

# DUREVE HUNDRED 1

## DUREVE HUNDRED

One of the newest regions of the kingdom, Dureve Hundred has only been in Kandian hands for 23 years, since Rethem seceded it to Kanday as part of the Peace of Selvos, ending Ezar's War. The *Order of the Copper Hook*, the former holders of the Hundred, have never acknowledged the treaty. Except for the Hundred Moot and two chapterhouses, the entire Hundred is the holding of the Earl of Selvos.

Manor	Hundred	Holder	Acres	Land	HH	Notes
Selvos	Dureve	Chahryn	1950	0.91	116	Castle town
Akonis	Dureve	Tralaer	2140	0.87	33	
Balever	Dureve	Marlaen	1830	0.91	29	Fishing port
Urost	Dureve	Bailiff	1490	0.90	20	Forestry
Boba	Dureve	Flanzel	1870	0.90	30	
Elidar	Dureve	Elida	1750	0.90	27	
Erkuba	Dureve	Bailiff	1650	0.91	23	Fishing port
Gebasath	Dureve	Bailiff	1830	0.86	25	
Geffin	Dureve	Inkathy	1820	0.90	29	
Hemhur	Dureve	Wardotte	2390	0.89	35	
Jazo	Dureve	Delreyn	1850	0.89	26	
Minter	Dureve	Bailiff	1790	0.91	29	Fishing port
Ondravy	Dureve	Arindel	1940	0.88	30	
Paldur	Dureve	Bailiff	1640	0.91	24	
Ryvila	Dureve	Narquen	2020	0.88	31	
Sheveth	Dureve	Spondyner	1820	0.90	27	
Nidown	Dureve	Bailiff	1530	0.90	25	
Terna	Dureve	Lazcaver	1930	0.90	31	
Vima	Dureve	Bailiff	1640	0.90	24	
Tiney	Dureve	Ulander	1780	0.90	25	
Trilby	Dureve	Porisand	1930	0.89	30	Quarry
Wintessa	Dureve	Grallin	1740	0.87	26	
Ilikur	Dureve	Bailiff	1460	0.87	21	Iron mines
Erinath	Dureve	Reblena <sup>1</sup>	2950	0.88	43	Chapterhouse
Grellda	Dureve	Reblena <sup>1</sup>	3210	0.89	46	Chapterhouse
Kesethy	Dureve	B/H <sup>2</sup>	2330	0.89	39	Hundred Moot

### Note 1:

The Order of the Checkered Shield holds two manors in the Hundred. They belong to the Bishop of Perinore, Rekela Sir Tamys Bakyth, who has his seat in Erone. A knight who served under Sir Grolis during Ezar's War, he has ordered his Reblena to heed the Earl on all manners of defence of the Hundred. Spiritually, the manors report to the senior regional cleric, the Serolan of Selvos.

### Note 2:

The Sheriff of Peris, Prince Anaflas Milaka (younger brother of the King) holds the manor of Kesethy, the Hundred Moot for Dureve. Located 20 leagues away at Imiden Keep, he has little involvement in the running of the Hundred. Provided the taxes are delivered on time and he receives no major complaints, he is content to leave well enough alone.

## OTHER HOLDINGS OF THE EARL OF SELVOS

In addition to his holdings in Dureve Hundred, the Earl has manors in the north and near Dyrisa and Aleath. Sir Grolis has not visited them for a decade, leaving that responsibility to his son and heir, Sir Temilin.

Manor	Hundred	Holder	Acres	Land	HH	Notes
Horkaen	Kandis	Bailiff	1860	0.95	30	near Dyrisa
Lyb	Kedisa	Branaka	1930	1.01	31	near Aleath
Ferine	Kedisa	Erdavont	1840	1.01	32	
Ilune	Kedisa	Urgane	1870	1.00	32	
Lydi	Kedisa	Quasser	1820	1.02	33	
Shernada	Urmore	Pordaen	1840	1.10	40	near Zerien
Mernua	Urmore	Bailiff	1620	1.10	25	
Tence	Urmore	Bailiff	1790	1.11	32	
Tonith	Urmore	Termuny	2260	1.10	36	
Ulben	Urmore	Akendyn	1990	1.09	35	near Zerien
Plonare	Urmore	Bailiff	1970	1.09	33	
Vishar	Urmore	Bailiff	2070	1.10	33	

## Major Tenants:

### Dunir:

Sir Yuri of Xelados holds Dunir Keep and six manors in Sheda Hundred from the Earl.

### Zerien:

Sir Petryn Irien holds Zerien Keep and eleven manors in Urmore Hundred from the Earl.

# DUREVE HUNDRED 2

## SELVOS - Sir Grolis Chahryn

1950 Acres    0.91 LQ    116 Households

The seat of the Earl of Selvos is also the source of much of his wealth. Control of the town with its property taxes, bonding and hawking fees provides a steady stream of silver into the castle's coffers.

The households are split into two groups. The guildsmen (27 HH), nobles, military and clergy (17 HH) and unguiled (21 HH) form the first group. Their focus is towards the market or castle and few even have their own vegetable plot. The yeomen (3 HH), farmers (4 HH), villeins (14 HH), half-villeins (8 HH) and cottars (17 HH) form the second group. Their focus is outwards, towards the fields and pasture that surround the town. Twelve of the cottar families are actually fishermen who operate from Selvos harbour. The Earl retains about 800 acres divided between 400 wooded acres and 400 acres of demesne.

The Earl's tenants are kept busy supplying the town's perishable goods. Cows and goats for milk, chickens and geese for eggs and cooking, and vegetables gardens and fruit trees for their produce, are more common, even among poor cottar families, because of the large and stable market for their products.

The castle's demesne farm is actually fairly small, only 400 acres, and is run by a bailiff, Steu of Kerpatik, son of a mercantyle. His primary task is to operate the large stables that house the horses for the Earl and his retinue. He also supervises the Lord's kennels and falconry. Much of the demesne is given over to pasture, both for summer grazing and winter fodder. Several large barns are necessary to stockpile enough hay and oats to feed dozens of hungry warhorses through the winter. Literate and good with figures, Steu also assists the Earl's Stewart, Sir Hanzar Dorien, in the management of the four manors operated by bailiffs for the Earl.

The bailiff has suggested to the Stewart that the Earl could further increase his revenues if he were to establish a number of manors devoted to sheep farming, similar to Gebasath. He recommended the areas south of Urost or southeast of Hemhur as the best candidates.



## SHEEP FARMING

Wool is one of the primary exports from Selvos and western Harn and one of the few commodities that Lythia imports in significant quantities from this isolated region. Buyers from Aleath travel to Selvos every summer for the annual wool fair. Once in Aleath, the wool is consolidated with the production from other parts of Kanday into large lots. From there, it is shipped via Cherafir to the linen makers in Emelrene.

Sheep herding is ideal for Dureve Hundred. Sheep require large stretches of pasture, but it can be low quality land. Herds can be tended by a small number of shepherds, always a concern in the thinly populated parts of Harn. The resulting wool can be sold for silver, popular with cash starved nobles. The region's local breed of hardy sheep produces tough, oily wool, which is in demand for water resistant coats and blankets.

Following Ezar's War, the region was depopulated and newly appointed fief-holders had greater latitude than normal to reassign land as they saw fit. This has resulted in larger than normal demesne holdings, more poor shepherd cottars and fewer rich villeins with large acreages. As a result of these factors, many manor holders in the Hundred have large herds of sheep and even farmers and yeomen have small herds.

Sheep farming is the primary industry of the region, followed closely by fishing. Grains and meat animals are raised mainly to supply local demand.

## AKONIS - Sir Gryan Tralaer

**2140 Acres    0.87 LQ    33 Households**

Located on the edge of Dureve Hundred facing the *Copper Hook* stronghold of Hyen, Sir Gryan is always on his guard. The stout stone manor house protects the gateway to a large courtyard enclosed by a tall stone wall with parapet. To protect it from raiders, the village stores all of its grain communally in a large stone granary inside the manor wall. The strongpoint has been tested many times by Agrikan raids and the villagers know to drop everything and flee to the manor when the warning horn sounds. A wary man, Sir Gryan is the son of one of the Earl's lesser captains and learned combat at his father's knee. The constant low intensity warfare has hammered home every lesson. He permits his serf militia to bear arms while in the fields.

## BALEVER - Sir Mearil Marlaen

**1830 Acres    0.91 LQ    29 Households**

Built on a small cliff overlooking the bay, Balever manor can be cold and damp on a winter night. The seat of the Malean Clan, the lord of manor is Sir Mearil, an elderly noble in his late sixties. He had only one child, a son named Sir Dyrrin, a strong, handsome and brave youth, who died fighting outlaws west of Urost Manor five years ago. He got separated from his cousin, Sir Cleddan Dosyna, and their men-at-arms and was killed the ambush.

With his only son dead, leadership of the clan and the Balever and Urost manor will pass to Sir Cleddan when Sir Mearil dies. In addition to being heir, Sir Cleddan is also the Bailiff of the Hundred. He has recently married the Lady Jilenia, the daughter of Sir Gryan Tralaer. She had been promised to Sir Dyrrin, but after his death (and a suitable mourning period), Sir Cleddan sought and won her hand in marriage. They currently live at the Hundred Moot at Kesethy. Sir Cleddan plays the loving son and visits the old man often, but the servants greatly dislike him.

## UROST - Sir Aran Basfoyle (Bailiff)

**1490 Acres    0.90 LQ    20 Households**

The youngest brother of Sir Mearil's dead wife, Lady Pelycia, Sir Aran is the next in line to inherit after Sir Staen. In his mid-forties, he is a open-hearted, happily married man with a wife and five children. He is bailiff for a busy and active manor. The first manor reached by the track from Dunir, he frequently hosts noble guests, while the village tithe barn serves as a makeshift hostel for weary commoners.

With the sole significant stand of timber in the Hundred, the manor also has a timberwright, the only one within five leagues. To protect the small forest from over-cutting, the Earl has granted the timberwright a warrant to fell trees in the small forest on the edge of Tesien Moor, on the border with Tesien Hundred. Unfortunately, the *Copper Hook* also claims it for themselves. The last expedition was attacked and several men killed. Given the high price for timber and without other sources, Llanus the timberwright is currently hiring men to protect his next expedition.



# DUREVE HUNDRED 4

## **BOBA - Sir Rontris Flanzel**

**1870 Acres    0.90 LQ    30 Households**

The village has a distinctly uncomfortable feel to it. Noble guests will find the Sir Rontris' manor house open and inviting. There is always plenty of room at the table and the meals are excellent. Generous sized guest rooms, appointed with the finest linens, await visitors when they retire. An avid hunter, Sir Rontris bemoans the lack of proper forest for hunting but maintains a small woodlot stocked with fallow deer for sport. Falconry and pleasant rides by the river are also frequent diversions. Lady Syra is always a gracious hostess and lady can enjoy walks in her large herb garden and fine wine sipped on a terrace overlooking the fishpond.

The uncomfortable feeling comes from the servants and tenants in the town. A modest manor on below average land, Boba strains to meet the demands of the Flanzel Clan. The family's first manor after years toiling as bailiffs for other more successful Clans, Sir Rontris is determined his family would finally have everything he feels they deserve. The steward, chamberlain and reeve have all tried to suggest that the lord moderate his lifestyle and been flogged for their insolence. The continued demands for money have driven the serfs to near revolt and watchful visitors can catch their resentful looks if they are observant.

## **ELIDAR - Sir Lesus Elida**

**1750 Acres    0.90 LQ    27 Households**

Sir Lesus is the last member of the original garrison that stood with the Earl at the first siege of Imiden, for which he received a fine manor right on the river Eisma. When he first arrived, the site was a burnt out ruin, destroyed by Kandian mercenaries while driving out the last remaining Agrikans. Over the last twenty-three years he has built a new manor house and made numerous improvements. He is well liked by the peasants who find him a kind and considerate lord.

Of late, Sir Lesus has been quite distracted. Now in his early eighties, he has outlived his sons and lost his eldest grandson to a riding accident. He has become obsessed with the idea the family must have a proper resting place. He has designed a family crypt. It will extend into a limestone outcropping and have a long corridor leading down to tombs for each family member. The bodies of his sons and grandson are kept in stone sarcophagi in the cellar of the manor house. He intends to move them to their new resting place as soon as it is ready. When Hakyl the Mason turned down the commission he had to send to Aleath to find someone capable of undertaking the project.

## **ERKUBA - Sir Eldan Chahryn (Bailiff)**

**1650 Acres    0.91 LQ    23 Households**

A coastal manor just east of Selvos, this manor is entrusted to Sir Eldan, Sir Grolis' second eldest son and a noted scholar. A highly literate and educated man, he spent several years at the Archbishop's seat in Shreve before deciding the cloister was not for him. He has travelled extensively, frequently accompanying his uncle, Sir Owain. He has visited Tharda, Kaldor, Azadmere (as far as Zerhun) Chybisa, Melderyn and Ulshafen in Evael. He has a large library in his manor house and will pay silver for any book he does not have.

The manor is small and is almost all demesne. The tenants are mostly of cottars, either fishermen with their own boats or shepherds in the employ of the lord. Erkuba has the Earl's second largest flock of sheep. Uninterested in farming, Sir Eldan leaves the management of the manor in the hands of his capable steward Arden of Logan. A bowlegged yeoman, he has a wicked tongue and makes the family a healthy profit.

## **GEBASATH - Sir Noani Julander (Bailiff)**

**1830 Acres    0.86 LQ    25 Households**

Isolated and alone, Gebasath is a combination of a outpost and a sheep farm. Run by the Earl's brother-in-law's brother, the manor has over 1000 sheep. The proximity to the frontier means that there is no one to object if the sheep graze a little outside the official manor boundaries. The manor house is a small fort. Built of stone with high courtyard walls and a three-storey square tower, it includes a large barracks. Sir Noani hires many shepherds to help work the flock and he prefers men comfortable with the bow and spear. They may only be shepherds and servants, but they can fight well from inside the manor.



## GEFFIN - Sir Hynrae Inkathy

**1820 Acres    0.90 LQ    29 Households**

Now sixty-one years old, Sir Hynrae is known as the miser of Geffin. A crusty old man, he doesn't much like visitors. He will send his son, Sir Bryke, out to the front gate to tell them to move along. He is not a particularly harsh lord, in fact rents are slightly lower than average. When he was granted the manor, he was generous with the size of acreages he assigned his serfs and yeomen and only has a small demesne. He just hates spending money. It is difficult to earn and should be just as difficult to spend is his motto.

Sir Bryke has inherited most of his father's worst traits and none of his good ones. He is intolerant of commoners and will strike any who talk back to him, especially strangers. He begrudges the grants his father made and wants to increase the demesne and farm more sheep. He will not be a good lord.

## HEMHUR - Sir Araig Wardotte

**2390 Acres    0.89 LQ    35 Households**

With only one large manor on the edge of the Hundred, most people are surprised to learn that Sir Araig is one of the Earl's richest manor lords. His wealth stems from a single source, sheep. His manor is almost completely devoted to wool production with as many as 1500 sheep before the fall cull. Cropland is concentrated around the village and consists of 525 acres of tenant crops and 120 acres of demesne crops. Aside from 240 acres of woods, mostly windbreaks and small woodlots, the remaining 1505 acres is devoted to pasture. Fifteen cottar families work full-time as familia on the demesne, mostly as shepherds. Despite this, Sir Ariag is often forced to bring in additional labour during the busiest seasons.



Some of the other lords deride Sir Araig and call him Sir Shepherd behind his back, but the fact is that he has just built a brand new two-storey manor house, with barn, wool warehouse, stables and a extra large courtyard (all out of the finest stone, with glass windows for the hall), and paid cash for it. He also supports his three knighted sons and their families and eight men-at-arms. When added to his six yeomen, shortbowmen, it makes him a major military contribution to the Hundred. That means more to Sir Grolis than how many generations you can trace back your family tree.

Sir Araig can be easily recognised by his distinctive sheep skin hat and his rich clothes. The buyers from Aleath eagerly anticipate the arrival of his convoy of a dozen wagons piled high with bales of wool. He produces some of the finest grade wool in the Hundred. Sir Araig always supervises the sale of his wool during the Summer Fair and is a shrewd negotiator.

## JAZO - Sir Syliam Delreyn

**1850 Acres    0.89 LQ    26 Households**

Jazo Manor is overrun with children of every age. Sir Syliam, the second by that name, inherited the manor from his childless uncle in 702. A lusty man, the lord is on his third wife, the previous two having died in child birth. He has legally fathered twenty-two children, Now fifty-eight, he just celebrated the birth of twin boys. Never sick a day in his life, Sir Syliam has passed this constitution onto his children and not one has succumbed to a childhood illness. His eldest, Lady Mysrin, is forty-two and already has grandchildren of her own, making the lord a great-grandfather.

Due to the expense, only his two eldest sons have been trained as knights, and the younger now serves with the *Checkered Shield* in Waldel. Two additional sons serve the fighting order as men-at-arms. Several have left to become mercenaries, take service in a noble's household or join the church. Most of the girls have been married off into other families in the Hundred with some travelling as far as Dunir to find a husband. Despite the departures, there are still ten children under sixteen living at home and numerous grandchildren, cousins and hangers-on.

The huge cost of supporting such a family and household has left Sir Syliam on the edge of ruin. He is heavily in debt to Valenar of Emyrn and has been forced to send two of his sons to work as sworn bondsmen and bodyguards to help repay his debt. Devout Laranians, Sir Syliam has taught his family that their word is all they have.

# DUREVE HUNDRED 6

## MINTER - Sir Poryn Sythen (Bailiff)

1790 Acres    0.91 LQ    29 Households

An important holding, it is one of two coastal manors held by the Earl of Selvos. A prosperous port, Sir Poryn, brother of Sir Temilin's first wife Lady Alicia, is bailiff for the Earl. Installed shortly after the two were married, he has managed the estate for twenty-seven years. A relatively fertile manor for Dureve Hundred, the population is split in two, half fishermen and half villeins. The villeins hold large acreages and there is always a shortage of labour. The fishermen typically have only one boat per household, though there are a couple with two and one with three. Fishing is lucrative and there is a steady market for their wares, so the fishermen have little need for more than a few acres to grow vegetables. The Earl requires them to sell their catch in Selvos, where it is exported. Taxes on the exports are a source of additional revenue for Sir Grolis.

Sir Poryn has been a loyal servant of the Chahryn Clan for many years. Recently he has undergone a change of heart and rumours of ill-chosen words and discourtesies towards his former brother-in-law have begun to circulate. The change in behaviour coincides with the arrival of a new chamberlain at Minter, Wereda Dasethyn. From Urmore, he is a distant cousin of the bailiff. He has poisoned the knight's mind with subtle accusations that his beloved sister did not commit suicide, but rather was killed to make way for a more politically valuable marriage to Lady Myrrhe. The sister and heir of Baron Tertimas, any child of Lady Myrrhe would also become heir to Pinide Keep.

The bailiff is convinced that Sir Temilin intends to kill his eldest son, Sir Conlon (Sir Poryn's nephew), and make his younger son, Loring, heir to both the Earldom and Pinide Keep. An agent of King Chafin, Wereda is under orders to destabilise the Earl of Selvos anyway he can, thus buying Rethem time to consolidate.

His love for his dead sister blinds him to Wereda's manipulations, but Sir Poryn isn't blind to the tight web the Chahryn Clan have woven across the Hundred. Men who owe their position and fortunes to the Earl and not the King occupy the majority of the manors and most look to Selvos not Dyrisa for guidance. He plans to approach the Earl of Sarkum with his accusations at the 720TR Winter Court in Dyrisa.

## FISHING

It was the rich fishing grounds off of Deversh Bay that drew the Jarin to settle these shores around 1000BT. The Andurien Bank is among Harn's largest and richest fishing areas, renowned for its valuable fish stocks. Situated off the western coast of Kanday between Selvos and Dunir, the Andurien Bank is actually a raised submarine plateau with a water depth ranging between 120 and 150 feet and extending southwest of Deversh Bay for 25 leagues. Relative shallowness allows extensive marine animal and plant life to flourish on the bottom. Further, warm ocean currents from Kamerand cover almost all of the Andurien Bank even in winter. The most prolific fish species on the Andurien Bank has traditionally been cod, but there also are flounder, had-dock, ocean perch and hundreds of other species.

The fishermen of Deversh Bay sail mostly pinda type ships. Small deckless vessels, they usually carry a crew of about three or four, though larger boats may carry up to eleven men. They go out daily in their small boats with hook and line or nets, returning to port each evening. Each coastal manor has one or more docks and numerous sheds where the fish are gutted, split and salted and drying racks where the fish are dried. The local fishermen combine light salting for a short period, followed by thorough washing, and then drying in the open air. The result is a light-salted product for which Selvos is famous. Barrels marked with the owl and fish symbol of Selvos sell well in Golotha and Aleath where they are a staple for the poor and rich alike.



## ONDRAVY - Sir Lumede of Arindel

**1940 Acres    0.88 LQ    30 Households**

Ondravý is the sole holding of the Arindel Clan. Sir Domen Arindel, a loyal follower of Queen Mirelael and father of the current lord, was killed in the last days of the war at the siege of Menekod. In recognition of his service, the family was granted a manor in Dureve Hundred. Sir Lumede has a large wart on his nose and is extremely self-conscious. Despite this, he is a good soldier and adequate administrator, though he has been known to be quick to offer a duel to those who make comment about his deformity.



## PALDUR - Sir Orkan Chahryn (Bailiff)

**1640 Acres    0.91 LQ    24 Households**

The bailiff, Sir Orkan, is nephew of the Earl and youngest son of Sir Owain Chahryn. He is married to the Lady Mariela and they have three children in their teens. The manor's proximity to Selvos means that his cousin Sir Temilin, his father, Sir Owain, his brother, Sir Arjun and the Earl's Stewart are all frequent visitors. Sir Orkan is well educated and a fine host, however he suffers from a serious problem with body odour. Guests who accept an invitation to dine are well advised to bring a scented handkerchief. Because of the generally low land quality in the Hundred, the areas of better soil, such as Paldur, are intensively farmed. The manor is a major source of grain for the castle and town.

## RYVILA - Sir Shorian Narquen

**2020 Acres    0.88 LQ    31 Households**

Backing onto the moor, Ryvila has to deal with bandits, raiders and wolves more frequently than other manors. Consequently, the manor has eight yeomen and seven farmer households. Most of the remaining families are cottars that tend sheep for the lord. Despite his large acreage, Sir Shorian supports additional sheep by allowing his shepherds to graze the herds on the moor. The forester has warned him that the land belongs to the King, but has ignored him. No one truly believes that anything will come of the warning.

In his mid-fifties, Sir Shorian was granted the manor in return for his service in the war. He had thought to retire in peace and raise a family, but that was not to be. In a match organized by his mother, he is married to Lady Nigynli, a noblewoman from Dunzael Hundred. A shrewish social climber, Lady Nigynli wanted him to run for bailiff, but he refused. They have never had children, something he views as a sign from Larani, and his cousin, Sir Cen, stands to inherit.

## SHEVETH - Sir Deni Spondyner

**1820 Acres    0.90 LQ    27 Households**

The holder of the manor, Sir Deni, earned his position through years of hard work for the Earl. A peaceful man, and former bailiff of Horkaen Manor, he was brought in to oversee the reconstruction Dureve Hundred after Ezar's War. Much of his success was due to his wife, Lady Sindra, whose organizational skills and ability to win friends and influence people is legendary. A loving couple, they were able to achieve more together than separately. Lady Sindra's father, Lord Hirye, spent his life in the service of the crown and was Sheriff of Daen for over forty years. When he retired, he moved to Sheveth to be closer to his family. He passed away peacefully from consumption last summer.

The couple's only son, Sir Keri, followed in his grandfather's footsteps, something which made Lord Hirye very proud. A knight in the Royal Guard, he has recently been promoted. He is a captain in command of the three elite companies of men-at-arms known as the Low Guard. A career soldier, he visits his family about once a year. Sir Keri's family is aware of his attraction for the same sex, and he has chosen to abdicate his position as heir in favour of his younger sister.

## NIDOWN - Sir Frankh Tortora (Bailiff)

**1530 Acres    0.90 LQ    25 Households**

Sir Deni's son-in-law, Sir Frankh, manages the manor. Married to Lady Darlen, the couple have two daughters, Becca and Sira. A bull of a man, Sir Frankh is a powerful warrior. He keeps his head shaved and is always armed and armoured. He oversees every aspect of the manor's management and often helps Sir Deni in Sheveth. The two get along very well. Some of the best farmland in the Hundred, the manor has thrived under Sir Frankh's management.

# DUREVE HUNDRED 8

## TERNA - Sir Juld Lazcaver

**1930 Acres    0.90 LQ    31 Households**

A successful manor, the manor house is old and small and not particularly fancy, more than sufficient for Sir Juld, but not for his high born wife. Lady Rilea prefers to spend her time in Selvos in their newly constructed townhouse. The couple's eldest son, Tristan recently married the beautiful Lady Rosanna. Their younger son, the irksome and contrary Meriet, is infatuated with Rosanna and oblivious to the love of their neighbour, Lady Ezibel. Sir Juld is currently hosting his second cousin, a Save-K'norrian Haliki (Priest), Clements of Dosforyn. A diplomat, and more importantly not a Laranian, he is travelling alone and in secret to Rethem to conduct sensitive negotiations with the Earl of Tormau, on behalf of Prince Anaflas.

Despite being away from the river, Terna's soil is better than average. Grain grows fairly well and there is a good market for wheat in Selvos. The two manors produce enough income that Sir Juld has no problem supporting his family and spendthrift wife.

## VIMA - Sir Tristan Lazcaver (Bailiff)

**1640 Acres    0.90 LQ    24 Households**

Given as a wedding present to Sir Tristan by his parents, he spends little time here. Little more than a oversized timber frame farmhouse with a wooden stockade, Sir Tristan's wife, Lady Rosanna, prefers the family townhouse in Selvos to this Larani-forsaken dung heap. The couple use the townhouse whenever Lady Rilea is not in residence.

In the absence of Sir Tristan, the Reeve, Wyte of Hawany, runs the manor. A pureblooded Jarin, Wyte is secretly an Ilviran. He leads a underground sect so careful that they survived conquest by Rethem, rule by the *Copper Hook* and the Laranian inquisition. They have a shrine concealed in a cave a league east of the village. There they worship the Craven Lord and once a year they ritually kill and then eat a human sacrifice, usually a beggar from Selvos or traveller from Rethem. They are very careful to pick someone without local ties that might raise the hue and cry. Because of this, they often kidnap their victim several days before the ritual sacrifice. The village also supports a hermit medicant priest who has a hut hidden deep in the Tesien Moor. A small, deliberate scar made with a claw to the forearm identifies members of the cult to each other. Cultists compose about one in ten families in the surrounding half a dozen villages.

## TINEY - Lady Ezibel Ulander

**1780 Acres    0.90 LQ    25 Households**

Located on the main road to Hyen, Tinney is a prosperous and wealthy manor. Granted to Sir Dwyte Ulander for his service to the Earl during the war, he invested heavily in its reconstruction using the substantial loot and ransoms he earned in the fighting. A handsome walled compound with a gatehouse, hall with solar, separate kitchen, stable and barn, all of the finest Selvos limestone, stands just east of the road. A medium sized village with six yeomen and nineteen serfs faces it on the west side.

Sir Dwyte had three children, but the first two died in childhood. His wife died bearing their third, a daughter Ezibel. Without a son to leave his manor to, he trained her as his heir. She sat at his right hand and learned to run the manor as well as met out justice. Having witness the power of their longbows at Dunir, Sir Dwyte took six Chybisan yeomen into his service during the war and settled them on his land afterward. When Ezibel showed interest, he ordered them to teach her to shoot. Although not strong enough to draw one of their heavy longbows, she is a wicked shot with a short bow. The sight of her in a dress with bow and quiver angers the more traditional nobles.

A determined and intelligent woman, she was twenty years old when her father died. She took over the running of the manor and to date has met all obligations, giving the Earl no cause to complain. Her six longbow men more than meet her feudal responsibilities. She is in love with Meriet, the youngest son of her neighbour (Sir Juld Lazcaver), and although he is oblivious of her affection she is determined to marry him.



## TRILBY - Sir Klyrel Porisand

**1930 Acres    0.89 LQ    30 Households**

A pleasant manor, on the edge of the moor, Sir Klyrel derives considerable revenue from the nearby limestone quarry. Although unable to levy taxes, Trilby is the nearest village to the site and supplies food and drink to the masons at a healthy profit. The village also has a small alehouse, which is popular with men who wish to get away from their shacks for an evening. Sir Klyrel is a jolly man and often invites the master quarryman to dine with him.

When the mason's guild reopened the quarry after the war, Sir Klyrel appealed to the Earl because of the damage the miner's wagons were doing to the small track that ran through his village. The Earl ruled that the Miner's Guild must pay 1d per wagon in damages but in return the road must be maintained in good repair. A deal was worked out between the Earl's bailiff at Paldur and the lords of Trilby and Sheveth. The Miner's Guild provides a heavy stone roller and all the stone chippings required. Sir Klyrel provides a yoke of four oxen. Sir Deni provides a wagon and two horses to carry the chippings. The Earl's bailiff provides men to do the work. Once a week, men from Paldur collect the wagon and roller and travel the road, filling the ruts and holes with stone chips and rolling them flat with the roller. The 1d toll is collected by Sir Klyrel once a week and divided among the three lords once a year.

## LIMESTONE QUARRY

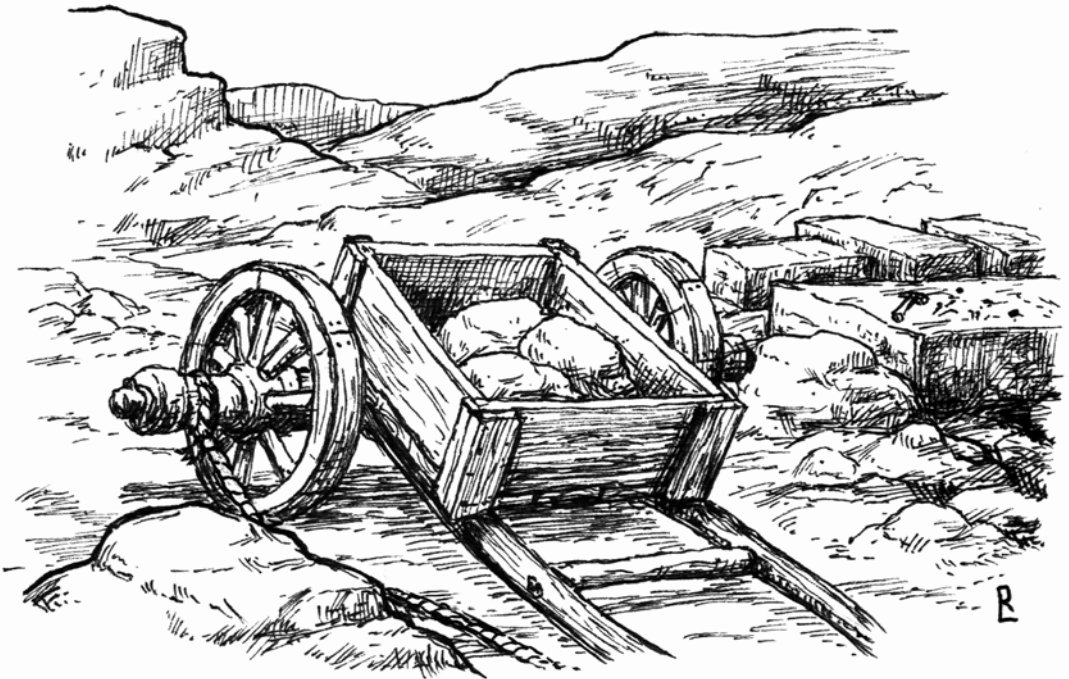
Although metal and gems belong to the King, quarries may be privately owned. Due to its size, a masonic syndicate, managed by Darae of Syldesa, runs Trilby quarry. The syndicate consists of numerous investors, mostly other master masons, but also includes the Earl, Bailiff of the Hundred and Checkered Shield.

Darae, a master quarryman, has operated the quarry since the Peace of Selvos in 697TR. The quarry was founded in 654 by masons sent to build

the new castle for King Arlun the Barbarian. Famous for its fine quality blue-grey limestone, which is soft when cut and hardens into blocks perfect for carving detailed statues and trim. All blocks bear the mark of the port where they are shipped from, so this stone has become known as Selvos limestone. Even after seventy-six years of continuous operation, the quarry has only consumed a fraction of the top quality stone.

The blocks are much in demand by masons from Golotha and Aleath because of the quality and reasonable price. Located only two leagues from a good port, the cost of transporting the stone to Selvos and shipping it to other ports is often less than the cost of quarrying stone locally. Stone destined for export is only roughly shaped in to rectangular blocks, while custom work for local manors or the town are cut to size and shape on site to save shipping weight.

The site consists of shanties and crude shelters for the thirty or so unskilled labourers that cut the blocks and lift them from the quarry. Better quality barracks house the dozen journeymen and apprentices who rough cut the stones to shape in the workshops that line the road to the quarry. There is a metalsmith for making and repairing tools, a woodcrafter to build and repair the cranes, pulleys and wagons used on the site and the quarry master. When wives and children, other necessary workers are added on the quarry consists of the equivalent about eighteen households.



# DUREVE HUNDRED 10

## WINTESSA - Sir Mordan Grallin

**1740 Acres    0.87 LQ    26 Households**

Sir Mordan is calm, even introspective man. The son of one of the Earl's loyal knights, his family was granted this manor in 697, though they have had more difficulty than some in repairing and improving the manor's defences since Sir Mordan's father did not amass much loot or ransom during the war. Instead, they have adopted a slow methodical approach, making a few repairs or improvements each year as they can afford it. Although not wealthy, they have no debts.

## ILIKUR - Sir Ebern of Basfona (Bailiff)

**1460 Acres    0.87 LQ    21 Households**

A busy village, miners are constantly coming and going and cause havoc in the village. Since the Miners Guild is answerable only to the King, they have cut down all of the trees on the manor, provided sanctuary for runaway serfs, used their mercenaries to interfere with the lord's business and refused to pay tolls for the repair of the road. Sir Ebern has deliberately allowed it to become a rutted and miserable track.

## IRON MINES

Mining on Harn has not changed significantly in over 400 years. It is known that the Khuzan have much more sophisticated technology, but they refuse to share that knowledge with outsiders. There are three basic steps in producing iron: mining the ore, smelting the ore into iron and forging the iron into useful products. Only the first two are carried out at the mine.

Peris Moor has a fine natural outcropping of what miners call ironstone. A porous, reddish stone, the miners dig it out of surface deposits. Operated almost continuously for two hundred years, most of the overburden has long since been removed. The long, trench-like mines are now over thirty feet deep and occasionally collapse, suffocating the miners. Once extracted, the ore is broken up into pellets the size of walnuts.

Wood is collected to make charcoal. Beech, oak and alder are preferred as they burn the hottest. Due to the deforestation caused by previous generations of miners, only the fast growing alder, which thrives in the wet, soggy and exposed conditions of the Peris Moor, is available in any large amounts anymore. It is cut and stacked to make charcoal.

The miners have built several beehive furnaces, either of clay or fine limestone, which reflects the heat and increases the temperature. The opening at the bot-



tom (or tapping arch) is blocked up and the furnace filled with charcoal. Bellows are used to increase the temperature until the flame at the top turns blue. More charcoal, iron ore pellets and limestone chips are then added. The smelting process takes about a day during which the oxygen is burned off and the ore melts. In the end, the tapping arch is opened and a red-hot iron bloom extracted. The bloom is quenched and forms the sponge like lump of malleable iron, the primary export of the mines. Blooms are later compacted by heating until orange and hammering them into bars, which are then used to make utensils.

## FRUKES ANGELS

Due to the proximity of Rethem to the valuable iron mines, the Miner's Guild employs a



small band of mercenaries lead by Captain Fruk of Angrit. A bald, fiery little man from Melderyn, he is a demon with the hand axe. Mainly light foot, the company is equipped with a mix of leather and quilt jerkins, axes, spears and round shields. A few have short swords and plate half-helms. The company is split into three groups of six men. The first is led by Fruk himself and guards the outermost mine. The second is led by his sergeant and guards the innermost mine. The third group splits into pairs to guard the charcoaler's men while they collect wood on the Moor.

## CHECKERED SHIELD

Instrumental in the defeat of Rethem and the Copper Hook during Ezar's War, Queen Mirelael granted the Checkered Shield two manors in Dureve Hundred, Erinath and Grela. On these new estates, the fighting order built Preceptories, or half-chapters, housing five knights and ten men-at-arms each. Although only stone manors, they serve as outposts and strong points to delay the enemy and warn the Earl in event of attack.

### GRELDA - Sir Mikal of Kur

**3210 Acres    0.89 LQ    46 Households**

The Reblena, Sir Mikal of Kur, commands the Preceptory. A veteran knight in his forties, he has a good sense of humour and loves to talk, but the instant danger threatens, he becomes deadly serious and a fierce warrior. A survivor of dozens of skirmishes with the Copper Hook, he takes nothing for granted. He regularly leads patrols to watch over the northern shore as far as the small line of hills that marks the boundary between the two nations. A true Reluctant Warrior, he refuses to strike without warning or just cause.



More heavily fortified than a normal manor, this Preceptory has a strong stone manor house with a tall stone wall surrounding the courtyard. Located on the main road, it is the last manor before crossing from Kanday into Rethem and occupies a vital strategic location. Skillfully sited on a rocky outcropping, it overlooks the Eisma River Bridge where the river narrows and speeds up. Although the river can be crossed at fords a league either side of the Chapter House, wagons and more importantly siege equipment, must cross the old stone bridge.

Recognising the manor's strategic value, the King ordered a Royal Toll House be constructed on the Selvos side of the bridge. Tolls are high to discourage

trade with the enemy and a heavy iron bound gate blocks the bridge. The bridge warden acts as the toll collector and sergeant to ten yeomen. Granted farms by Royal Decree, these men help guard the bridge for the local Bailiff of the Hundred, Sir Cledan Dosyna. Their farms are clustered to the west of the main village. The five medium foot have about 25 acres each and five short bow men about 35 acres each. Two men are on duty during the day. The toll is as shown below:

TOLL RATES	TO RETHEM	FROM RETHEM
Per person afoot	0.75d	0.50d
Per horse/mule	3.00d	2.00d
Per sheep/goat	0.75d	0.50d
Per ox	1.50d	1.00d
Per cart *	0.75d	0.50d
Per wagon *	3.00d	2.00d
* Draft animals extra, one teamster free		

The remaining thirty-six households are tenants of the Chapter. In addition to the Peonian priest, miller, metalsmith and woodcrafter, the village houses ten villeins, eight half-villeins and fourteen cottars. The Chapter's large demesne provides plenty of work for all.

### ERINATH - Sir Andus of Dictur

**2950 Acres  
0.88 LQ  
43 Households**

Although smaller in acres held, Erinath is actually more profitable because all of the inhabitants are tenants of the Checkered Shield. Commanded by Sir Andus of Dictur, the manor is subordinate to the Reblena in Grela though he has considerable latitude in the day to day running of his Preceptory.

A strong stone watchtower, three stories tall, overlooks the frontier and provides an excellent vantage to watch for raiders. Attached to it, the knights and men-at-arms have a comfortable timber-frame hall and barracks surrounded by a wooden palisade.

The village has a higher proportion of villeins (twenty), fourteen half-villens and five cottars plus the normal priest, miller, metalsmith and woodcrafter.



# ARTICLE 12

## **KESETHY - Sir Staen Marlaen (B/H)**

**2330 Acres    0.89 LQ    39 Households**

One of the larger manors in the Hundred, Kesethy has a very heavy royal presence. In addition to the ten yeomen at Greda who guard the tollhouse, the Bailiff of the Hundred has an additional ten yeomen in Kesethy, consisting of five medium foot and five shortbowmen. He also has a sergeant and manor gatekeeper. The two Royal Foresters have their residences here and a small barracks for their men with room for families and a vegetable plot. The remaining twenty-nine households are a mix of serfs. Sir Staen is allowed use the profits of the manor to support his many responsibilities. They are the most heavily taxed serfs in the Hundred, and only the large number of soldiers prevents a revolt.

The manor house is a fine two-storey stone building with a wooden palisade around the courtyard. In the centre of the village is the Hundred Moot Hall. A large building, it is virtually empty except for a dais with a chair for the Bailiff, a table and bench for the scribe who records the pleas. There are a few benches for the more important dignitaries. The Assize deals mainly with commoners and few nobles bring their concerns here, preferring to let the Earl settle the issue or if necessary take it to the King himself.

Sir Staen is very efficient when it comes to collecting taxes, less so when it comes to trying criminal cases. He rarely asks for witnesses statements and often orders the criminals gagged so their cries of innocence don't disturb the decorum of the Moot. He will hang a peasant on the feeblest of pretexts and only the intervention of a man's lord will stop him. The gallows in front of the hall usually has four or five rotting corpses on it, poachers and petty criminals.

## **BAILIFF OF THE HUNDRED**

### **Sir Cledan Dosyna**

Widely known as a greedy and grasping man, Sir Cledan was chosen as Bailiff of the Hundred because of a series of back room deals and purchased influence. The heir to a significant estate, he presented himself



as less susceptible to bribery and coercion. Faced with choosing between a local and one of his father's cronies, the Sheriff, Prince Anafla Milaka, felt that Sir Cledan was the lesser of two evils. He has managed to produce the taxes on time and there have no major complaints about the monthly Royal Assize (court).

Sir Cledan is a murderer and a thief. He killed his cousin, Sir Dyrrin (blaming it on bandits), to clear the way so he could inherit the family estates and marry the lovely Lady Jilenia. Then, he used blackmail, bribery and his uncle's influence to get the job of Bailiff of the Hundred. Since then he has been skimming a small but substantial amount off the taxes each year. He does this by over-assessing manor lords and then under-reporting the taxes collected. He is smart enough to not try this on the Earl or any of the lords who are literate themselves. Several literate bailiffs are in on the scam.

**ROYAL FORESTER - TESIEN MOOR**

### **Sir Dene Greh**



A career soldier, Sir Dene spent over twenty years in the Royal Guard. Before he retired, he made a few discrete enquires, looking for a way to supplement his meagre retire-

ment savings. The Warden of the Forests for Perishire was an old friend and offered him the position of Royal Forester for Tesien Moor. The job came with a comfortable house in Kesethy, a sergeant and nine men-at-arms to assist him. A second Royal Forester, also based in Kesethy, is responsible for Peris Moor. His name is Sir Vurlis Esloon. He is junior to Sir Dene, though not officially under his authority.

Sir Dene and his wife have recently split up and she has gone to live in Selvos. He doesn't mind and now is able to spend more time patrolling the moor. He and his sergeant usually lead separate patrols once per week that last about four days. The rest of their time is spent visiting manors and looking for poachers within the settled region of the Hundred. While he holds no particular hatred for poachers, he takes his job seriously. Most poachers survive to be brought to trial, but his rule of thumb is if they are caught in the act, hang them.