



## RAVIN

**Location:** Noreashire, Kingdom of Kandy  
**Holder:** Bailiff of the Hundred, Sir Sabir Polyle  
**Liege:** Sheriff of Norea, Tamys Bakyth  
**Population:** Village 236; Manor 40

### Geographic Details

Ravin is the site of the Ravin Hundred Moot, an important seat of government in northern Kandy. It is located five leagues north of Heroth Castle, less than a league from the Thard River. It is held by Sir Sabir Polyle, Bailiff of the Hundred, from the Sheriff of Norea. The village is very old. Rich topsoil and ample water make it highly productive.

The fief is located north of Ravinath Forest in the middle of a belt of large, successful manors. The manor house is built on the crest of a low ridge that runs east-west. The village lies below it in a saddle between the ridge and the overgrown remnants of the old Jarin motte. The fief is blessed with a high water table and a thick layer of organic material washed down the Thard River over eons.

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The holding derives considerable income from the traffic along the main road from Heroth, the seat of the Earl, to his keep at Ewen. The road is unpaved, but broad and well built. Ravin acts as a distribution point for goods with four roads converging on the village. The monthly Hundred Moot draws large crowds, giving the local farmers and craftsmen plenty of opportunities to sell their wares.

# RAVIN 2

The Bailiff of the Hundred holds Ravin as a double knight's fee from the Sheriff. In addition to feudal payments he owes two Heavy Horse (he and his eldest son) and three yeomen (two Medium Foot and one Short Bowman). The obligation is rendered in service as part of his duties as Bailiff. In addition to his minimum military obligation, Sir Sabir maintains his younger son and huntsman as Light horse and one Medium Foot forester and two Light Foot men-at-arms as a demonstration of his personal wealth and power. The Lord (or his son) delivers half his feudal payment to the Sheriff in Nuzyael and the balance in Azura. The Bailiff is always prompt and accurate in his payments. The manors of Nedale and Vaseld form part of the fief and are managed by subordinate bailiffs. Located to the south and southwest of Ravin, they make feudal payments to Ravin which pays a percentage to the Sheriff. The Bailiff of the Hundred adds their military forces (two Heavy Horse, one Light Horse and six Light Foot) to his own when needed. This is rendered as service most years.

## History

Ravin only became the seat of the Bailiff of the Hundred 32 years ago. The previous seat, Nedale, is now a subordinate manor. In 687TR, the last male heir of Clan Rynn died and the clan's two manors (Ravin and Vaseld) reverted to the crown. They have been retained as royal holdings under the jurisdiction of the Bailiff. The seat was relocated to Ravin, which is larger, centrally located and better suited to holding Hundred Moot, in 688TR.

A village has stood on this site for 1500 years. Jarin tribes, fleeing coastal raids by warlike Lythian tribes, settled on the floodplain. The hill north of current village is the motte from the original village site. Over a thousand years, garbage and debris built up. Homes were built on top of the ruins of previous buildings, creating the mound. With the retreat of the elder folk 1300 years ago, village life changed very little. Alliances came and went but life remained the same. Far enough west to avoid direct confrontation with the Empire of Lothrim, they were attacked many times by roving bands of gargun.

In about 300 TR, the region was threatened by the emerging Corani Empire. The tribes south of the river banded together to oppose it but were too fractious to stay together for more than a battle or two. The region fell to the brilliant young King Arosta in 373 TR. Ravin was a village of little import and fell easily to the advancing armies of the Balshan Jihad in 563TR. The inhabitants survived by hiding in the Ravinath Forest, but the village was put to the torch. The village languished under the rule of the Theocracy of Tekhos.

In the power vacuum that followed the collapse of the Theocracy, Clan Soursi (reviled as horse thieves and brig-

ands) under the leadership of their Clanhead, the charismatic but vicious Mikha Soursi, rose up against the Theocracy and captured Ewen Keep. He ruled the region for 35 years (from 588 to 623 TR) capturing most of the villages south of the river, including Ravin. From that point on, Ravin was an important forward outpost for Clan Soursi. It fell to advancing Kandian Checkered Shield troops in the summer of 623 TR and was again razed to the ground.

## Previous Overlords

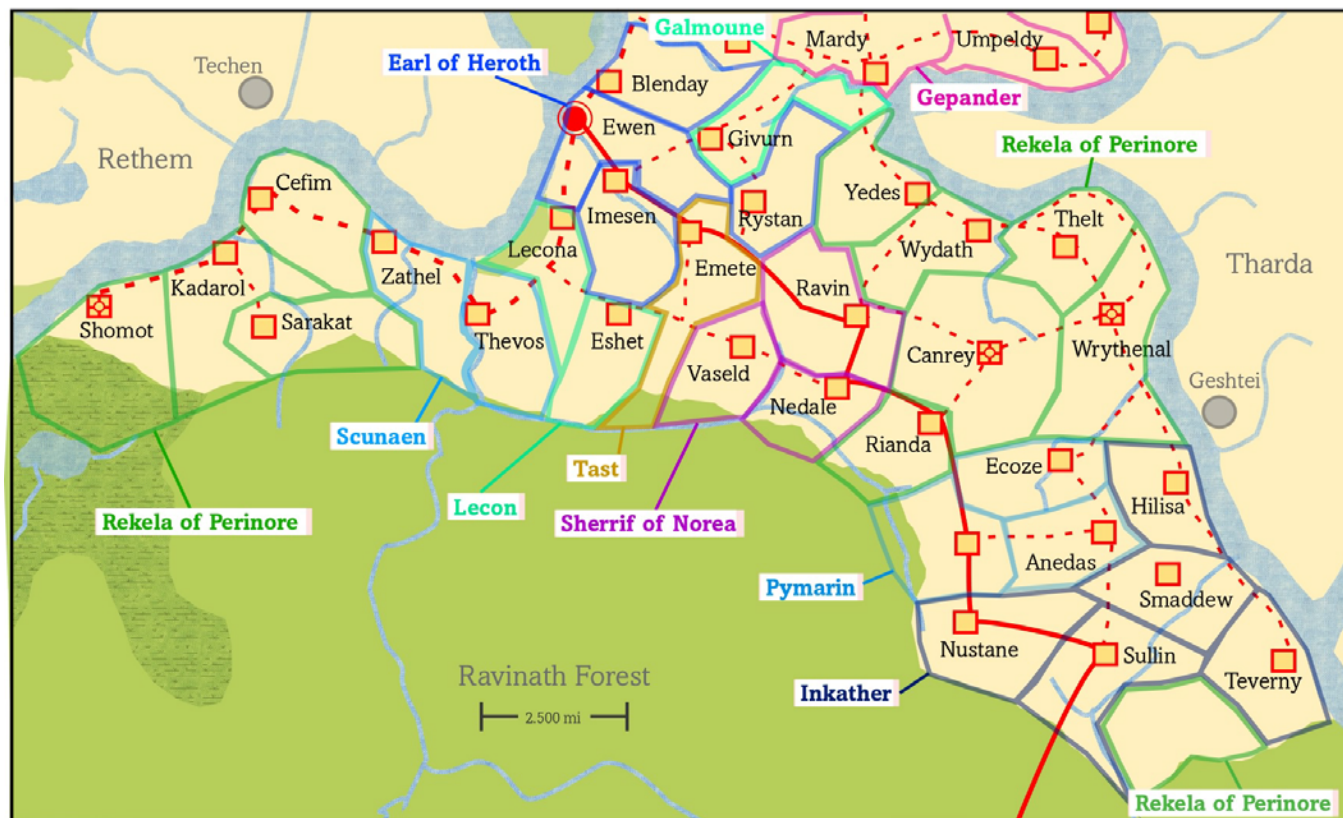
After Ewen Keep fell to the advancing armies of the Order of the Checkered Shield, the region became part of the Kingdom of Kanday. Ravin Manor was promised to the first knight to plant the Checkered Shield banner on top of Ewen Keep. Both the Sir Rakand Gepander and Sir Norian Rynn reached the top at the same time, but the Reblena granted it to Norian, an important captain of the Order and favourite of the King. The motte was allowed to grow over and the villagers resettled at its base. The manor flourished for two generations and a fine manor house was built above the village. Clan Rynn grew rich and powerful. But there was constant tension with their arch-rivals, Clan Gepander (Lords of Mardy Manor two leagues north).

When a Gepander killed the heir to Clan Rynn in a brawl following a tournament, it sparked a vicious feud that claimed the lives of three generations of Clan menfolk and vassals. Raids, counter-raids, brawls and outright battles continued for eight years, despite all attempts by the Sheriff of Norea and the Earl of Heroth to stop them. The feud cost Clan Rynn all its legitimate male heirs, the last being Sir Ordidis, the nephew of the Clanhead who disappeared on a mission to end the fighting between the clans. The feud ground to a halt with the death of the patriarch, Sir Alar Rynn. Faced with continued feuding if he allowed the manor to pass to a daughter, the King stripped the Clan of their land, entrusting it to the Bailiff of the Hundred. Descendants of Clan Rynn were banished amidst rumours of a huge bribe paid by the Gepanders. Most moved to Tharda. The descendants of the female line of Clan Rynn have petitioned the King several times for the return of their lands but he has so far refused to hear their pleas.

## Current Affairs

Sir Sabir Polyle was named Bailiff of the Hundred by the Sheriff of Norea upon the death of his father in 710TR. He has proved an able administrator and the removal of Clan Rynn has brought peace and stability to the region. The Bailiff is careful to keep his political views to himself and stay aloof from the clannish politics of the region. He is known for rendering his Hundred Moot decisions quickly and with an even hand. This has earned the respect and support of the local clans.

## Ravin Hundred - Boundaries & Holders



## Ravin Hundred

Ravin Hundred is located on the northern edge of Kandy in Noreashire. It is bounded by Urmore Hundred (Perishire) to the Southwest, the Ravinath Forest to the South, Narath Hundred to the Southeast, the River Thard on the East and West and finally Tadry Hundred to the North. An isolated region, it is serviced by only one road which runs north through Heroth Castle. Just across the river from Rethem to the West and Tharda to the East, it is very much a backwater region, its people are known for their independence and self-reliance.

Two powers dominate the Hundred, the Earl of Heroth who holds eighteen manors and the Rekela (Bishop) of Perinore who holds ten. The King has three manors, but they are held through the Sheriff of Norea, who just happens to be Tamys Bakyth, the Rekela of Perinore. In Ravin Hundred, the two powers exist side by side without much conflict. With major strongholds of Kandy's traditional enemies in sight just across the River Thard, the locals have more important concerns.

The Earl of Heroth's manors are split. The western Clans, Scunaen, Lecon, Tast and Galmoune, answer to the Constable of Ewen Keep. The eastern Clans (Pymarin and Inkather) answer directly to the Earl of Heroth.

The Laranian Fighting Order, the Order of the Checkered Shield, is the dominant presence for the Church of Larani in Ravin Hundred. Two chapter houses (or preceptories), Shomot and Wrythenal, each with ten knights and twenty men-at-arms, guard the Hundred. They are supported by subordinate manors known as granges. They provide patrol bases and generate revenue to support the large number of troops. The priests at the Abbey of Canrey see to the spiritual needs of the Hundred and also serve to monitor the well-being of the Checkered Shield.

The Hundred Moot is overseen by a former member of the Royal Guard, Sir Sabir Polyle. A staunch royalist, he keeps a close eye on all activity in the Hundred. He faithfully forwards these reports to his superior, the Sheriff. However, a second copy is always sent directly to Dyrysa at the request of the King's Chancellor, Ceral Lamin. The Sheriff is unaware of this. Although there have been no discrepancies between the two reports, the King's councilors wish to monitor the actions of all the King's servants, especially one as powerful as Tamys Bakyth. The Bailiff of the Hundred, Sir Sabir, and his Clan are known and trusted at court. They would not have been granted such a key appointment otherwise.



# RAVIN 4

## Ravin Manor Lands

Located at the heart of the Hundred, Ravin Manor is large than average. Somewhat "L" shaped, it is divided into three by the main road to Ewen Keep which runs through the middle of the fief. The cereal fields, pasture and woodlot dominate the manor. Meadow, orchard, vegetable plots and freehold farms fit in around the edges. A small amount of waste land has been reserved for future development.

The manor is not especially well watered. A small spring and wells provide water for the people and animals, but the crops must depend on the natural rains. Fortunately, the Thard Valley is normally blessed with good weather for farming. The meadow at the foot of the hill covered by the woodlot is always damp. Runoff from the hill and seepage from other small springs keeps this area green and lush throughout all but the hottest summers. This is important because Sir Sabir keeps a large herd of horses which consume a great deal of fodder.

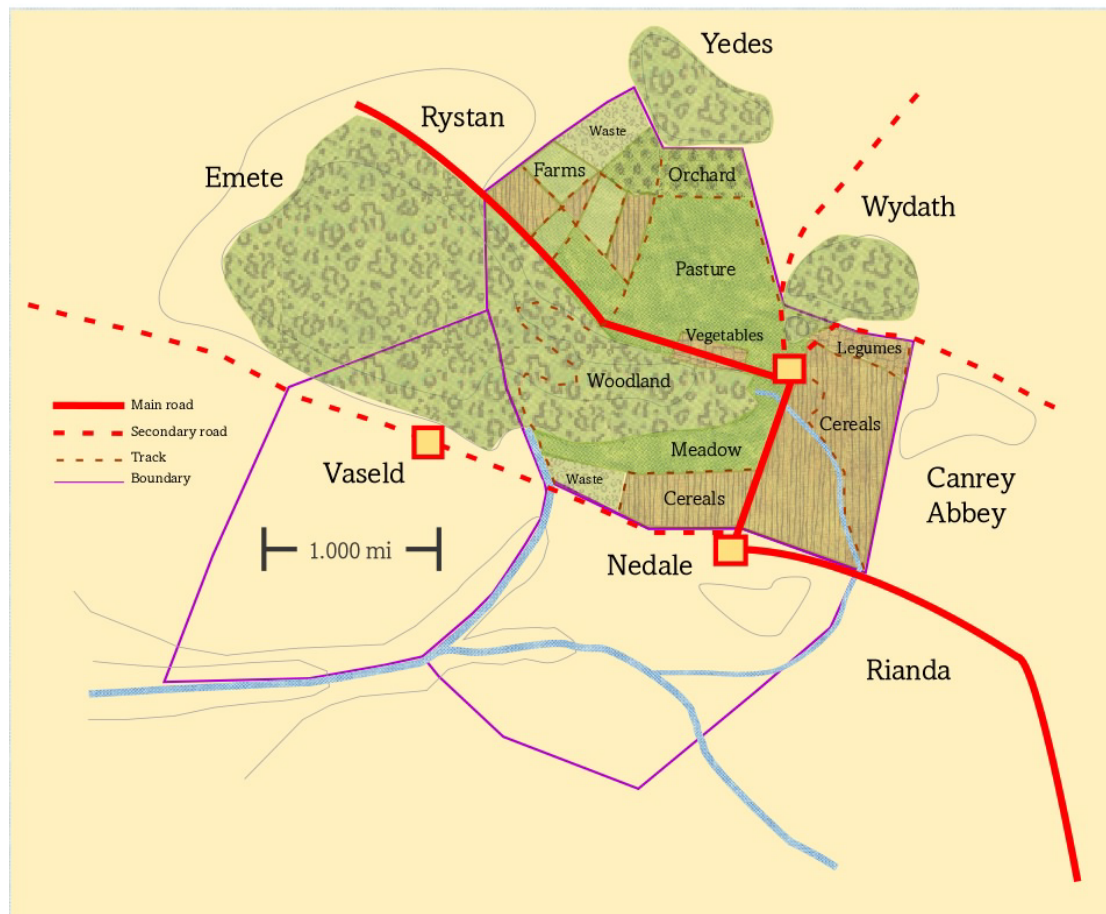
The hill and woodlot that Ravin shares with Emete and Vaseld manors is an old, worn down outcropping of limestone. Crumbly and unsuited for construction, it has a flat top, sloping towards the centre to create a shallow depression. This acts as a natural rain trap, collecting water from 3.8 square miles, naturally filtering it and then slowly releasing it from the aquifer through a number of springs at the foot of the hill; including Ravin Spring and the stream that forms the boundary between Vaseld and Nedale manors.

Ravin has a considerable amount of freehold land, more than most. Its craftsmen, farmers and yeoman all have significant holdings, totalling 497 free acres. While some of that is combined with unfree pasture, or-

chards, vegetables and meadow, the majority is organized into a patchwork of small plots along the west edge of the manor a short walk from the village. About two thirds of the remaining waste land adjoins these small plots. Sir Sabir has been selling this off, but at a dear price. The last lot to sell was 100 acres to a retired mercenary, Geran Eslorin [15]. Although he refuses to reveal the price, it must have been dear as the Bailiff bought two new pure-blood stallions, imported from Lythia, shortly afterwards.

Since the boundaries of the manor have not changed since 632TR, Ravin has no boundary disputes. The perimeter of the manor is formally surveyed each spring. When the weather begins to get warmer, the Bailiff invites his neighbours to join him. On horseback, falcons at their wrists, they ceremonially ride the perimeter of the manor. Each marker stone is noted and its location confirmed. Once everyone is satisfied, Sir Sabir and his guests retire to the manor house for a banquet and entertainment. This has become a mere formality and a popular excuse for a social outing. The ladies, in particular, take the opportunity to show off their newest dresses.

## Ravin Manor & environs



## Nedale Manor

The manor has 1930 acres and is the former seat of the Bailiff of the Hundred. The manor house is older but has a large, well built hall and a comfortable solar. The eldest of the four Polyle brothers, Sir Yvin, acts as bailiff of Nedale Manor. He is an excellent example of a functional alcoholic. He always rises early, conscientiously completes his work during the day (doing a fine job managing the holding) before sitting down to his cups in the late afternoon. By dinner, he can hardly stand and usually passes out shortly after. He admits he is a drunk and was secretly relieved when the succession council picked Sir Sabir over him. Yvin's wife, Lady Gewelen was not so forgiving and she and Lady Milwyth (Sir Sabir's wife) hate each other with a passion. They do not talk. Besides Sir Yvin and his wife, the manor supports their son, daughter-in-law and three grandchildren. The chamberlain, Lady Derena, is a lesser member of the clan as are the sergeant-at-arms (Ortin) and two men-at-arms (Iria and Gurt).

## Vaseld Manor

Vaseld is the larger of the two subordinate manors and is managed by Sir Sabir's aunt, Lady Lerissa Polyle, and her husband Sir Dolin. Only in their mid-fifties, they manage the manor quite successfully, though they leave the military duties to their elder son Sir Malak. Their younger son, Tarmin acts as his brother's squire and huntsmen and is equipped as Light Horse. Both men are married. Malak has two children. The sergeant-at-arms (Silis) is also a lesser member of the clan. Lady Lerissa is sister to Lady Aeney (who lives at Ravin) and visits her regularly.

## Ravin Village

Ravin village is a larger than average village in Northern Kandy. It has forty-five households consisting of thirty-one unfree serfs (ten villein, nine half-villeins and twelve cottars), six free farmers, four guildsmen, three yeomen (two MF and one SB) and one Priest of Peoni. The village metalworker, a bonded master of the lord of the manor, also has a house in the village.

The village grew up in at the base of a small hill in the Thard River floodplain. The original village (settled since Jarin times) was on top of the rounded hill to the immediate north-east of the current village. After the village was razed during the Checkered Shield campaign to capture the area, the new village was rebuilt at the foot of the hill around the existing crossroads. The village square is a bustling meeting place and is always busy with traffic travelling to and from Ewen Keep. The village mill is donkey powered as the small spring that issues from the ridge does not produce enough flow to turn a wheel. The fine manor

house is built on the hill and it dominates the entire village with commanding views.

The community consists of seven main clans plus the guildsmen, Priest of Peoni and a wealthy new farmer who has bought a substantial plot of land on the edge of the town. The three largest clans, Baldis, Merdon and Barien all compete for dominance of the village. Lord Sabir Polyle finds their various machinations all quite amusing and balances out appointments to ensure the competitiveness doesn't get out of hand.

## Economics and Agrarian Life

The Thard Valley has been settled for over a thousand of years, since the first Jarin people began settling this fertile river valley 1500 years ago. The floodplain is blessed with deep, fertile soil and an abundance of water. All crops grow well and the ground is easy to till. Ravin has 2730 gross acres, 683 wooded, leaving 2047 cleared acres. Of this, 984 acres support tenants and 1063 acres are demesne. Due to labour shortages, 293 acres was cleared but not farmed. It is from this bank of untilled land that Sir Sabir was able to rent 100 acres to Geran Eslorin, a retired mercenary. There are many other tenants who would love to expand their holdings, but Lord Polyle sets a high price on land that no one else has been able to meet.

The manor is in excellent shape. The Bailiff of the Hundred, Lord Polyle, holds the manor only in the name of the King and is well aware of the penalty for not keeping Royal property in good repair. Since the manor sits astride the main road, he receives many visitors and is proud to show off the manor house and village. His wife, Lady Milwyth, and the Chamberlain, Alariau, ensure the manor house is always clean and tidy. Sir Sabir and his son make regular inspection of the village and demand the cottages be well maintained and the gardens neat and well tended. The Bailiff is not afraid to hand out fines and the tenants know this and thus take great pains to keep the village in a good state.

The roads on the manor are quite good. The main road from Heroth Castle to Ewen Keep is gravelled in many spots and the Bailiff ensures the worst mud holes are filled with rocks and sand. The little bridge over the stream is built with strong timbers and can easily support a fully loaded wagon. The tracks up to the manor are in fine shape. Lord Polyle insists that all ruts be filled in weekly, so the way is kept free and clear for his many important guests. The lesser roads to Yedes and Canrey Abbey are only tracks. They can be extremely muddy after a rain storm and are intended as summer roads.

The fief supports a diverse number of crops and livestock. This is a conscious decision of the Bailiff to ensure that even if one crop or species fails, the village will have

## RAVIN 6

enough to live on until the next season. Hardy oats, barley, rye and hay balance more delicate vegetables, wheat and fruit, while goats, swine and horses balance oxen, cows and sheep. The Polyle Clan is known across northern Kanday for its excellent stud farm and many knights travel to Ravin to purchase a Reksyni warhorse or palfrey. The herd of five prime studs and fifty-four prized mares produces about twenty-seven foals per year. The palfreys are sold as yearlings, but the warhorses are kept until they are broken at two years old. These superb animals often fetch 1600d each. The Lord's sons are outstanding horsemen and spend much of their time training horses. Substantial extra labour is necessary to take care of such valuable horses.

After spring births, there are roughly 62 oxen, 30 cows, 122 goats, 552 sheep, 990 swine and 59 horses (plus yearlings and foals) grazing on the fallow land. Sir Sabir keeps the sheep for their fine white wool, goats for their milk and cheese and has a large business slaughtering, smoking and salting pork to sell to Heroth Castle and Ewen Keep. The hideworker has a full time job tanning the many hides.

### LOCAL MAP KEY

[A] **Manor House.** The proud stone manor house stands atop the end of a ridge and looks down over the village. See detailed description on following pages.

[B] **Old Village Mound.** The site of the original village is now heavily overgrown with trees. Some have grown quite large and are almost 100 years old. This is a popular site for children to play and lovers to seek privacy. At the top of the hill is a tall pine tree. It is considered a right of passage to climb to the top. Some claim to be able to see as far as Geshteï Castle across the river in Tharda. The mound is also part of the manor wood lot.

[C] **Manor Wood Lot.** This copse of wood extends from Emete Manor, over the hill, to the back of the manor house. The hill forms a natural boundary and although it is low and the forest not particularly dense, it does create a natural barrier to traffic. This leads people around it to the north and through Ravin. The woodlot is alive with small game such as rabbits and pheasants, which are reserved exclusively for the Bailiff's table.

[D] **Ravin Spring.** Just behind the manor house a natural artesian well bubbles to the surface. The water has a clean and sweet taste. The spring is variable and often dries up to almost nothing in the middle of summer.

[E] **Village Common.** This large open field is used for grazing and village meetings. Important Peonian festivals are held here, including the Restoration Festival in the

spring and Harvest Home in the autumn. The gently sloping hill makes a natural seating area when the Bailiff has an important announcement. In summer, travellers sometimes use it as a campground.

[F] **The Rest Stop.** The village is far too small to have an inn, but the Miller's wife makes a fine beer. Many weary travellers (and not so weary layabouts) make a stop at the miller's door, buy a pint and retire to this pleasantly shaded patch of grass for a bit of a rest.

[G] **Meadowland.** The land to the south of the village consists of the finest alluvial topsoil. The spring provides natural irrigation and ensures that it is always green and growing. It is reserved for growing hay to carry the livestock over the winter.



*Master Jelane, the bonded metalcrafter...*

[H] **The Washing Rock.** A large granite rock, possibly deposited at the end of the last ice age, lies beside a natural pool in the small stream. The women of the village come here to wash clothes and gossip. There are always a few women (including domestics from the manor) working during the day. Children can be seen playing in the trees.

[I] **Demesne Farm.** This substantial collection of buildings and pens belong to the Lord of the manor. Work here is supervised by the Reeve and it is always busy. The small apple orchard is for the use of the Fiefholder, but the one or two apples taken by the children who slip through the holes in the hedge are not missed.

[J] **Metalcrafter.** Master Jelane is the manor house's bonded metalcrafter. He has a small house where he lives with his wife and three children. Jelane earns a good income and buys all of his food from the other villagers since neither he nor his wife are interested in gardening. They have a small pen for their four goats.

## THE VILLAGE RESIDENTS

### 1 COTTAR (Eltril of Clan Baldis)

Eltril and his wife are a young couple with two young children just starting out. Only in their early twenties, the Lord has granted them their own cottage and a couple of acres. They spend most of their time working for Eltril's uncle, Luryren [8]. Eltril has a bad habit of mocking people's failings and is unpopular for it.

### 2 COTTAR (Vurin of Clan Jekes)

Vurin, his wife and two teenage boys share the cottage. In addition to working their own land, they help his cousin Querl [31] with his land in return for a share of the crop. A sadistic man, Vurin torments and even beats his boys who are too afraid to leave.

### 3 VILLEIN-BEADLE (Darane of Clan Barien)

Darane was chosen by the Bailiff as Beadle, because he is a solid, dependable, honest man. His job can be unpopular, but the villagers respect him. He supports his elderly parents, wife, three children and younger sister. Two adult cousins and their wives live with him and work the woodcrafter's [11] acres for him.

### 4 VILLEIN (Tarnt of Clan Merdon)

Tarnt is a successful farmer. He is married with two children. His wife's older sister, a shrewish old spinster, lives with them and her shrill voice irritates him constantly. The two have had many fights in public and Tarnt has been fined twice for disturbing the peace. He spends much of his time at his brother's cottage [29].

### 5 FARMER-YEOMAN (Slanas of Clan Jekes)

As head of Clan Jekes, Slanas supports his wife and four children, plus an old blind uncle, three cousins and his wife's mother. They are forced to sell their labour to Geran [15] to feed the family. Slanas inherited the position of yeoman from his father, who was once a soldier for the Sheriff of Norea. A good farmer, he is secretly a craven man and would probably turn and run at the first sight of real danger. He is equipped as medium foot.

### 6 MILLER (Makan Rusyin)

**Size: 2    Quality: 4    Prices: Average**

A slovenly old fool, Makan is an excellent miller and his wife brews the finest ale in the village. Despite his appearance, the villagers trust him. The couple have two sons who are doing their apprenticeship in Sepire. Makan's journeyman, Brosta, is neat and polite and deals with most of the customers. The miller sublets his three acres to Kaent [24] who pays him 60% of the crop.

### 7 COTTAR (Andan of Clan Pendar)

Andan is a tall man, with broad shoulders and bulging muscles from years of hard work. Fortunately, he has a pleasant personality and benign nature. He has only a few acres of his own and so works full time on the demesne farm, easily supporting his wife, infant daughter and elderly parents.

### 8 FARMER (Luryren of Clan Baldis)

Luryren is an intense man, focused on his farm and advancing the interests of his clan. He has a large farm and hires his nephew [1] and cousin's boys [9] to help him. He and his wife were never able to have children so they adopted two young orphans with the help of Sister Beria [13]. This greatly angered his brother Marloral [29] who expected to inherit the free acres.

### 9 VILLEIN (Fyrth of Clan Baldis)

Fyrth is by nature a nervous man. He startles easily and insists on sitting with his back to the wall. Despite that, he is an excellent farmer and supports his two adult sons, teenage daughter, elderly cousin, father and aunt in some comfort. He has been a widower for twelve years and has no interest in remarrying. His sons work for his cousin [8].

### 10 COTTAR (Braen of Clan Chastil)

Clan Chastil is one of the smaller clans. Braen has no land of his own and is forced to spend his days working another man's land, villein Lorvian [44]. Without anything but his cottage and tiny vegetable patch, he is extremely insecure and a real miser who hoards food

## RAVIN 8

and coin. He lost his wife three years ago and worries constantly about who will take care of his three girls should anything happen to him.

### 11 **WOODCRAFTER (Borl Dattys)** **Size: 2    Quality: 2    Prices: Low**

Convention, tried and true methods, tradition, Borl detests these "bonds". He is a maverick who barely made it through his apprenticeship. He loves to experiment with new techniques and unusual forms. The results are unpredictable which makes him unpopular. He has been forced to reduce his prices to sell his "creations". Fortunately, the Barien Clan [3] works his acres well; ensuring his wife, son, daughter and apprentice have enough to eat.

### 12 **HALF-VILLEIN (Rosta of Clan Emyn)**

Rosta is small man with small views of the world. He is exceptionally proud of the fact he has never left Ravin Hundred. He despises and distrusts people who were not born in the village, and is especially prejudiced against Geran Eslorin [15], who he calls an upstart mercenary. With only twelve acres, he is forced to work for his cousin and Clanhead, Haroras [33], to earn enough to feed himself, his wife and their four children.

### 13 **GLEBE (Sister Beria)**

The poor, destitute, old, very young, weak and helpless, these are the people Sister Beria has devoted her life to. An intense, thirty-four year old daughter of a potter, she entered the Peonian church at sixteen and was sent to replace the dying village priest in Ravin twelve years ago. She supports her "family" of thirteen people, including five elders without families and seven orphans, some as old as teenagers. She depends heavily on the charity of the villagers and few can say no to her requests. Even the lady of the manor has been known to make a donation on occasion.

### 14 **VILLEIN (Fynyg of Clan Barien)**

In his late fifties, Fynyg no longer works the farm on a regular basis. His daughter and son-in-law manage it for him with the help of labour hired from a fellow clansman, Velane [43]. His daughter, Kamena, manages the family finances as Fynyg is careless with money and spends whatever he has.

### 15 **FARMER (Geran Eslorin)**

See detailed article below. Geran is a newcomer to Ravin and is much wealthier than the other villagers. He purchased a large farm from the bailiff and hires locals to work for him. Although he has no problems finding workers, they resent his success. Geran lives a

quiet life, now fifty-six, he is semi-retired and does little labour himself, preferring to let Slanas [5] act as his foreman. Slanas in turn hires other men of his clan, including his cousins [5], brother Gaen [16] and nephew Saelan [27] to work Geran's hundred acres.

### 16 **HALF-VILLEIN (Gaen of Clan Jekes)**

Gaen is immoral; money and influence are everything to this corrupt man. His grasping manner repels most people, except his brother Slanas [5] who seems oblivious to this brother's actions. Gaen's wife and four children are neglected and ignored.

### 17 **COTTAR (Urrin of Clan Huslaka)**

Urrin hails from Salkim southeast of Heroth. He is a skilled orchardist from a large but poor family. Sir Relbert, the Steward, needed such a specialist to tend his father's orchard and discovered Urrin while visiting friends in Salkim. The Steward offered to pay his manumission and give him his own household if he came to Ravin. Urrin agreed. He, his wife and two sons tend the demesne orchard and beehives for the lord. Sir Relbert has promised to make him a half-villein after seven years if Urrin does well. Three years have already passed and the Steward is much pleased.

### 18 **HALF-VILLEIN (Zulaen of Clan Emyn)**

If there is one person in the village people look on with suspicion it is Zulaen. He is a dubious character, always slinking around, spying and prying into other people's business. Why, no one is sure. He supports his mother, his wife's mother, his wife and daughter. He is forced to work many long hours for Vindane [36] to feed his family. It is rumoured that his beautiful wife sells her favours on the side, especially to strong young men.

### 19 **COTTAR (Barane of Clan Baldis)**

A loyal supporter of the Peonian church, popular with children and the old, Barane has a bright, innocent childlike view of the world. He trusts people until proven otherwise and is a hard worker. Lacking more than a few acres, he works on the Reeve's lands [26] and for Jalo [28]. He is happily married with three children. While he and his wife work, the children are cared for by their Great Nana, Rilea. An amazing woman, she is Barane's grandmother and his children's great-grandmother. She is still has an excellent memory and is spry and healthy at seventy-eight.

### 20 **HALF-VILLEIN (Thanin of Clan Merdon)**

Clan Merdon is a close knit group and despite the fact that he does not have enough acres to feed his large family, Thanin has no problem getting work.



His Clanhead, Ebir [37], has numerous clan members employed working his acres. Thanin's wife is pregnant with her fourth child (she has two girls and a boy). Her mother and a male cousin live with them and help in the fields and around the cottage. Thanin dotes on his wife and loves playing with the children. He is a tender man.

## 21 HALF-VILLEIN (Vaniran of Clan Chastil)

Vaniran stays aloof from most village politics. He is an excellent farmer and spends his time in his own fields or those of Stenden [40], where he earns extra income. He is a widower with two grown daughters who take care of the household and a nephew who helps him in the fields. Secretly, his nephew is carrying on an incestuous affair with his daughter.

## 22 FARMER (Horin of Clan Pendar)

A substantial and successful farmer, Horin has recently been chosen to head Clan Pendar after the death of his Uncle. He is still quite jubilant and is planning to hold a major celebration in the next few weeks. Much of his success is due to his brilliant wife, Daleana, who is certainly the most intelligent woman in the village. They have two sons and a niece who lives with them. Horin owns his own yoke of oxen.

## 23 VILLEIN-HERDER (Eril of Clan Merdon)

A dark pall lies over this house. Eril has just buried his wife of thirty years who died of a wasting disease. Their only son, Arai, his wife and their four children have tried to consol him, but his sadness is too deep. He has taken to wandering the village at night and can often be found weeping at her graveside. His son has assumed the majority of his father's duties in addition to working their acres.

## 24 FARMER-YEOMAN (Kaent of Clan Pendar)

It is well that Kaent is a fine short bowman, because he is only a passable farmer. He is often called upon to join the Bailiff of the Hundred's hunting parties and to bring in small game and birds for his table. Besides his own acres, he also manages the miller's acres [6]. He is very grateful that despite his limited talents, his acres are successful. His mother, wife and two children share his cottage.

## 25 COTTAR (Tagil of Clan Chastil)

Tagil wants more. A simple cottar, he has only a couple of acres and

depends on getting work on the demesne farm to feed his family. He thinks this is wrong. He longs for war or some calamity to bring down the Lords and Ladies to his level where it would be survival of the fittest. Tagil likes to talk and dream out loud, but he is too afraid to take action for himself.

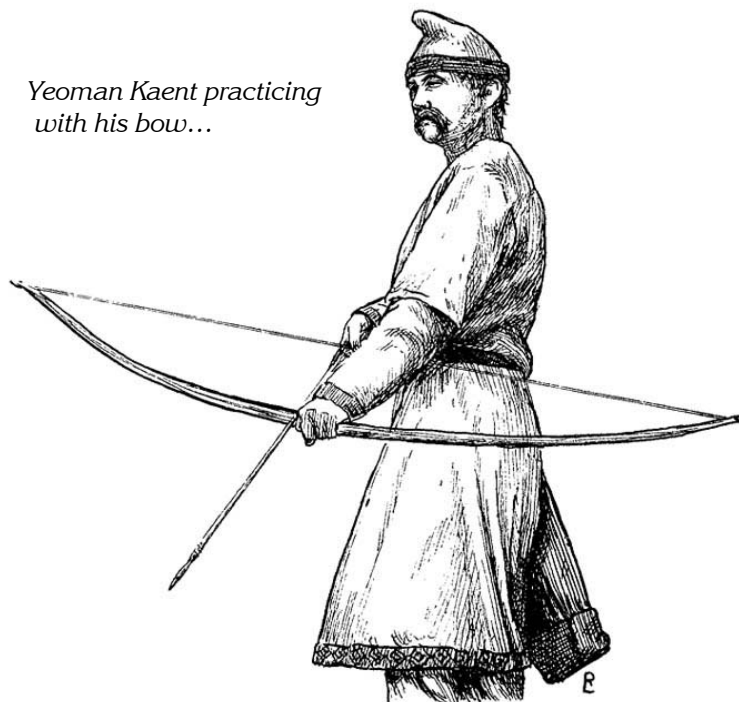
## 26 VILLEIN-REEVE (Joa of Clan Baldis)

A brilliant farmer, skilled village politician, orator and father, Joa has been village reeve for sixteen years. Everyone, including the Bailiff and his son the Steward, like him and trust his judgement. He instinctively knows the seasons and crops, and has made shrewd judgements that have made the village successful and prosperous. He has only one son, 24, who still lives at home. As head of Clan Baldis, he looks after the members of his clan, including hiring Barane [19] to help work his many acres. Successful, with a full larder and a heavy pouch of coins at his waist, he lives a happy, carefree life.

## 27 COTTAR (Saelan of Clan Jekes)

The nephew of Slanas [5], Saelan has steady work on Geran's farm [15] to make up for the fact he only has one acre of his own. He lives with Darae, a handsome red-headed young man who grew up on the streets of Coranan where they met three years ago. Saelan is very possessive and protective of his lover and makes no secret of their relationship. His skill with his fists and a staff ensure they are left to live in peace.

*Yeoman Kaent practicing with his bow...*



## 28 HALF-VILLEIN (Jalo of Clan Merdon)

Jalo and his brother, Durvo, inherited fifteen acres from their father and mother who died within weeks of each other in 718TR. Just twenty and eighteen, they are a little overwhelmed at being on their own. They depend on their Clanhead, Ebir [37] for guidance and their cousin Arai [23] for moral support. Barane [19] helps them with their farming and his grandmother, Rilea, keeps an eye on them and makes sure they eat well and their clothes are in good repair.

## 29 COTTAR (Ugin of Clan Merdon)

The brother of Tarnt [4], Ugin spends much of his free time listening to his sibling complain about his sister-in-law. He nods his head a lot, but actually hears very little. He is still in shock that the Bailiff allowed his identical twin teenage sons, Anfric and Almod, to pay chevage and leave the manor. He fought with the boys over work and they stormed off to the Hallmoot where, in an act of unexplained generosity, the Lord let them leave. Ugin's wife worries constantly and the three younger children must now take up their tasks working on the demesne farm. The twins have gone to Heroth, or beyond, to seek their fortunes.

## 30 HALF-VILLEIN (Shaik of Clan Jekes)

Between his own fifteen acres and the twenty acres he works for the Salter [32], Shaik is always busy. He can feed his family and has enough work, but is always a bit pessimistic about what is to come.

## 31 FARMER (Querl of Clan Jekes)

After an ox stepped on his foot, it turned black and had to be amputated. Since then, Querl has been largely helpless. He is starting to learn how to get around on crutches, but he can't farm. He has hired Terba's son [42] to work his acres and his wife makes clothes for sale, but they are in dire straits. They have two sons, both common soldiers (Meken) in the Checkered Shield who they have not heard from in two years. They are desperate for them to come home and would pay someone to take a message to Utarath Chapterhouse where they are serving.

## 32 SALTER (Lorial Osforn)

**Size: 2    Quality: 4    Prices: High**

The large number of livestock on this and the surrounding manors creates a great deal of work for Lorial the Salter. He has little time or interest for farming and so has Shaik [30] work the land for him. The villagers are very cautious around Lorial, as he is known to be a liar and a cheat. People check their coins twice and generally don't

trust him much. He lives alone, apart from his one apprentice, a rather downtrodden lad from Imiden.

## 33 VILLEIN (Haroras of Clan Emyn)

As head of Clan Emyn, the importance of his position has gone to his head. Haroras seems to think that he is an imperial overlord, not the representative of a small family group. He tries to act imperious, ordering the other members of the clan around, even having them fetch his ale from the miller. Except for poor Rosta [12] who depends on him for work, most of the other clan members ignore him. Members of other clans have taken to mocking him, something he does comprehend.

## 34 COTTAR (Raena of Clan Pendar)

A small, poor cottar now, Raena doesn't intend to stay that way all his life. Every week he has a new scheme of how he is going to get more land or money. Unfortunately, his schemes, no matter how elaborate, never work. He is a source of constant amusement to the other villagers and of embarrassment to his wife, son and elderly father.

## 35 COTTAR (Merryn of Clan Salgen)

Merryn, his wife and teenage son are strangers in the village. Sir Relbert brought him here last year, on the Sheriff of Norea's recommendation, to work on the demesne farm. Although not an ostler, he has a real way with horses and can be depended on to look after the stables, muck them out, change the straw and bring the feed without supervision. Master Sallace, the senior ostler, likes him. This allows him regular and free access to the manor. Sir Sabir does not know that he is an agent of the Sheriff of Norea sent here to monitor and check up on the Bailiff. Merryn has little to report as Sir Sabir is doing a good job.

## 36 VILLEIN (Vindane of Clan Barien)

A wealthy villein, Vindane is indignant that, at the last Hallmoot, the Bailiff rejected his request to convert his thirty-six serf acres to free. When added to his existing thirty free acres, this would have made him the second largest farmer in the village. He is determined that if he can't be a free farmer, his sons will be. He supports two elderly relatives, his wife, two sons and a daughter is some luxury. He has so many acres; he is forced to hire additional labour, usually from Zulaen [18]. He is also Clanhead, something he feels is a waste of time, but it brings him extra prestige and so he couldn't turn it down.

## 37 FARMER (Ebir of Clan Merdon)

The second largest holder of free acres, Ebir is a successful, but humble man. He is head of Clan

Merdon, a responsibility he takes very seriously. He hires many labourers from within the Clan to help him work his land, employing his cousin Thanin [20] almost full-time. His father, the previous Clanhead, has gone mad and lame and is confined to a shed along the road, where he often yells obscenities at passers-by. He is well carried for by Ebir's wife and two children, but is kept locked in for his own safety and the safety of others.

## 38 HIDEWORKER (Geary Mildar)

**Size: 4    Quality: 3    Prices: Average**

For three generations, the Mildar's have been hideworkers in Ravin. The most recent, Geary, has been master here for twelve years. Their house is at the edge of the village to try and keep the smell away from the village. The small stream beside the cottage provides some water, but in the high summer, water often has to be brought by wagon from other sources. Geary employs a journeyman and two apprentices to assist him, while his wife, two children and aunt keep house. Their cottage is crowded with people and goods and Geary is planning to ask the Bailiff for permission to build a new work shop and two sheds next year. Besides hideworking, Geary also farms his own acres, using his journeymen and apprentices to help, sometimes they despise.

## 39 VILLEIN-WOODWARD (Marlorald of Clan Baldis)

Marlorald is a busy man. As Woodward, he has to patrol 683 acres of woodlot besides farming his thirty-eight serf acres. But this is not enough for him. When his father died, he left his free acres and the position of Clanhead to his eldest son, Luryren [8], and his serf acres to his second son, Marlorald. Marlorald felt that they should have each got an equal share of serf and free, especially because he is the better farmer. When Luryren and his wife were unable to have children, Marlorald assumed he would inherit all, securing a future for his sons. But then Luryren adopted some of Sister Beria's brats and announced that they would inherit, giving 45 free acres to strangers who aren't even blood relatives. This made Marlorald furious and his hostility extends to all of his brothers friends and supporters. Now, he looks to his three strapping young sons to make things right.

## 40 FARMER (Stenden of Clan Barien)

An average farmer, Stenden is a thoughtless and unthinking man. He and his wife have four children, two girls and two boys. All of them have left home to get away from their father. To help on the farm, they have taken in an orphaned lad, but Stenden treats him as little more than a servant and has succeeded in overworking and alienating him as well. He has to hire labour, the tal-

ented Vaniran [21], but even there he doesn't recognise the value he is getting and treats him poorly.

## 41 HALF-VILLEIN (Bron of Clan Merdon)

Bron's wife is pregnant. He views this as just another mouth to feed from his few acres. He works for the Woodward [39] to earn enough to feed his wife, two children and his wife's useless parents. An adulterous bastard, the dastardly cad is carrying on an affair with Raena's wife [34].

## 42 FARMER-YEOMAN (Terba of Clan Barien)

A simple, unsophisticated man, Terba is a fine farmer and a stout yeoman. Equipped as medium foot, he does his yearly service without complaint. With only twenty-six acres, he is pressed to feed his large family of eight people. His wife, mother and mother-in-law are all skilled weavers, so they earn a good deal of money making and selling clothes in the village. The couple's four children are near grown and besides working the family acres also work on the demesne farm. Together, they earn enough to keep the family well-fed.

## 43 COTTAR (Velane of Clan Barien)

Velane keeps a small cottage and supports his wife and two children. He works very hard and saves every penny. Three hallmoots ago, he asked the Lord to grant him additional acres to support his family. A mediocre farmer, the request was rejected on the advice of the Reeve, leaving Velane crushed. He continues to work on his cousin Fynyng's farm [14], but his heart isn't in it. He is a broken man.

## 44 VILLEIN (Lorvian of Clan Baldis)

There are two passions in Lorvian's life, music and his children. His third passion, his wife, died two years ago. A talented singer and lute player, he is frustrated that his children don't share his interest in singing. His son prefers to work the land. Lorvian has instead taken to spending his days drinking ale in the Rest Area and playing for passers by.

## 45 HALF-VILLEIN (Aibris of Clan Emyn)

Living next to the Glebe should be a blessing, Aibris considers it a curse. His wife is a devote Peonian and so Sister Beria is a frequent guest in their home. Of course she always has a little job that needs doing and Aibris wife is quick to volunteer him to help. With only fourteen acres, Aibris must also work on the demesne to earn enough to feed his family, so he is already tired when he gets home. But his wife's constant nagging him drives him over to the Glebe to work even more hours for the church.



## MANOR HOUSE [A]

Prominently sited, the manor is an impressive building that dominates the fief. Easily visible from the road, the 10 foot high mortared stone wall conceals all but the two story buildings. Although tall, the walls are not crenulated but are topped by a pointed capstone with rusty nails fixed in with mortar, points up.

The outer courtyard houses four buildings: a forge built of stone; granary, huntsmen's house and chicken coop built with timber frame, wattle and daub. Six buildings line the inner courtyard: the hall, gatehouse, solar block and stables all have stone main floors and timber frame second stories. The nursery stable and wood shed are built of timber frame, wattle and daub. All of the manor buildings have fine slate roofs to protect them from fire.

The manor is built with cut blocks brought, at great expense, from a quarry near Heroth. Finely mortared, the buildings show great care and craftsmanship went into them and no expense was spared. The manor was built largely at one time with the main hall predating the other buildings by only a few years. The fine timbers and expensive slate tiles are available only to the richest of lords.

Small details, like the fine iron hinges and decorative stonework give the impression that an important person lives here. Guests are met by the chamberlain in the outer

courtyard where they are evaluated. The chamberlain decides who gets into to see the Bailiff immediately and who waits.

## Household

As befits an agent of the King and one of the most important men in the region, the Bailiff of the Hundred, Sir Sabir Polyle, maintains a lavish household. He supports his wife, her lady-in-waiting, two sons, their wives and his grand-daughter. This requires many servants. Twenty-three servants and four soldiers wait on the family. They are lead by Alariau, the chamberlain. He oversees the internal workings of the manor under the direct supervision of the Bailiff's wife, the Lady Milwyth.

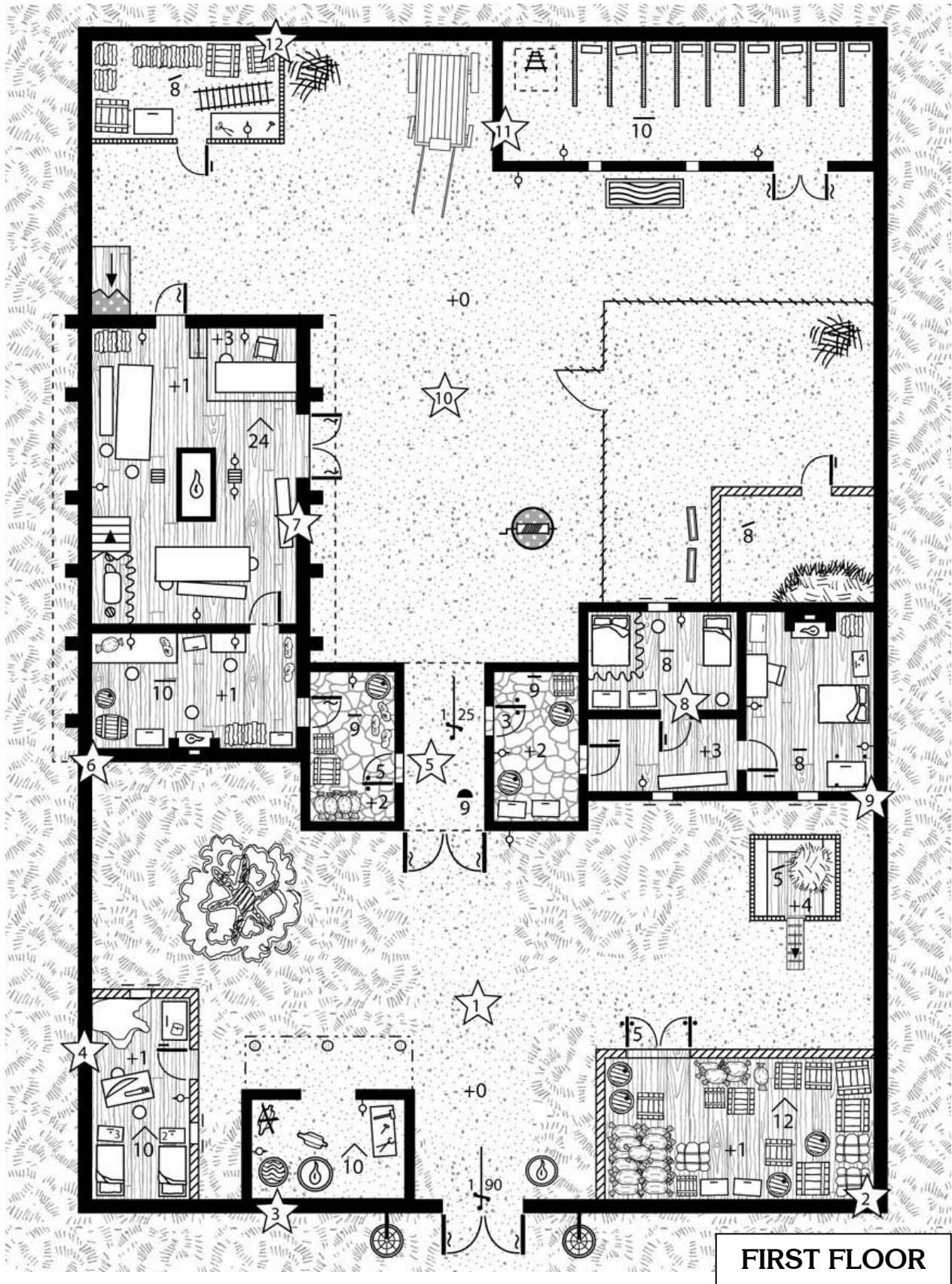
As Sir Sabir is constantly busy with the affairs of the Hundred, day-to-day running of the manor falls to his eldest son and steward, Sir Relbert. He depends heavily on Joa of Clan Baldis, the village reeve, but is developing into a solid manager of estate affairs. He has a quick tongue and while he likes to keep the villagers on their toes, is not cruel. Sir Sabir's younger son, Amant, spends much of his time with the two ostlers tending the family's prized herd of Reksyni horses.

The kitchen is run by Amaldic the cook and his wife and assistant, Brieda. They are supported by an alewife and baker (Eagith and her husband, Otilon). The Bailiff hosts many fine dinners for all the best people in the Hundred, and even the Earl of Heroth dines here on an annual basis, so this is a key position. Amaldic is an outstanding cook and the Lord is justifiably proud of the meals he produces. In addition to his wages, Sir Sabir often awards the cook a special purse if the meal is exceptional.

The Bailiff loves to hunt and uses the need to patrol the King's forest as an excuse to indulge this love at least once a week. His two huntsmen spend the rest of their time supporting the kitchen by hunting boar and small game in Ravinath Forest. Deer are reserved for the King. The huntsman and forester are much feared by the locals.

The clothier and priest spend much of their time with the ladies of the household. The clothier, Burilda, is a skilled seamstress from Coranan. She has a keen eye for style and assesses everyone who enters the manor, dismissing those in poor clothing. The Laranian priest, Brother Cemian, is a spare, bookish man of middle years. He can be very effeminate and seems more at ease among the ladies of the household.

Sir Sabir depends heavily on his scribe to keep the Hundred Rolls. As a result, Tonnet travels with the Bailiff to all official functions. In their youth, he was tutor to Relbert and Amant who are both literate. Tonnet will instruct Sabir's granddaughter when she is old enough.





The two men-at-arms have easy jobs and much spare time. They are often conscripted by the chamberlain to do heavy lifting or Amant to work with the horses. Both men are talented riders, one of the reasons they were chosen to work at the manor. They definitely prefer working with the horses. On Hundred Moot day, both are in armour with weapons to demonstrate their master's importance. Neither man has any practical fighting experience.

## Ground Floor

1. **Outer Yard.** The only gate into the manor is flanked by two iron gibbets (currently empty) used for displaying criminals found guilty in the Bailiff's court. The sole entrance to the manor house is a heavy wooden gate studded with iron nails and guarded by one of the lord's man-at-arms. The gates are barred at dusk and only opened with the permission of the Bailiff or the chamberlain. The outer courtyard is quite pleasant. Stone chippings have been placed on the paths to minimize the mud and the wild grass that grows in the courtyard is trimmed by two nanny goats kept for their milk. Visitors seeking an audience with the Bailiff, or waiting for their case to be called, gather in the shade of the large beech tree. The courtyard is also home to the chickens housed in the coop in front of the granary. They are allowed to run free, but one of the serving women collects the eggs each morning and rounds them up before the gate closes each night.

2. **Granary.** Tucked in the corner of the outer yard, the granary is used to store the proceeds from the Bailiff's own manor plus the produce collected as tribute or fines from the Hundred. Bails of wool, crates and barrels filled with smoked or salted meat, sacks of grain and chests of luxuries (such as pots of honey) fill the building to the rafters. Although most of the goods are sent on to the Royal castles, the Bailiff and his household live very well in all but the leanest years.

3. **Forge.** To the left of the gate is the forge of the manor's bonded metalsmith. Master Jelane lives in the village with his wife and three children but works directly for the Bailiff. All villagers must bring their work to him, from which the lord takes a substantial cut. Sounds of hammering fill the courtyard during the day.

4. **Huntsmen.** The Bailiff employs a veteran sergeant-at-arms, Lutger, to command his small guard and act as his huntsman. Equipped as light horse, the sergeant is assisted by a forester, Arlmar (equipped as medium foot). Both men are lesser Clan Polyale members and have their own small house that they share with two mastiffs that sleep on the blankets piled in the corner.

5. **Gatehouse.** A barrel-vaulted passage leads to the inner courtyard. The heavy set of doors is rarely closed and almost never barred. Commonly referred to as the gate-

house, it has no other defensive features and was built mainly for show. It is sometimes guarded by the second man-at-arms when there are large numbers of people waiting in the outer yard to be called to the Hundred Moot. The door to the right leads to what was once a guard room. When it proved unnecessary, it slowly became cluttered with the overflow of storage from the granary. It leads to the lower floor of the Solar Block. The room to the left of the entrance way has always been the main store room for the kitchen. It has easy access for people bringing supplies from the granary.

6. **Kitchen.** This room is spacious, but always crowded and busy. The staff of four have straw ticks which they store under the counters during the day and lay in front of the fireplace at night. They consider themselves very lucky and are quite loyal to the Bailiff and his family.

7. **Great Hall.** The heart of the manor house, it doubles as the setting for the Hundred Moot and Feudal Courts. The room is dominated by a huge fire pit, large enough to roast a full ox, and the Bailiff's dais from which he presides over feasts and courts alike. At night, nine of the manor's domestic servants sleep in the hall.

8. **Private Room.** The Bailiff's second son, Amant, wife Cythild and their daughter (four years old) share this fine room. Amant acts as his father's squire and is equipped as light horse. His father has asked the King to knight him at the next Summer Court in Ibonost. When the Bailiff has guests, these two rooms [8 & 9] are surrendered to medium ranking visitors. High ranking visitors take the Bailiff's room. The brothers and their families move to the servant's rooms on the second floor [2 & 3].

9. **Large Private Room.** The small ante-room outside this room is used (during the day) by people waiting to see the Steward and (at night) as overflow sleeping accommodations for servants and the like. The larger private room is used the Bailiff's eldest son, Relbert, and his wife, Beaga. Just twenty-five, Sir Relbert was married last year. He acts as his father's second in command and steward. He is still inexperienced and made few mistakes in protocol at the last court, but is learning quickly.

10. **Inner Yard.** The courtyard has been well gravelled and so is relatively clean and dry. The well, just inside the inner gate, runs dry if there is a hot summer. The bailiff is planning to have it dug 20ft deeper next time it dries up. The enclosure behind the Solar Block is the nursery stable for the lord's prize horses. Down the hill is a barn and an ostler's common, but when the mares are near to foaling, they are brought into the manor and the ostler sleeps in the nursery stable with them. The building is kept very clean and dry and lined with the finest straw. The lord will not risk losing one of his prized mares to nature's whims.

## First Floor Continued

11. **Stables.** During the evenings, nine of the manor's most valuable horses (four warhorses, four favourite palfreys and his prized stallion) are stabled here. Saddles and other tack are stored at the end of the building where a trapdoor leads up to the hayloft. The travelling wagon for the lady of the household and her maids is stored next to the stables.

12. **Woodshed.** Just outside the door of the Great Hall for easy resupply of firewood, the building is also used as a workshop by Augebert, the son of the cook; he is the resident jack-of-all-trades and one of the domestic labourers who sleep in the Great Hall.

## Second Floor

1. **Sleeping Quarters.** The loft is reserved for the Bailiff's most important servants and craftsmen. The clothier (Mistress Burilda), senior ostler (Master Sallace), Laranian priest (Brother Cemian) and the scribe (Master Tonnet) sleep here. The loft can sleep many guests when straw ticks are put down. The loft can be a bit smoky if the logs in the fire pit are wet.

2. **Men-at-Arms.** A door restricts access to the Solar Block and keeps most of the smoke out. The first room houses the manor's two fulltime soldiers, Huerd and Goscie (junior members of Clan Polyle), both of whom are equipped as light foot. Since he is also their Clanhead, they will obey the Bailiff's orders to the letter. If he is not present, they answer to his sons, then the lady of the house, the huntsman and finally the chamberlain.

3. **Chamberlain's Room.** This pleasant room overlooks the outer courtyard. Alariau the Chamberlain shares it with his wife and daughter, both of whom are domestics in the household. It doubles as Alariau's private office and counting room. Born a commoner, Alariau spent several years at Canrey Abbey and is literate in both numbers and letters. He has done extremely well for himself and his family and won't let anything jeopardise his position.

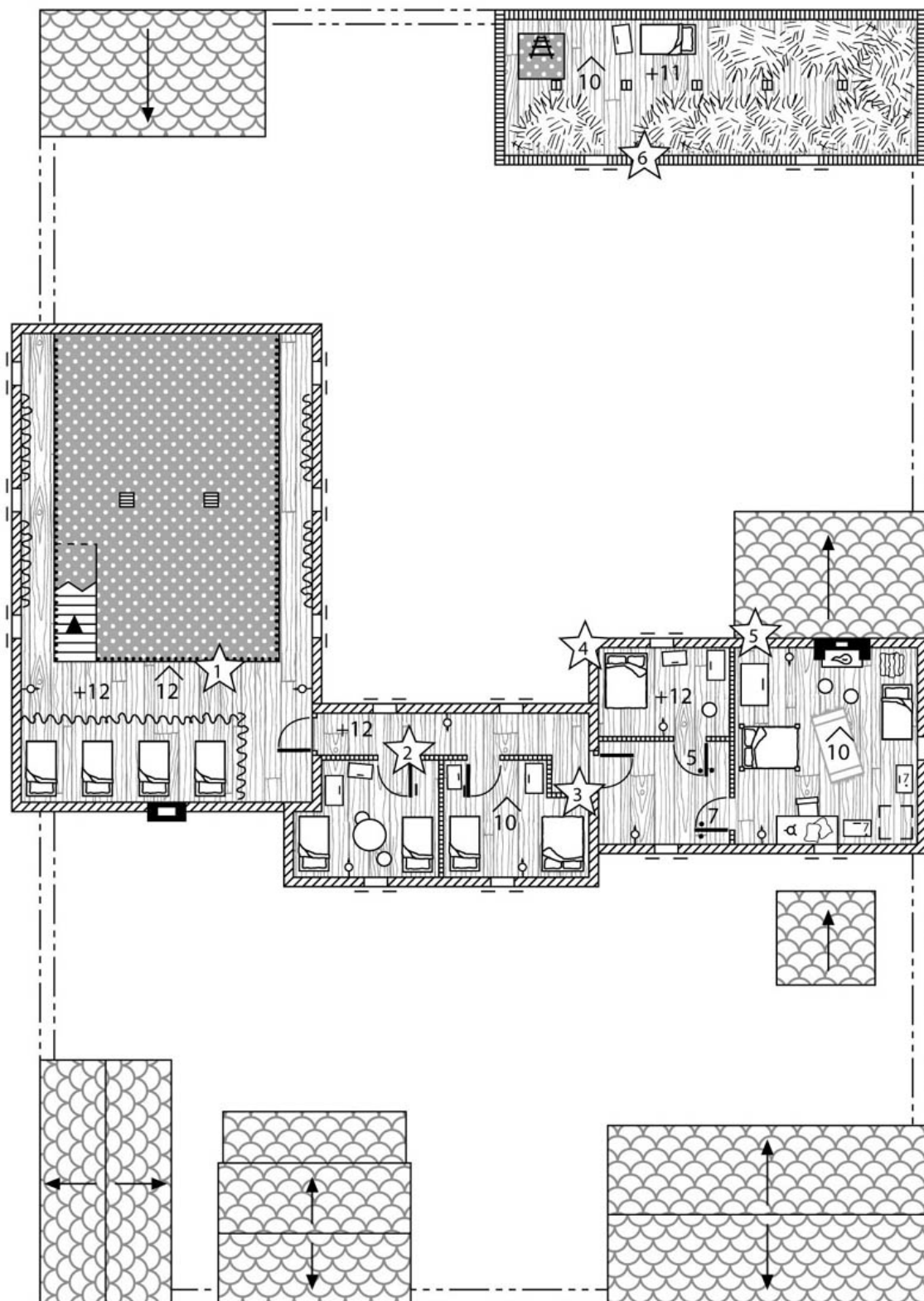
4. **Sewing Room.** This medium sized room is home to the lord's elderly aunt and uncle. After the couple's sons died, the Bailiff promised his parents that he would take care of them. They are both in their late sixties and don't travel much. Aunt Aeney is quite a good seamstress and spends most of her time embroidering with the clothier.



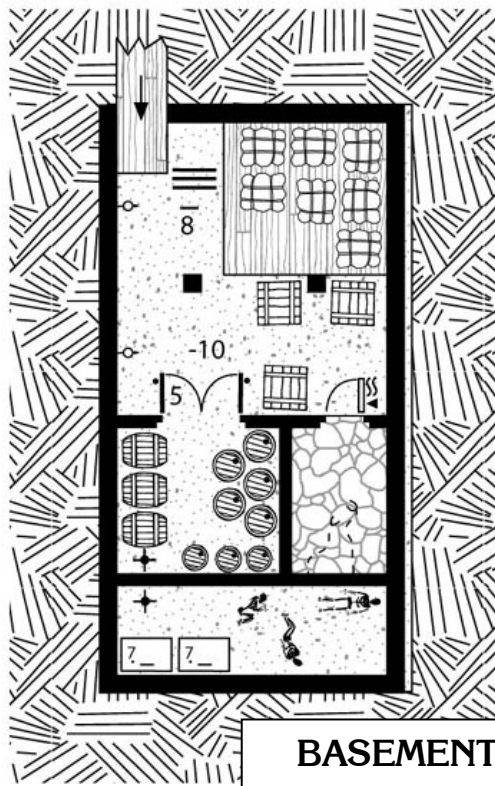
5. **Solar.** The largest and most comfortable room in the Solar Block is the private chambers of the lord of the manor, the Bailiff of the Hundred, Sir Sabir Polyle and his wife, Milwyth. The chamber has a large fireplace and is decorated with an ornate four-poster curtained bed, an imported carpet, a large clothes chest and desk for the lord. He does his private business here and keeps records, personal funds and tax money in two iron bound chests with complicated locks. Due to his wife's mild phobia about fire, the Bailiff had a trapdoor installed to allow him and his wife to escape in event of a blaze. The single bed against the wall is for his wife's lady-in-waiting, Lady Brinwen. She is a haughty little bitch, but Lady Milwyth likes her because she is foreign (from Melderyn).

6. **Hay Loft.** The twenty-four year old journeyman ostler, Hallace, a boyish, slim young lad, sleeps here to keep a close eye on the horses. He is frequently visited late at night by Goscie, the tall, handsome man-at-arms. So far, the two have managed to keep their affair secret, but the priest, Brother Cemian, suspects and is jealous. When there are large numbers of visitors, the hayloft is the favourite overflow accommodations for those seeking more privacy than Great Hall.

# RAVIN 16



## SECOND FLOOR



**BASEMENT**

## Basement

A ramp leads straight down from the inner courtyard to another store room under the Great Hall. This room is used for storing bales of wool before sale. The room can get quite damp when the water table is high, so the door was removed to try and encourage air circulation to keep the room dry. An elevated wood platform was also built to keep the bales off the damp floor of packed earth.

A set of heavy double doors leads to the manor's extensive wine cellar. Numerous barrels of fine wines are stored in the cool temperatures. Since some of the wines are quite valuable, a heavy lock protects the door. Only the Bailiff has the key. In the corner, behind one of the larger barrels is a cunningly hidden sliding panel that leads to the manor's secret chamber.

No one at the manor, not even the Bailiff, knows about the secret chamber. It was built during the time of Clan Rynn by masons brought from Dyrisa. A palisade was built around the site and none of the locals were allowed beyond the gate. The room was built as a refuge and hiding place in the event of an assassination attempt or civil war. Inside the room are two large chests of Khuzan manufacture. Solid locks and a coating of beeswax keep them sealed and watertight. The chests contain specially preserved food, clothing, armour, weapons and some money (silver and jewels). There are also lanterns and sealed flasks of oil.

The door to the room is a trap. It closes by itself using a system of weights unless held open. Once closed, there is a complicated three stone combination (requiring at least two people) that must be pressed to open it again. Three skeletons lie in the middle of the room, they are the remains of a group of adventurers who heard rumours of the room from one of the masons and decided to rob it. In the middle of the night, they scaled the wall and slipped into the cellar. They managed to pick the wine cellar lock and open the secret door, but ended up locked inside, unable escape. The inside of the secret door is covered with scratches and dints, as are the two chests. They were unable to break into the chests or open the door. First they ran out of torches, then water and finally food. They killed each other in a final desperate frenzy. Their clothes and weapons have rusted or rotted away, but the curled up skeleton is clutching a golden holy symbol (Agrikan) in its hand.

The large prison cell next to the wine cellar is used to hold prisoners pending Hundred Court trials. Since the court rarely deals with dangerous offenders, it is not often used. It does however have the reputation for being haunted. Several past prisoners claimed to have heard voices from the southern wall arguing and blaming each other. The voices faded after a week or so, but now and then, prisoners have reported hearing the "three arguers". The Bailiff thinks it is nonsense but plays it up to inspire fear in the prisoners and to draw out confessions.



## NPC - Sir Sabir Polyle

### Bailiff of Ravin Hundred and Head of Clan Polyle

The second son of Sir Gilryn and the Lady Meriela, Sabir was born in 674 at Zinkur Manor in Yedarn Hundred near Quivum. When he was thirteen, Sir Bran, his Clanhead, was made Bailiff of the Hundred and his family moved to Ravin Manor. Three years later he was sent to college at Erone Abbey where he spent four years under the tutelage of the priests of Larani. Although he liked to spend his spare time with the melana of the temple guard, he also learned law, religion, politics, public speaking and to read and write. He honed his skills as an accomplished rider, making the fifteen league journey from the abbey to Ravin several times a year.

When he was knighted in 694TR, Ezar's War had been raging for twelve years. Outraged by the assassination of Queen Eriel and too young to know better, he joined the great feudal host mustering in Dyrisa. Although enthusiastic, fit and with a budding reputation as a jousting, he was too young and inexperienced to be selected to join Sir

Grolis' army. Instead he marched north under the command of the Earls of Heroth and Sarkum. As the greatest campaign in Kandian history unfolded just a few leagues away, he spent the year patrolling the Thardic border.

When the war ended, his father encouraged him to see the world and satisfy his wanderlust. For five years he travelled the kingdom, developing a reputation as a both a wicked jousting and a clever jester. His skill with a lance was matched with a razor sharp wit and a wicked sense of humour. His deep booming laugh and easy going manner made him popular with the other knights.

Sabir was just twenty-six when Sir Bran died. He rushed home to attend the Succession Council. His support and oratory skills were vital to his father's campaign to be elected as Clanhead. Expecting his older brother to inherit, he sought his fortune in Queen Mirelael's service and spent four years in the Royal Guard. When his father's health began to deteriorate, he was called home. Discovering his elder brother had become an alcoholic, he took over the running of the manor, forcing him to learn a great deal about farming in a hurry. On this father's death in 710TR, he was the obvious choice to replace him.

Forty-six, Sir Sabir is an avid rider and exercises daily. He is athletic, well-muscled and mature looking. He has deep brown eyes, ash brown hair and a flowing beard. He always dresses formally, in clothes of the highest quality, as befits his station. He is very affectionate, especially with his granddaughter, but can be very aggressive and direct with outsiders. He tends to pace back and forth when he talks and has a passion for riding, breeding and raising horses.

### SIR SABIR POLYLE

#### Bailiff of the Hundred

|     |    |         |         |     |    |
|-----|----|---------|---------|-----|----|
| Str | 13 | Eye     | 10      | Int | 13 |
| Sta | 11 | Hrg     | 14      | Aur | 12 |
| Dex | 16 | Sml     | 11      | Wil | 14 |
| Agl | 14 | Voi     | 14      | Mor | 13 |
| Cml | 09 | Sunsign | - Hirin |     |    |

**Combat Abilities:** End 13 Mov 14

**Skills:** Riding 98, Dancing 55, Foraging 56, Survival 58, Heraldry (Kanday) 45, Physician 33, Weaponcraft 38, Horsecraft 74, Law 65, Agriculture 54, Intrigue 54, Rhetoric 62, Oratory 70, Folklore 62, Tracking 39

**Languages:** Harnic 84, **Scripts:** Lakise 83

**Ritual:** Larani 26, **Piety:** 41

**Combat Skills:** Initiative 86, Dodge 74, Unarmed 63, Lance 96, Bastard Sword 87, Short sword 85, Hand Axe 83, Dagger 88, Kite Shield 103

**Daily Armour / Weapons:** Fine cloth tunic and leggings, cloak with hood; leather calf boots; Short sword and dagger.

**War Armour / Weapons:** Quilt cowl, gambeson and leggings, Chain mail cowl, hauberk, leggings and gauntlets; Leather calf boots; Plate 3/4 Helm; Bastard sword, hand axe, lance, dagger and kite shield.



## Justice and Taxes

Following the rapid expansion of Kanday between 589 to 627TR, the royal bureaucracy was faced with the formidable task of administering a large, geographically dispersed kingdom. To deal with the key responsibilities of justice administration and tax collection, the King divided the kingdom up into six (later seven) judicial provinces called Shires: Daen, Eryna, Norea, Peris, Selion, Toron and Urien. Each of these large areas was further sub-divided into an area known as a Hundred. A Hundred is an area composed of several manors, frequently bounded by distinct geographical features such as main roads, streams, rivers or moors. The term Hundred refers to a theoretical area of one hundred hides (a measurement of area sufficient to support one extended family), though most are far larger than that.

A Shire-reeve or Sheriff administers his area of responsibility through the Shire Moot, or Assize, that meets every three months. Both Shire and Hundred Moots are held at regular intervals so there is no need to announce the date or issue summons to appear. The Sheriff or Bailiff presides over the moot, sets the agenda and enforces whatever decisions are made. This includes acting as judge (and sometimes prosecutor) for trials, supervising executions and operating jails. As part of the bureaucracy of justice, he issues royal writs, appoints a presiding officer and sworn jury for inquests, issues warrants and commands arrests or summons within his jurisdiction. In each jurisdiction there are six to twelve jurors, usually local knights or yeomen who must attend the assizes as part of their feudal obligations. The plaintiff and defendant present their case to the jurors, supported by the testimony of sworn witnesses when possible. The moots also ensure that everyone is registered as a freeman or tenant of the lordship within which he lives. As the King's agent within their shire, the Sheriff is answerable to the Chancellery for judicial matters and the Exchequer for financial matters. The Sheriff and his under-officers also provide the crown with intelligence on local affairs. Each Sheriff commands a keep, which is a royal stronghold.

A Bailiff of the Hundred is an under-officer employed by the Sheriff for the purpose of executing writs, processes, distrains and arrests. He bears the Sheriff's warrant and each year is required to swear an oath binding him in an obligation with sureties for the faithful discharge of his office. The Bailiff administers his district through the Hundred Moot that meets every four weeks. This court deals summarily with minor criminal and civil cases, batteries and brawls that do not amount to felonies, maiming of beasts, cases of trespass and debt as long as the sums involved were less than £2, breaches of contract, slander and offences against the assizes of bread, ale and measures.

The Bailiff is also charged with recording all deaths for the crown and collecting heriots that ensue. Royal courts of the Shire and Hundred are considered higher than feudal courts. Feudal lords have the right to hear all cases arising in their fiefs and have absolute power over the unfree serfs in their jurisdiction. Freeman may appeal the decision of a feudal court to the Hundred Moot. The royal courts have a definite hierarchy; appeal from the Hundred Assize can be made to the Shire Assize and then to the Chancery Court. The final level of appeal is direct to the King, a rare privilege. The Bailiff of the Hundred commands a royal manor that he farms on behalf of the King.

## The Hundred Moot

As the seat of the Hundred Moot, Ravin is an important and busy seat of local government. On the first day of each month, the Bailiff presides over the Hundred Moot. Sir Sabir is an experienced and knowledgeable officer and runs his Assize at a brisk pace with little wasted time. His scribe, Master Tonnet, is responsible to keep track of all the issues to come before the court and record their outcome. Plaintiffs come to him during the month to purchase a Royal Writ to have their cases heard. Tonnet also keeps track of items the Bailiff wants addressed. The week before the Moot, all of the issues presented to Sir Sabir who reviews, discusses and prioritises them to create an agenda.

The Hundred Moot mostly deals with lesser crimes involving freemen. Disputes between nobility are normally referred directly to the Shire Moot, although occasionally, to avoid the expense of hiring litigants, travelling to Quivum and months of delays, the parties will agree to submit their claims to the Bailiff. However, they always reserve the right of appeal to the Shire Moot.

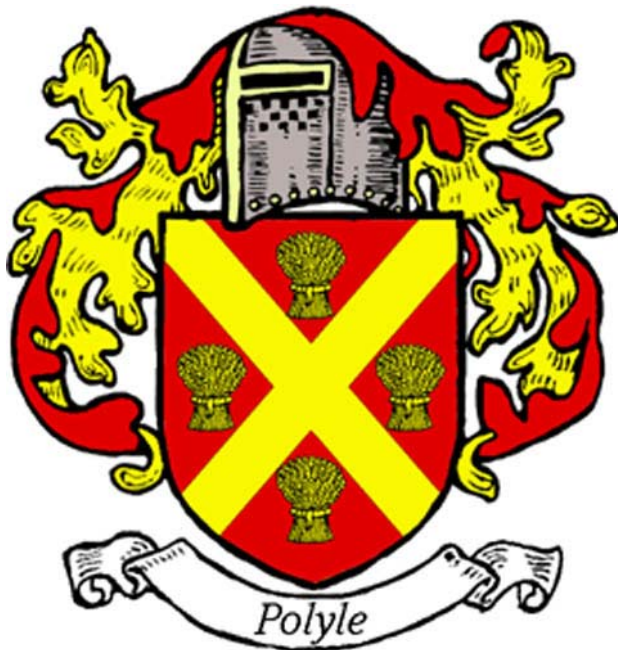
The Ravin Hundred jury is composed of one representative from each of the noble clans of the Hundred (Scunaen, Lecon, Tast, Galmoune, Pymarin and Inkather), the Constable of Ewen Keep (representing the Earl of Heroth) and an appointee of the Rekela of Perinore (whose manors fall under Hundred Moot jurisdiction unless Canon Law is invoked). The night before the Moot, the Bailiff hosts the eight-person jury to a fine dinner and socializing. Most jurors bring their wives and a servant or two, filling the manor to capacity. Since the Hundred Moot is a summary court, the jury is there to advise the Bailiff on points of common law and their council is not binding.

On the day of the Moot, plaintiffs begin to arrive early in the morning. While Sir Sabir and his guests break their fast, the scribe and chamberlain, assisted by the men-at-arms if necessary, organize the plaintiffs in the outer courtyard. Noble participants are ushered directly into the hall and join the Bailiff's guests for the morning meal. The

Moot begins around midday. The scribe calls out the names and reads the Royal Writ while the chamberlain summons the involved parties from the outer courtyard. Then, the plaintiff states his case; the defendant makes his defence; and the witnesses give their evidence. The Bailiff and jurors interrupt and ask questions as necessary. After the “facts” of the case are established, the Bailiff consults the jury before making his summary judgment.

Most cases result in fines payable in coin or labour. The Bailiff has a jail cell beneath the hall, but it is rarely used. The two gibbets outside the manor gates are for show and more symbolic than anything. They have not been used in recent memory. Cases serious enough to invoke the death penalty are immediately referred to the Shire Moot.

As Bailiff of Ravin Manor, Sir Sabir is also a feudal overlord (in the name of the King). On the fifteenth of every month, he holds his hallmoot. During the feudal court, he deals with issues involving his unfree serfs. This court is usually quite short and much less formal than the Hundred Moot. His serfs are well satisfied because Sir Sabir’s court is much more professional and consistent than those of less well-educated nobles.



## CLAN POLYLE

Originally from Dunzael Hundred, Clan Polyle has served as loyal bailiffs of the Royal Clan of Kanday for many generations. They have moved from manor to manor at the King’s pleasure and have become quite wealthy and powerful in his service. The first recorded reference to a Clan member is in a list of knight-retainers sent by Eladas with his son to the Mimea Hills in 575TR.

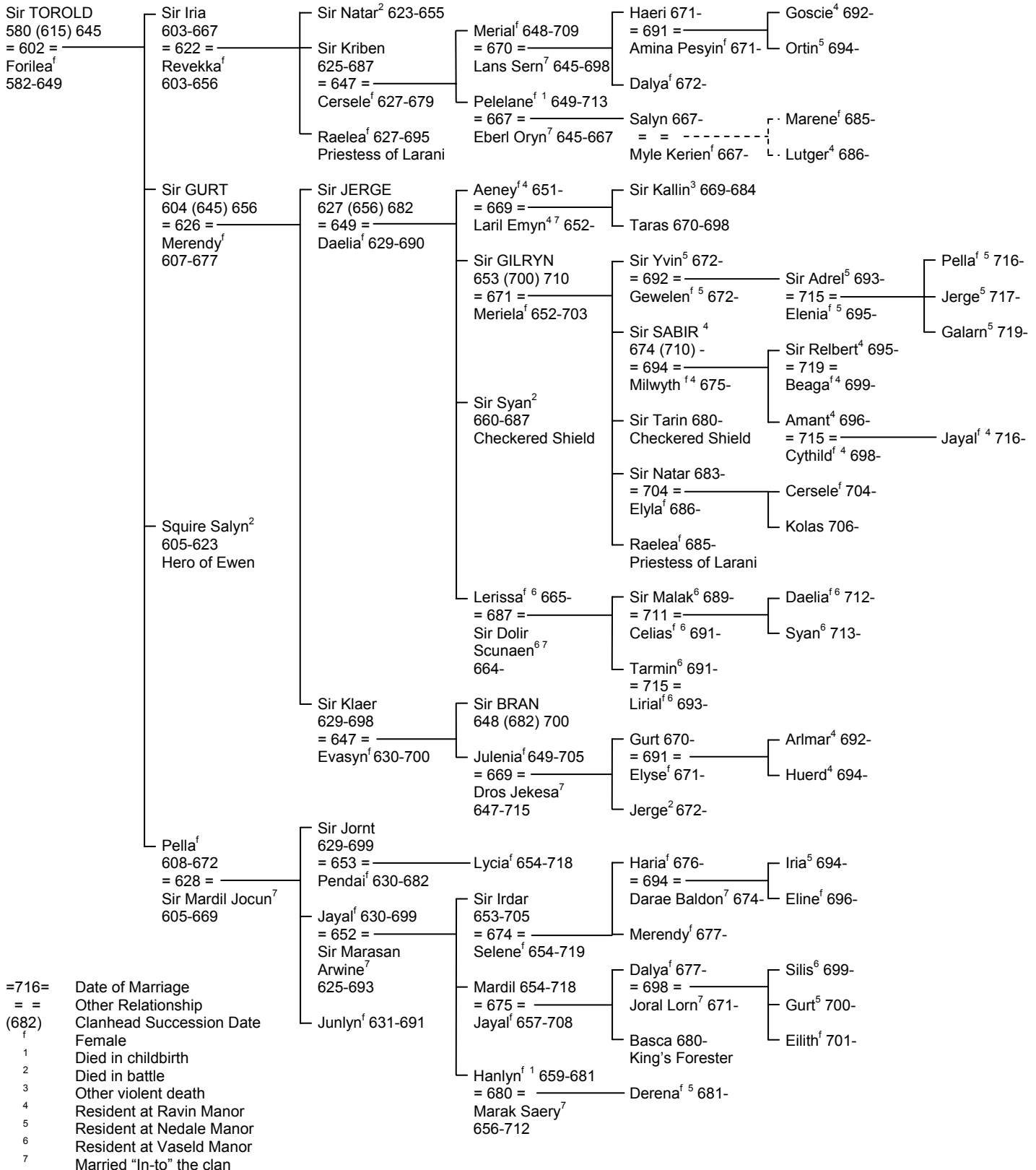
The Clan received its first appointment as bailiffs to Viberyne Manor, Dunzael Hundred from 599 to 630TR, reputedly in recognition for the bravery of several clans’ men in the capture of Edino Keep in 598. After the capture of Quivum Keep, Sir Torold was moved to Zinkur Manor, which the Clan held from 630 until 687TR. His successor, Sir Bran, was the first Clanhead appointed Bailiff of the Hundred, assuming control of Ravin in 687TR. He was followed by Sir Gilryn and now Sir Sabir. The key to their success is nepotism. All key appointments are filled by clan members and all loyalty is to the clan first. Clan succession is based solely on merit and the eldest son has only been chosen twice in the last eight successions. Daughters, cousins and in-laws are all considered equally.

The clan has numerous members outside of Ravin Hundred. The current clanhead, Sir Sabir, has three brothers (one older and two younger) and one sister. One brother is a melana (knight) of the Order of the Checkered Shield. Another brother is a knight in the household of Sir Willem Tast, constable of Ewen Keep. Sir Sabir’s sister is the matakea (priestess) of Larani at Erone Abbey. Although still junior, she is known to the Rekela Tamys Bakyth and is working hard to earn a more influential position that can benefit her clan. Numerous cousins are employed in various minor positions in the bureaucracies of the King, Earl of Heroth and Sheriff of Norea. The goal of Clan Polyle is to earn a fief, preferably the size of Ravin. Until then they take every opportunity for advancement.

## Marrying a member of the Clan

There are two ways you can marry, either the woman joins her new husband’s clan (the norm) or the man joins his new wife’s clan (the exception). Each clan sets its own rules for this procedure and exceptions can be approved by the Clanhead. There is no strict standard that can be applied across all clans, but in general, the less powerful clan marries “in-to” the more powerful clan. Also the status of the individuals being married has to be taken into account. A fourth son is less prestigious than a first born son. Rather than establish hard and fast rules, most Clanheads weigh the merits of each marriage to decide whether to allow a member to marry “out-of” the clan or to invite an outsider to marry “in-to” the clan.

## GENELOGY OF CLAN POLYLE



For the last five generations, Clan Polyle has preferred to bring new members “in-to” the clan. Its menfolk have brought their new wives into the clan, as the womenfolk have brought their new husbands into the clan. This policy has two goals. First, it keeps the clan healthy. Anyone who has raised horses knows that too much in-breeding brings the danger of deformity and thins the blood. Secondly, since Clan Polyle does not have any land of their own, few land-holding clans are interested in marrying their daughters. So instead, the clan has created an intricate web of alliances with other small clans. They have also managed a few marriages to younger sons and daughters of more powerful clans. Not enough to create an alliance, but the beginnings. The clan has taken the long view in their slow climb to power.

## Lesser Branches of the Clan

Status in Clan Polyle is traced through the father. Thus, the children of a female clan member and an outsider have less status than the children of a male clan member. There is also prestige based on proximity to the Clanhead. As a result, several branches of the clan have slowly lost status. With the loss of status and wealth, it became harder to afford to train their sons as knights as the clan’s wealth was focused on the noble branch of the clan. As they became less important, it became harder and harder to find a prestigious match for them to marry. In these cases, the Clanhead has generally allowed the women to marry based on love, a rather unique concept among noble clans. This has resulted in a number of yeomen and guildsmen marrying into the clan. They gave up their own names to give their children quasi-noble status. The clan allowed them to marry “in-to” the clan for their sword-arms and money. As a result of this policy, and despite the lack of a fief, Clan Polyle is wealthy and has many skilled men-at-arms and servants gained through marriage. It is doubtful this policy will be allowed to continue once the clan earns its own manor and wants to move up in the world of the noble clans.

## Key Members of the Clan

There are forty-eight adult members of the clan alive as of 720TR. Of that number, twenty-six are members of lesser branches and are not realistically considered as future Clanheads, though their support may be crucial. Of the twenty-two members of the main noble branch of the clan, three are considered serious contenders as future Clanheads: Sir Adrel, son of Sir Yvin (bailiff of Nedale Manor); Sir Relbert, son of Sir Sabir (the current Clanhead); and, Sir Malak, son of Lady Lerissa and Sir Dolir (bailiff of Vaseld Manor). Of the three, Sir Malak is the best leader.

There are a number of powerful members of the clan who live outside the three manors administered by the clan. Sir Tarin (Knight of the Order of the Checkered Shield), Sir Natar (member of the household of the Constable of Ewen Keep) and Raelea (Priestess of Larani) all have valid claims to the position of Clanhead. Their participation in any succession council or candidacy could be a serious challenge to the frontrunners.

Fortunately, Sir Sabir (the current Clanhead) is a skilled leader and shrewd politician. He is healthy and should live a good while yet. His favourite saying is “I’m not dead yet.” So far, competition to replace him is muted. The clan is unified and working well together.



*Sir Relbert is his father's Steward...*

## LARGE FARMHOUSE [15]

This farm includes a modest looking timber-frame house, root cellar and substantial barn. The house and barn could use a coat of whitewash and ivy partially covers their walls. The farm is large but run-down. Appearances can be deceiving. The inside of the buildings are in extremely good repair. Fresh whitewash and rich furnishings mark this as the home of a wealthy freeholder. The walls of the house are reinforced with planks between the timbers and covered with wattle and daub inside and out. The roof has been finished with spaced planks and covered with a thick layer of thatch.

The farm is home to a successful former mercenary, Geran Eslorin. Born just two leagues away on the borders of the Ravinath Forest in 664TR, Geran is the son of a Forester. More interested in the exciting world around him than chasing poachers like his father, he left home at age eighteen to seek his fortune in the world. He drifted from job to job and claims to have worked as a labourer, sailor and finally as a mercenary in Trierzon. He was gone for many years. Geran returned home six years ago and negotiated the rental a large piece of land with the Lord. He now farms it in return for a substantial fee. He married a local widow, Nerelli, adopted her daughter and son (now 12 and 11) and had two boys of his own (5 and 4). He has settled into the community and now leads a very quiet life.

### Farm Buildings

1. **Main Hall.** The main hall has a wooden floor and real glass windows behind heavy shutters. A skilfully built stone wall with modern fireplace and hearth dominates the kitchen end of the room and separates the hall from the farmer's private chamber. The home is filled with many souvenirs of Geran's travels. The most obvious of which is a large tapestry showing a knight killing a dragon that covers the wall to the left of the main door. Tightly woven with brilliant reds, blues and yellows, it is extremely valuable. An intricately carved chair with a comfortable cushion marks the head of the table. Several iron pots and a cauldron, plus ceramic cups and plates and pewter cutlery, are proudly displayed. A labourer and a serving girl (his wife's niece and nephew) sleep on the floor of the hall. Off the main hall, behind a heavy cloth curtain, is the boy's room. There are beds for each of the boys. Several sets of good quality clothes hang on pegs along the wall. The eldest boy has his own trunk where he keeps his personal belongings.

2. **Wagon Shed.** A shed attached to the side of the house protects the farmer's brand new brightly painted wagon from the weather and hides it from view. The room is also

used for storage. Strangely, the two sacks in the wagon contain only dirt.

3. **Bedroom.** A single heavy wooden door with an iron bar provides the only access to Geran's private chamber. The two windows in the room are glazed with glass and have stout iron bars and shutters. The room contains a single bed for their daughter. Two unlocked chests contain a mix of practical working clothes and obviously expensive formal outfits. A heavy cloth curtain screens the farmer's solid oak four-poster bed from their girl's bed. The feather mattress, heavy wool blankets and new linen sheets are as good as those in a lord's manor house. Partially covered by the farmer's bed is a disguised trapdoor. Designed to look like normal joints in the wooden floor, the edges of the trapdoor are just a little wider than normal. There is some scuffing around the edges.

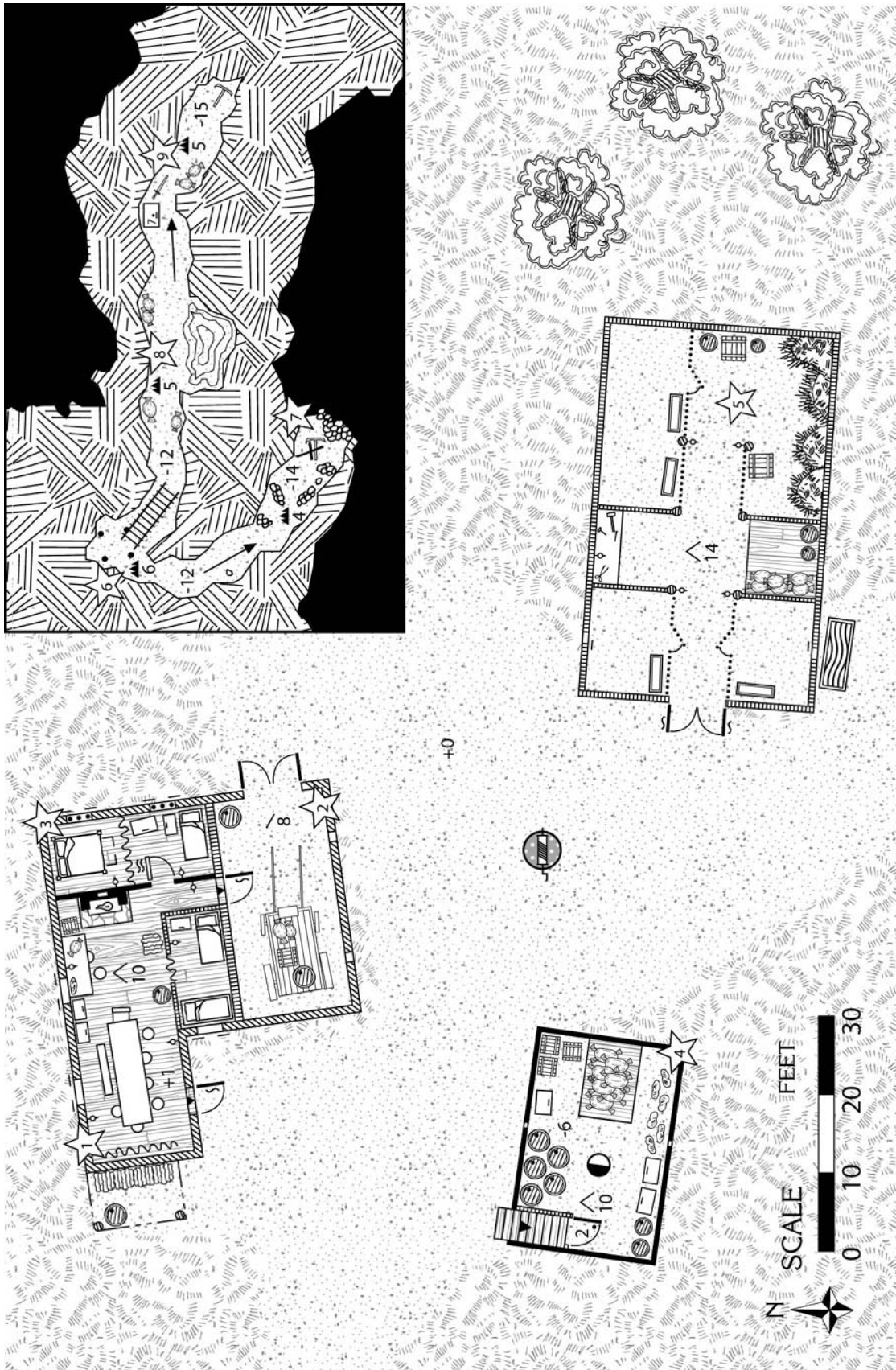
4. **Root Cellar.** The stone walled root cellar is located across the farmyard from the house. It is partially buried and dirt has been piled against the walls to take advantage



*The farmer, Geran Eslorin...*



# RAVIN 24



of the insulation from the earth. The heavy wooden roof is sealed with a thick layer of pitch and has a turf roof. Except for the door, it appears as little more than a raised mound. It stays cool and dry all year round and is filled with barrels, chests, crates and sacks of farm produce. Numerous haunches of smoked meat hang from hooks in the ceiling. A crude but effective lock bars the door.

5. **Barn.** The large barn is home to the most valuable of Geran's small herd of animals. An older but still sturdy palfrey (trained both for riding and hauling the wagon) has the first stall across from the farmer's prized sow. A yoke of oxen occupy the largest stall and are the most obvious sign of the farmer's wealth. Stacks of hay and bags of animal grain are stored in the barn. The small workshop is used for repairing farm tools and storing tack. A yoke and harnesses hang from the ceiling.

6. **Escape Tunnel.** An escape tunnel is located directly below the house. Reached from the trapdoor in farmer's private chamber, the tunnel is twelve feet below the ground and slopes down. It requires a ladder to climb out. Geran is digging it himself whenever he can slip away. His family knows about it and thinks he is a little crazy, but would never tell anyone. He sometimes has his sons haul the sacks of dirt out of the tunnel and put them in the wagon.

7. **Dead End.** This is the remains of Geran's first tunnel. He dug towards the barn until he hit hard rock. He tried to go around but in the end just abandoned this tunnel altogether. There are a few broken tools lying around and stacks of rocks that he hasn't bothered to haul away.

8. **Partially Completed Tunnel.** The new tunnel is in softer ground. He keeps the tunnel low, with a curved roof and reinforcement in key places, to prevent it collapsing. He has dug out one wider spot where he piles the loose soil until he can bag it in sacks and haul it away.

9. **Tunnel Face.** Just near the end of the tunnel are a chest and sword. These are part of the hoard discussed below. Geran keeps moving it forward as he extends the tunnel. Even his family does not know what is inside the chest. It contains his hoard of silver and usurer's notes, ring mail armour, plate helm and a backpack with two weeks preserved rations. The sword is kept out so it is ready for action. Geran is digging about a foot a week. He intends to dig out past the fence of his yard and then tunnel up to the surface. There he will stop about a foot below the surface and install bracing. This will support the soil until he needs to use it.

## The Truth

Geran Eslorin is a marked man. He was a mercenary, but in Shorkyne not Trierzon. In his last job, he betrayed his employer, his captain and his men and fled with the treasure they were supposed to be guarding. He managed to evade capture and return home, but he fears someday his past will catch up with him and he will have to flee again. He keeps to himself and is very secretive about his past. No one, not even his wife, knows what he did for the thirty-two years he was away.

Geran left home in 682TR. He walked to Aleath and for the first two years he worked as a labourer on the docks. When he got a chance, he became an ordinary seaman. He spent five years sailing back and forth to Lythia, picking up some good combat skills along the way. Finally, he took a payout in Eschapel, Shorkyne. After a few months he found work in a mercenary troop.

He spent seven years learning the ropes and gaining experience as a mercenary travelling across Shorkyne. Geran made a good living, but never enough to retire on. He loved the excitement, but always dreamed of making enough to buy a farm and retire back to Kanday. Even in those days, Geran was very discrete and very few people knew much about his origins.

Once well established and known, Geran decided to create his own mercenary troop. He enlisted the help of a down-on-his-luck alcoholic knight, Sir Veln Serat, who provided the right to bear arms. Geran raised a squadron of eight mounted medium foot plus himself as sergeant and Sir Veln as the token leader. Everyone knew Geran was actually in charge.

The squadron, known as Chestnut Troop after Sir Veln's coat of arms, was moderately successful. But the costs of a mounted troop ate up most of the profits, literally. Finally, after three years of living hand to mouth, Geran managed to find permanent positions as bodyguards to the then fifteen year old Tenesal Suredara, son of the Count of Malpynia. They served Tenesal for ten years. Sir Veln dreamed of one day being made a member of the household, but Geran saw the way the young man used up mercenaries, sending them into combat ahead of his own men and had no such illusions.

In 709TR, Tenesal made a secret deal with Vaklir Suredara, Elgar (Governor) of Sagora to support his succession as clan head in the event of his father's death. In return for a large bribe, the Governor promised to use his significant influence on the clan succession council to insure Tenesal's selection. Tenesal dispatched the bribe in a fake caravan, with one of his knights disguised as the merchant in charge and Chestnut Troop as security. The bribe was in the form of silver, gold, gems and two unique

items, a tapestry and a special sword. Forty-five years old, Geran saw this as his one chance to steal enough to retire in style.

Secretly, Geran enlisted three of his most loyal men. Once past Balok Castle and far from help, he approached Sir Veln and explained his plan to seize the caravan and split the money. Not surprisingly, the knight's sense of honour was offended and in an outraged he drew his sword, calling for help. A furious battle ensued. When the skirmish was over, Sir Veln, five mercenaries and four os-tlers lay dead. Geran and his three co-conspirators survived, mainly because he had arranged for them to be on sentry duty and in full armour just in case Sir Veln reacted as he did. Unfortunately, Tenesal's knight also survived by fleeing into the swamp at the first sign of trouble.

Geran and his men grabbed the packhorses and managed to make it across the border into Trierzon. For the next two years, they tried to lose themselves in the towns and cities of Trierzon, but Tenesal's agents were always only a step behind. The thieves divided the treasure, with Geran keeping the lion's share (including the sword and tapestry), and went their separate ways. In Malpynia, the old Count died of "stomach cramps" and Tenesal was chosen to succeed him.

Geran headed west, never living more than six months in one location. Everywhere he stayed, the new Count's agents eventually caught up with him. Finally, he fled to Emelrene. There he lay in wait. He hired several assassins and when the Tenesal's agents arrived, he had them killed. Then, he hid his money and publicly faked his own death in a staged bar brawl. He slipped out of the city, recovered his loot and caught a ship to Cherafir. Back on Harn, he traded all of his silver, gold and jewellery for promissory notes and packed the tapestry and sword into a sea chest. He signed on as an ordinary seaman on a ship bound for Golotha. On arrival he bought a small pinda and single-handedly sailed it up the Thard River. Hiding it in a slough, he bought a few packhorses and carried his loot home. Although confident he threw off his pursuers, Geran is still paranoid that they will find him again.

## The Hoard

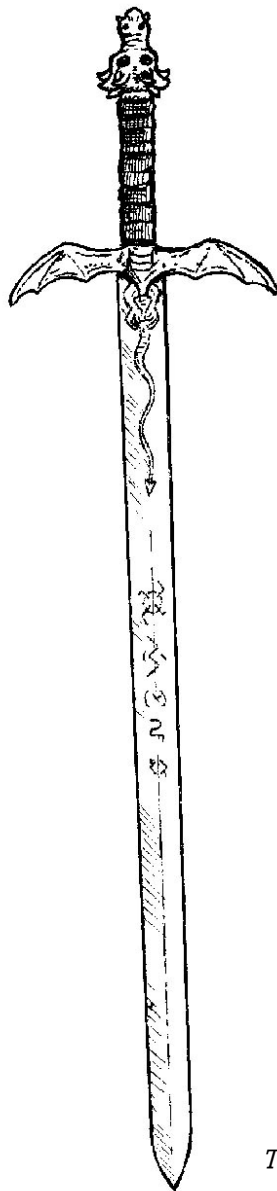
The loot stolen from the Tenesal Suredara was a huge amount; however Geran has relatively little left. He gave shares to his three confederates, spent five very expensive years on the run, hired assassins in Emelrene, bought a pinda in Golotha and packhorses in Kanday, made a substantial gift to the lord of Ravin Manor in return for his farm and finally, built his house and bought his livestock. Although he has enough silver left for a comfortable retirement, the only things of any value left from the heist are the tapestry and the sword.

Geran's paranoia is justified. Unbeknownst to him, the sword is enchanted. It has a dragon's head as a pommel.

The eyes and ears magically relay what they see and hear to a small mirror with a talking mouth held by the Count's agents. The sword was originally created specially to allow Tenesal to monitor Elgar Vaklir's loyalty and actions in the council. It is also how the Count's agents were always able to find Geran while he continued to wear it.

When Geran fled Emelrene he wrapped the sword in the tapestry, rendering it deaf and blind. It remained hidden after Geran arrived in Ravin and the Count's agents have not been able to derive any useful clues from the sword's view of the tunnel floor. Instead, the agents have employed a Shek P'var to use the association between the mirror and the sword to locate it. So far, he has only managed to narrow it down to Kanday.

The sword is a finely crafted broadsword. It has a +3 WQ and a scabbard made of green lizard skin. Aside from its power to observe, the sword has three other powers. First, it is magically protected against rust. Secondly, it never requires sharpening. Left in its scabbard overnight, the sword will sharpen itself and any nicks will disappear. Thirdly, the wielder is immune to mundane fire as long as he is holding the sword. The sword also has one limitation. The sword will not strike anyone wearing the crest of Count Suredara. A coat of arms, badge, medallion or even a signet ring will cause the runes on the blade to glow so hot the wielder must make a Will roll to avoid dropping the sword.



*Tenesal's Spying Sword...*

## GENERAL DATA

|                  |         |
|------------------|---------|
| Topography       | Lowland |
| Gross Acres      | 2730    |
| - Woods Acres    | 683     |
| = Cleared Acres  | 2047    |
| - Tenant Acres   | 984     |
| =Demesne Acres   | 1063    |
| Labor Pool       | 22500   |
| Labor Obligation | 1364    |
| Land Quality     | 1.08    |
| Fief Index       | 1.05    |
| Trade Index      | 1.30    |

## LORD'S HOUSEHOLD

| Name/Occupation                           | ML | Each                  | #            | Total | Loyalty |
|---|----|-----------------------|--------------|-------|---------|
| Sir Sabir, wife & lady-in-waiting         |    | 2000+2000<br>+1500    | 1+1+1        | 5500  |         |
| Aunt & Uncle                              |    | 1500                  | 2            | 3000  |         |
| Son (MH) & wife                           |    | 3200+1500             | 1+1          | 4700  |         |
| 2 <sup>nd</sup> Son (LH), wife & daughter |    | 2016+1500<br>+1000    | 1+1+1        | 4516  |         |
| 1 LH, 1 MF (huntsmen) 2 LF                |    | 2016+936<br>+576+576  | 1+1+2        | 4104  |         |
| Domestics                                 |    | 300                   | 10           | 3000  |         |
| Chamberlain                               |    | 800                   | 1            | 800   |         |
| Cook, Asst cook, alewife, baker           |    | 500+500<br>+400+400   | 1+1+1<br>1+1 | 1800  |         |
| Clothier, 2 Ostlers, Priest, Scribe       |    | 900+2600<br>+1500+800 | 1+2+1<br>1+1 | 5800  |         |
| Metalsmith (+wife & 3 children)           |    | 1100+0                | 1+4          | 1100  |         |
| Kennels (includes a dog boy)              |    | 600                   | 1            | 600   |         |
| Warhorses                                 |    | 1800                  | (4)          | 7200  |         |
| Palfrey                                   |    | 900                   | (14)         | 12600 |         |
| TOTAL                                     |    |                       | 40           | 54720 |         |

## MANOR BUDGET

| WI: 1.00                                    | YIELD | ACRES | LABOR  | KIND    |
|---|-------|-------|--------|---------|
| 1 Woods                                     | 20    | 683   | 2049   | +13660  |
| 2 Crops                                     | 68    | 1240  | 7068   | +67084  |
| 3 Pasture                                   | 102   | 614   | 6512   | +79864  |
| 4 Waste                                     |       | 193   |        |         |
| 5 Total Harvest                             |       |       | =15629 | =160608 |
| 6 Crop Seed                                 |       | 1240  |        | -14880  |
| 7 Winter Feed                               |       | 614   |        | -7368   |
| 8 Fief Maintenance                          |       | 2047  | 6448   | -12896  |
| 9 Assart                                    |       | 14    | 420    | +1680   |
| 10 Fief Income                              |       |       | =22497 | =127144 |
| 11 Demesne Income                           |       |       |        | +59663  |
| 12 Tenant Rents & Fees                      |       |       |        | +6799   |
| 13 Glebe Revenue                            |       |       |        | +3423   |
| 14 Taxes & Tolls                            |       |       |        | +4056   |
| 15 Amercements                              |       |       |        | +2700   |
| 16 Feudal Income (Vaseld and Nedale)        |       |       |        | +51464  |
| 17 TOTAL INCOME                             |       |       |        | =128105 |
| 18 Household                                |       |       |        | -54720  |
| 19 Feudal Payments                          |       |       |        | -42702  |
| 20 Tithe                                    |       |       |        | -12811  |
| 21 Labour Hired                             |       |       |        | -5596   |
| 22 Political Expenses (150% of total acres) |       |       |        | -10050  |
| 23 TOTAL EXPENSES                           |       |       |        | =125879 |
| 24 PRIVY PURSE                              |       |       |        | =2226   |

## CROPS

| CROP       | YIELD | ACRES | LABOR | KIND  |
|------------|-------|-------|-------|-------|
| Rye        | 45    | 124   | 620   | 5580  |
| Barley     | 48    | 124   | 744   | 5952  |
| Oats       | 42    | 372   | 1860  | 15624 |
| Hay        | 40    | 248   | 1240  | 9920  |
| Vegetables | 80    | 124   | 992   | 9920  |
| Flax       |       |       |       |       |
| Wheat      | 72    | 124   | 744   | 8928  |
| Fruit      | 90    | 124   | 868   | 11160 |
| TOTALS     |       | 1240  | 7068  | 67084 |

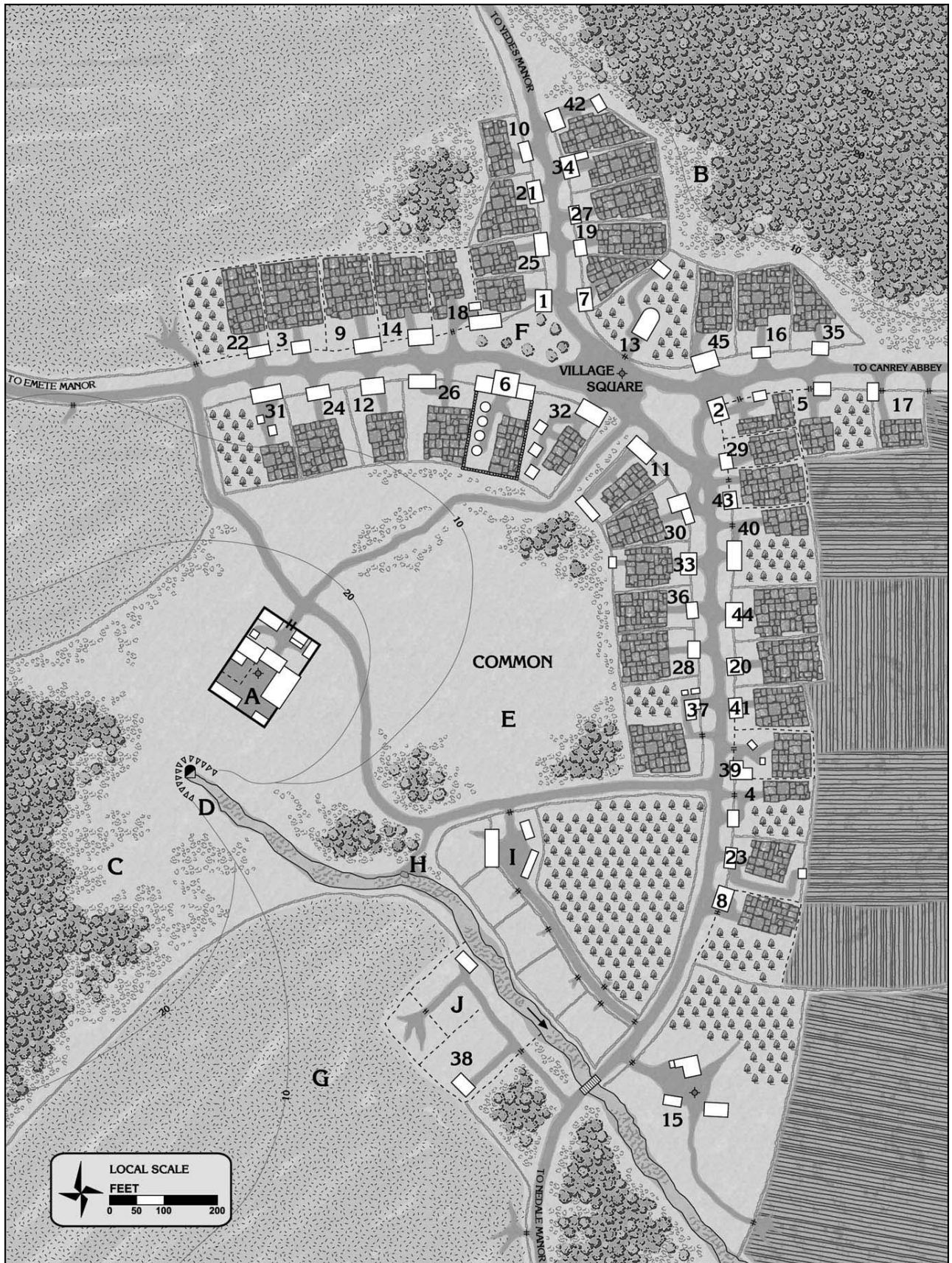
## LIVESTOCK

| HEAD       | YIELD  | ACRES | LABOR | KIND  |
|------------|--------|-------|-------|-------|
| Oxen: 62   | 130    | 124   | 1054  | 8060  |
| Cows: 30   | 188    | 60    | 600   | 5640  |
| Goats: 122 | 40     | 61    | 610   | 4880  |
| Sheep: 552 | 33     | 184   | 1656  | 18216 |
| Swine: 990 | 15     | 99    | 1980  | 14790 |
| Horses: 86 | varies | 86    | 612*  | 28278 |
| TOTALS     |        | 614   | 6512  | 79864 |

**Notes:** Horses equal 5 stallions, 54 mares and 27 yearlings or foals. Top quality Reksyni horses fetching premium prices. 10 ungelded stallions war horses (≈1600d each) and 15 palfreys (geldings and mares, ≈800d each) are sold each year. Two of the best yearling mares are kept to replace aging mares. \* Extensive extra labour (268 man days over the basic requirement) ensures the horses are kept in top shape.

# RAVIN 28

| FIEF: Ravin<br>HOLDER: Bailiff of the Hundred |                                     |     | LEIGE: King<br>REALM: Kanday |                    |     |                | VILLAGE CENSUS FORM<br>YEAR: 720 |      |                              |
|---|-------------------------------------|-----|------------------------------|--------------------|-----|----------------|----------------------------------|------|------------------------------|
| TENANT HOUSEHOLD<br>Name / Occupation         |                                     | ML  | Size                         | Acres<br>Serf Free |     | Labour<br>Days | Kind<br>Rent Fees                |      | Notes                        |
| 1   | Cottar (Eltril of Clan Baldis)      | 70  | 4                            | 2                  |     | 8              | 60                               | 8    |                              |
| 2   | Cottar (Vurin of Clan Jekes)        | 80  | 4                            | 5                  |     | 20             | 60                               | 11   |                              |
| 3   | Villein (Darane of Clan Barien)     | 95  | 12                           | 34                 |     | 0              | 60                               | 40   | Beadle                       |
| 4   | Villein (Tarnt of Clan Merdon)      | 70  | 5                            | 30                 |     | 120            | 60                               | 36   |                              |
| 5   | Farmer (Slanas of Clan Jekes)       | 105 | 11                           |                    | 28  | 0              | 60                               | 34   | Yeoman (MF), 60 days service |
| 6   | Miller (Makan Rusyin)               | 95  | 3                            |                    | 5   | 0              | 90                               | 251  | Includes 240d in fees        |
| 7   | Cottar (Andan of Clan Pendar)       | 65  | 5                            | 4                  |     | 16             | 60                               | 22   |                              |
| 8   | Farmer (Luryren of Clan Baldis)     | 80  | 4                            |                    | 45  | 0              | 330                              | 51   |                              |
| 9   | Villein (Fyrth of Clan Baldis)      | 90  | 7                            | 25                 |     | 100            | 60                               | 31   |                              |
| 10  | Cottar (Braen of Clan Chastil)      | 95  | 4                            | 0                  |     | 0              | 60                               | 6    |                              |
| 11  | Woodcrafter (Borl Dattys)           | 65  | 5                            |                    | 25  | 0              | 210                              | 151  | Includes 120d in fees        |
| 12  | ½ Villein (Rosta of Clan Emyrn)     | 80  | 6                            | 12                 |     | 48             | 60                               | 18   |                              |
| 13  | Glebe (Sister Beria)                | 75  | 13                           |                    | 35  | 0              | 0                                | 0    | 6845d in revenue             |
| 14  | Villein (Fynyng of Clan Barien)     | 95  | 3                            | 33                 |     | 132            | 60                               | 39   |                              |
| 15  | Farmer (Geran Eslorin)              | 60  | 8                            |                    | 100 | 0              | 660                              | 106  |                              |
| 16  | ½ Villein (Gaen of Clan Jekes)      | 70  | 6                            | 14                 |     | 56             | 60                               | 20   |                              |
| 17  | Cottar (Urrin of Clan Huslaka)      | 105 | 4                            | 3                  |     | 12             | 60                               | 9    |                              |
| 18  | ½ Villein (Zulaen of Clan Emyrn)    | 115 | 5                            | 18                 |     | 72             | 60                               | 24   |                              |
| 19  | Cottar (Barane of Clan Baldis)      | 75  | 6                            | 4                  |     | 16             | 60                               | 10   |                              |
| 20  | ½ Villein (Thanin of Clan Merdon)   | 75  | 7                            | 18                 |     | 72             | 60                               | 24   |                              |
| 21  | ½ Villein (Vaniran of Clan Chastil) | 100 | 4                            | 13                 |     | 52             | 60                               | 19   |                              |
| 22  | Farmer (Horin of Clan Pendar)       | 60  | 5                            |                    | 35  | 0              | 270                              | 41   |                              |
| 23  | Villein (Eril of Clan Merdon)       | 100 | 7                            | 35                 |     | 0              | 60                               | 41   | Herder                       |
| 24  | Farmer (Kaent of Clan Pendar)       | 65  | 5                            |                    | 23  | 0              | 60                               | 29   | Yeoman (SB), 60 days service |
| 25  | Cottar (Tagil of Clan Chastil)      | 85  | 4                            | 2                  |     | 8              | 60                               | 8    |                              |
| 26  | Villein (Joa of Clan Baldis)        | 110 | 3                            | 39                 |     | 0              | 60                               | 45   | Reeve                        |
| 27  | Cottar (Saelan of Clan Jekes)       | 70  | 2                            | 1                  |     | 4              | 60                               | 7    |                              |
| 28  | ½ Villein (Jalo of Clan Merdon)     | 75  | 4                            | 15                 |     | 60             | 60                               | 21   |                              |
| 29  | Cottar (Ugin of Clan Merdon)        | 75  | 5                            | 3                  |     | 12             | 60                               | 9    |                              |
| 30  | ½ Villein (Shaik of Clan Jekes)     | 50  | 5                            | 15                 |     | 60             | 60                               | 21   |                              |
| 31  | Farmer (Querl of Clan Jekes)        | 85  | 4                            |                    | 25  | 0              | 210                              | 31   |                              |
| 32  | Salter (Lorial Osform)              | 90  | 2                            |                    | 20  | 0              | 180                              | 146  | Includes 120d in fees        |
| 33  | Villein (Haroras of Clan Emyrn)     | 95  | 5                            | 24                 | 20  | 96             | 180                              | 50   |                              |
| 34  | Cottar (Raena of Clan Pendar)       | 80  | 4                            | 3                  |     | 12             | 60                               | 9    |                              |
| 35  | Cottar (Merryn of Clan Salgen)      | 105 | 3                            | 0                  |     | 0              | 60                               | 6    |                              |
| 36  | Villein (Vindane of Clan Barien)    | 70  | 6                            | 34                 | 30  | 136            | 240                              | 70   |                              |
| 37  | Farmer (Ebir of Clan Merdon)        | 60  | 5                            |                    | 50  | 0              | 360                              | 56   |                              |
| 38  | Hideworker (Geary Mildar)           | 73  | 8                            |                    | 10  | 0              | 120                              | 160  |                              |
| 39  | Villein (Marlorald of Clan Baldis)  | 95  | 5                            | 38                 |     | 0              | 60                               | 44   | Woodward                     |
| 40  | Farmer (Stenden of Clan Barien)     | 75  | 3                            |                    | 20  | 0              | 180                              | 26   |                              |
| 41  | ½ Villein (Bron of Clan Merdon)     | 70  | 5                            | 11                 |     | 44             | 60                               | 17   |                              |
| 42  | Farmer (Terba of Clan Barien)       | 100 | 8                            |                    | 26  | 0              | 60                               | 32   | Yeoman (MF), 60 days service |
| 43  | Cottar (Velane of Clan Barien)      | 65  | 4                            | 5                  |     | 20             | 60                               | 11   |                              |
| 44  | Villein (Lorvian of Clan Baldis)    | 90  | 3                            | 33                 |     | 132            | 60                               | 39   |                              |
| 45  | ½ Villein (Aibris of Clan Emyrn)    | 60  | 5                            | 14                 |     | 56             | 60                               | 20   |                              |
| TOTALS  |                                     |     | 236                          | 487                | 497 | 1364           | 4950                             | 1849 |                              |





RAVIN 30

PLAYER MAP

