no Marwyn would ever contest their control. With his entire clan gathered outside the Leriell palisade he announced the Marwyn sovereignty over the Anoth river valley and claimed the Jariga valley for his own, if he could cleanse it from Gargun.

The clan has always been very independent and respected among its peers, both for their ferocity in battle and the steadfastness of their word. The oath of fealty to the Marwyns in 676 still hurts and is not something to bring up at any Weymyss feast or conversation.

Lord Felan, 41

The current lord of Pethwys, Felan Weymyss, is 41 years old and a man of sullen moods. As explainable as it may be for a man who blames himself for his sister's death, it does not help him in his quest for allies.



Felan's strength lies not in his diplomatic ways, but in his strength of arm and word. His skill with the sword is only average, but combined with his massive strength he makes a fierce opponent in battle. Likewise, an oath from Felan is as good as it gets. This has been a trait the Weymyss clan has been known for since many generations back. There are fears that Felan, in one of his

bad tempers, would swear an oath he may come to regret but still be unable to take back.

He adores his wife, whose counsel he always takes seriously, and is proud of their children. However, only the oldest of the three, Ilser gets any regular attention from him.

Lady Muriel Weymyss, 39

The Lady of Pethwys is a gentle and warm woman of 39 years and a mother of three. She runs the Weymyss household with a soft hand and defers many tasks to her sister-in-law Elynna. She is adored by the villagers and neighbouring clans, and what Muriel does, so do many a local woman the week after.

Muriel is a devout Ilviran, as well as a skilled weaver, and spends as much time as she can in the temple's Crafts Hall. The Grandmaster is delighted, as this has improved the attendance both in the Crafts Hall and at mass, but also because this could help him influence Lord Weymyss.

Ilser Weymyss, 20

As the heir of Pethwys, Ilser feels the weight of responsibility on his shoulders. Well trained in the art of administration and warfare by his father and uncle he already takes part in the running of Pethwys. Unfortunately, he has inherited his father's brooding streak and can, like him, often be found pacing the tower roofs.

He is well liked among the tributary clans and many see him as a fit successor to his father when the time comes. He is yet to marry, but this is likely to change next summer. The Prince of Leriell has indicated that a marriage between his own niece and Ilser would be an excellent way of strengthening the clan relations. Even though Felan Weymyss' official stance is a bit hesitant he is starting to alter his position. The marriage could earn him stronger ties to the more action-oriented members of the Marwyn clan, who disapproves of the Prince's policy.

Keryon Weymyss, 40

Captain of the Weymyss huscarls and younger brother of Lord Felan, Keryon is a man satisfied with life. Married to Elynna, the couple have two young daughters.

Keryon is an excellent swordsman and also an experienced mountaineer. In his youth he frequently scouted the mountains surrounding Jariga Lake. To this day, he leads many patrols and Gargun-hunting parties. His knowledge is vital to Lord Weymyss and the two brothers are very close.

Hyrin Weymyss, 68

As the village Trehaen and the oldest living member of clan Weymyss, Hyrin is highly respected in clan and community. His word is final in case of Trehaen Law, and Lord Felan never takes a major decision without his counsel.

Hyrin holds weekly audiences at the Weymyss clan house in the Pethwys village and administers the records for all clans living around Jariga Lake.

CLANS OF JARIGA VALLEY

Five great-clans pay tribute to clan Weymyss. They have a long common history that has tied them together, through marriage and bloodshed. In general, outsiders are treated fairly but without generosity.

Due to the heavy toll the Jarin rebellion took on the clans of the region, there is a significant lack of middle-aged male clan members. For the same reason, the number of men in their twenties and thirties who are trained for combat is unusually high.

The number of warriors listed below should be treated as the equivalent of available men-at-arms, some of whom are mounted and treated as knights.

Clan Jariga

Holdings: Tosage

Clanhead: Cymrun Jariga, 38

Liege: Lord Felan Weymyss, Pethwys

Warriors: 5 (32)



The isolated settlement of Tosage is the home of the hardy boatbuilding clan Jariga. Unbeknownst to the Ivinians, it is also the home of one of the strongest groups of Jarin resistance, the Wolves of Jara. In fact, the clanhead of clan Jariga is also the de-facto leader of the resistance movement.

The Wolves of Jara operate from a series of caves in the cliffside by the lake. The caves are very well hidden and can only be accessed by a steep single-file downward climb or by boat. A lookout is on constant watch, but due to its isolation, no warning call has ever been raised. The group number 27 able hunter-warriors of various ages and perform constant raids on Ivinian caravans and holdings. Usually, more than half of the members are out on assignments issued by Cymrun Jariga to his second-in-command Cernaig Harrna. Cymrun himself never participates in assignments. The Wolves eagerly awaits the next move by Lord Weymyss. They have high hopes for him now, and have always believed in him, even during the arrest of the Aenghysa agent.

Clan Linthyn

Holdings: Gowys

Clanhead: Maryn Linthyn, 49

Liege: Lord Felan Weymyss, Pethwys

Warriors: 3



Gowys is, for the region, a quite sedate and large village. The Linthyns are mainly interested in trade, and the workings of metal. Most local copper- and brassware are produced here, by the Gordys clan, and they even sell some to the caravans. The trail to the Jahlas copper mine begins here, which sees a small but steady traffic.

Though loyal to clan Weymyss, the Linthyns have no interest in the major political situation. They have their land and are free to work it as they see fit. The Ivinians haven't bothered them so far, and until they do the Linthyns prefer the current situation to a rebellion.

Clan Pethorn

Holdings: Pethorn

Clanhead: Clonelg Pethorn, 51

Liege: Lord Felan Weymyss, Pethwys

Warriors: 3



Just to the south of Pethwys lies the village of Pethorn. Pethorn stands for "Pethir-fields" in Old Jarinese, and signifies the best arable lands in the Jariga Valley. That doesn't really say much, but it still brings in healthy harvests of rye and oats. From this, the Pethorns produce a much-appreciated whisky widely spread in Jarin-held territories. Aged casks have also been exported to Kaldor. Lord Weymyss takes part of his tribute in the form of whisky, with the ceremonial opening of the first cask of the year a major celebration among the clan members.

PETHWYS 20

The Pethorn clan can trace their history in the region back to the time before the Weymyss' came. Some elder clan members refer to the entire valley as "their land", but they make no other claim to it. In fact, the Pethorns were the strongest supporters of clan Weymyss when they arrived and they still stand firm by their liege's side. The Pethorns would follow the Weymyss' lead in any direction, claiming that they have them to thank for their survival, and they give anyone with a different view on the matter a very rough time.

Clan Sahel

Holdings: Sahel

Clanhead: Jeremy Sahel, 44

Liege: Lord Felan Weymyss, Pethwys

Warriors: 3



On the western shore of Jaria Lake, a small cluster of wooden buildings cling to the mountainside. The soil isn't really fit for agriculture, so the main livelihood is hunting and fishing. The village of Sahel is one the most isolated villages in all of Orbaal. Clan Sahel chose this site for exactly that reason. In 675-676, the Ivinians captured the keeps of Teslyn and Nemeryn, now called Pjagel and Wethom, and slaughtered all members of the ruling clans they could find. However, a small group of women and children led by the youngest son of the Teslyn clanhead managed to escape up into the mountains. They travelled along the fierce Feben River, past the Feben Rapids and into the Jariga Valley. Swearing fealty to Lord Weymyss, they changed their names and settled as far away from everything as they could.

Today, the Sahels have grown, but they are still a very weak clan. The memories of a grander past remain though, and the dream of retaking what is rightfully theirs still lingers on. Much hope was placed in young Rhys as he was squired to Lord Weymyss, but the recent exile has dashed most of them. Jeremy Sahel constantly tries to influence Lord Weymyss of the importance of the western coastal keeps, and that any rebellious acts should begin there. So far, he has had little support for his cause.

Clan Weymyn

Holdings: Heimet

Clanhead: Keeran Weymyn, 62

Liege: Lord Felan Weymyss, Pethwys

Warriors: 7



Clan Weymyn is a minor branch of clan Weymyss and very loyal to their kin. The clanhead, Keeran, is Felan Weymyss' father's cousin. Based at Heimet, the Weymyns are charged with the duty of guarding the southern entrance to the Jariga Valley. Daily patrols consisting of two warriors and four yeomen are sent out along the Fur Road, with additional scouts scouring the surrounding mountains for Gargun and brigands.

The village of Heimet sits next to the ford over the Heimgar, a fast-flowing and ice-cold stream. This makes the crossing tricky, and many a horse has broken their legs here. The Weymyns are in contact with the mason clan from Pethwys (the Petyrs) on the possibility of improving the ford in some way.

The younger Weymyn warriors and some of the other local youngsters are quite openly supportive of the Jarin resistance movements. Ivinians are not welcome here and northerner caravans can expect no help crossing the ford. The Ivinian garrison at Pethwys usually attach a squad of their own to assist their countrymen and protect them from abuse.

