

Location: Nelafayn Hundred, Kingdom of Kaldor
Holder: Sir Cedfer Yalcuthy
Liege: Constable of Baseta Keep
 Sir Eres of Tereneth
Population: Village 197, Manor 31

BACKGROUND

Stybrin Manor is located in the Nelafayn Hundred, on Prime River bottomland on the western edge of Kaldor near Olokand Castle. Sir Cedfer Yalcuthy holds it as a double knight's fee from Earl Caldeth of Minarsas. In 678TR, Sir Cedfer was granted the manor in return for his faithful service to the Earl, first as bailiff and then fief holder. The newly completed manor house is built on a small rock outcropping and has been under construction for the last 40 years. A medium size village is clustered around the base of the outcrop inside a simple wood palisade.

The manor is located on the fringes of civilised land and is constantly threatened by gargun, brigands and barbarians. His son and heir, Sir Felis, act as steward.

Stybrin is off the main trade routes and most traffic through the village from the other frontier manors. The manors keep in close contact for mutual protection. Most trade and traffic travels the league by road to Abriel Abbey, which is also the Hundred Moot, or the extra league and a half to Olokand.

The fief holder, Sir Cedfer, owes the service of two knights (himself and his son) and five yeomen (light foot) to Baseta. This service is almost always provided as a feudal levy because of the need for troops to patrol the frontier. In addition to the two knights, the manor garrison consists of nine men: Sir Felis' squire, two men-at-arms (a sergeant, longbow man, and a corporal, medium foot), three village yeomen (longbow) and three craftsmen.



Written By Kerry Mould

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Maps By Patrick Nilsson

R01

STYBRIN 2

Due to the proximity to the border, Sir Cedfer has taken the extraordinary step of paying his bonded craftsmen an additional wage to act as his yeomen 60 days per year.



The sergeant, veteran soldier...

R01

The hideworker, ostler and metalsmith are all equipped and trained as medium foot. This large force ensures that there is always a strong garrison to protect the manor. The sergeant is a veteran mercenary and (under the direction of the lady of the house) leads the household troops while Sir Cedfer and Sir Felis are away.

Supplementing the knights and garrison is an active militia. In the heartland of Kaldor, militia is usually of low quality and poorly armed, but on the frontier where gargun, brigand and barbarian raids are common, an organised and trained militia is vital. The Stybrin militia consists of one man per household and includes several of the manor servants. In return for an extra tree per year from the lord, the woodworker has contributed enough round shields for twenty men. Using hides supplied by the lord from his own cattle herd, Sir Cedfer's bonded hideworker has made a kurbul half-helm each of the forty-

militia members. From his own funds, Sir Cedfer has purchased enough spears for twenty men and short bows for another twenty. Militia members are expected to provide their own axe and most wear a quilt or leather tunic. The yeomen and militia train every other rest day in the spring, summer and autumn under the direction of the sergeant and corporal. There is a very effective alarm system which calls the villagers to the manor.

The manor has been attacked about every second year. Most attacks come in the spring when raiders are hungry because winter stocks of food have run out but new crops have not yet matured. Barbarian raids are rare, but brigand attacks are not uncommon, including attacks by the notorious bandit, Telin the Red. Twelve years ago, in 708TR, a starving gargun raiding party snuck past Forwelm thinking it could find a soft target further into settled lands. The Woodward discovered their trail and sounded the alarm. Sir Felis, his men-at-arms and half the militia caught them at "The Battle of Seven Maples." The gargun were surprised while feasting on a cow and outnumbered two to one. They put up a furious fight and one militia member was killed and several were wounded. Several battered shields, nine mankar, three mang and a crude battleaxe now decorate the manor hall. To this day, when people gather for a feast someone will ask the "heroes" to tell the story of the "Great Battle."

ECONOMICS AND AGRARIAN LIFE

Nelafayn Hundred is blessed with rich, thick soils. Tough men hold the manors in this region, unafraid to live close to the frontier. Stybrin has 2840 gross acres, 284 acres are wooded leaving 2556 cleared acres. Of this, 972 acres support tenants leaving 1584 acres for demesne, including 795 acres that are currently uncultivated due to a lack of labour. It is a successful manor that has grown tremendously over the last forty years. Sir Cedfer and his son pay close attention to the manor's management and have greatly improved its productivity. Most of the profits have been spent on building an impressive stone manor house.

Agriculture in Stybrin is split between crops (wheat and barley) and livestock rearing (oxen, pigs and sheep). Sir Cedfer has a medium sized herd of cattle. Each year the agricultural surplus is taken to the markets in Olokand. Heavily loaded grain wagons and herds of pigs and sheep are a common sight on the track to Olokand every fall.

Sir Cedfer's manor house is the envy of many of his neighbours, but the cost of building has left him hard pressed to furnish it. Despite this, he supports a large household, including craftsmen and men-at-arms. His stables house ten palfreys, two medium and one light warhorse.

STYBRIN VILLAGE

Stybrin village has thirty-eight households and is packed closely together at the foot of the manor house. Unlike most villages, which are spread out, all of Stybrin's cottages are inside of a stockade, with their gardens outside. The villager's cottages back against the wall, encircling a small church, ox-powered mill, animal pens and small village green. Many of Sir Hugh's neighbours scoff at the extreme measures he has taken and few follow his lead, but his concern has earned him the trust of his tenants. They work harder than most lords' serfs and pay their rents with few complaints.

LOCAL MAP KEY

[A] Manor house – Located at the north end of the village, on an outcrop of rock, it was only completed 5 years ago.

[B] Palisade – The wall is built from sharpened twelve-foot tall tree trunks planned five feet in the ground. The palisade provides protection against wolves and would slow an attacker long enough for the villagers to get safely inside the manor. Since it is only for defence it does not have a parapet or fighting step on the inside. The three gates are closed and barred at sunset.

[C] Gardens – Each villager's croft (garden) is located just outside the palisade. Households are forbidden to plant fruit trees within 50 feet of the wall since it is difficult for a gargun to hide in a carrot patch.

[D] Common and well – The small village green is the site of the monthly market and festivals. Three tall beech trees provide shade and the lord has granted their nuts to the Glebe. The stone lined well has a roof and a pulley and crank for lifting the rope and bucket. The Deras clan [8] operates the village's oxen-powered mill located at the south end of the common.

[E] Animal pens – At night, the village's entire herd of animals is kept in the common pens, under control of the herder, to protect them from predators.

[F] Hideworker's workshop – Because of the odour, the manor house's bonded hideworker's workshop is located outside the stockade and downwind.

[G] Creek – This stream is too small to power a mill and it dwindles to a trickle in mid-summer, however, it is usually sufficient for the women to do laundry in and there are a few deep holes suitable for the children to swim in.

[H] Seven Maples – This small grove of trees is the location of the "epic" battle between the militia and a raiding band of gargun.

VILLAGE RESIDENTS

1 COTTAR (Duxton of Kelvey)

Size: 4

Duxton's life is generally miserable. His poor farming skills make it hard to support his wife and two children. They depend heavily on the charity of others.

2 HALF-VILLEIN (Ahisson of Patel)

Size: 2

Ahisson is a slight man, but hardworking and talented. He is a widower and his farm easily supports himself and his only daughter. She is expected to marry Ganas' [13] son next summer.

3 VILLEIN (Lewke of Wolek)

Size: 6

Lewke is just able to support his small clan, including his wife, three boys and orphan niece. His wife is particularly successful in raising chickens and helps support the family by selling eggs to the manor.

4 WOODCRAFTER (Cardey of Hrap)

Size: 3

Cardey has been extremely busy with the work from the village and a large contract for furniture for the manor. He has fallen behind since one of his two apprentices was injured by a falling tree last winter. The apprentice's shattered shoulder has not healed and he is unable to work due to the pain.

5 VILLEIN (Keimon of Deol)

Size: 5

The Deol clan are Jarin refugees from Larkin who fled a death sentence, after Keimon killed a huscarl who was attempting to rape his daughter. Sir Phillip discovered them begging in the streets of Olokand and took the family into his service. This has earned the clan's undying loyalty.

6 HALF-VILLEIN (Hinam of Alarie)

Size: 3

Hinam is a large, but simple, man who was very dependent on his parents. When his father died in 717TR, he seemed lost. When he felt threatened or someone laughed at him, he would lash out with his fists. Two years ago, his cousin Riffou came to live with Hinam and his elderly mother. Since then, the two have become inseparable and there have been no more fights.

STYBRIN 4

7 GLEBE (Shice of Mangat)

Size: 1

Shice was raised in a noble house, but when his mother died, his uncle sent him off to join the Peonian church, against his will. Although he has accepted his fate, he still maintains a very un-Peonian concern about his appearance. Despite this foppishness, he is well liked by the villagers.

8 MILLER (Clan Deras)

Size: 6

The tall, raven haired, Deras twins are well known throughout the Hundred. These identical twins are renowned for their acrobatic demonstrations flipping over the horns of bulls. Naizi is married to the daughter of Waluk [15] and rumors that Nagl shares their bed are common knowledge. Between them, they have three children.

9 REEVE (Carevic of Kinew)

Size: 7

The village reeve, Carevic is an incredibly intense man. He is full of energy and nothing escapes his gaze. He is widely acknowledged as one of the finest farmers in the Hundred and under his management, manor revenues have steadily increased. He has the trust of both the villagers and the Lord. No one shorts the manor or shirks their duty under his leadership.

10 COTTAR (Rudd of Gyde)

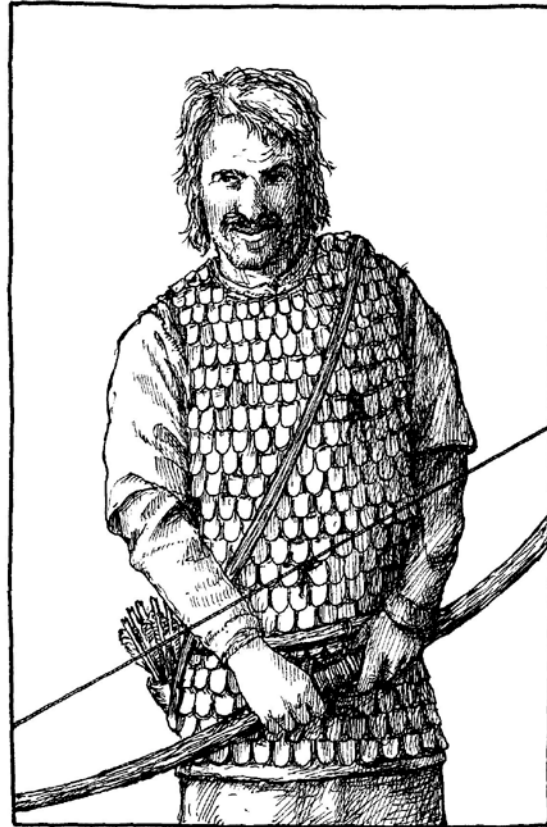
Size: 4

Rudd is a quiet, almost mousy, man. His wife is loud and obnoxious and rules him with an iron fist. He spends as much time out of the house as possible. He is best friend with Ahisson [2].

11 YEOMAN (Gyles of Nairn)

Size: 2

Nicknamed "Handsome," Gyles is the village Beadle. Only 24 years old and newly married, he was chosen because of his natural skill at ferreting out dishonesty and his ability to solve problems through sheer force of personality. A tremendously strong man, he is equally skilled with the longbow, staff and short sword.



Grettum, longbowman and father... ¹⁰¹

12 YEOMAN (Grettum of Denie)

Size: 8

When Kaldor occupied Chybisa after the Treasure War, the Denie clan attempted to curry favour but supporting the occupation. When the Kaldorian's were forced out by the return of the King, they fled for their lives. Grettum was born in Stybrin and married a local girl. The couple is young but has managed to breed six healthy children.

13 VILLEIN (Ganas of Kildare)

Size: 3

Ganas is a successful farmer and has little trouble supporting his family. His three daughters are already married and his son will probably marry and take over the farm next year. Once his son takes over, Ganas will have more time to devote to his hobby, making intricately carved drinking mugs, plates and walking sticks.

14 VILLEIN (Produn of Lemmen)

Size: 3

Produn has a tidy, successful, farm and two health children. His wife ran away with a visiting minstrel three years ago. Village gossip is that he is so boring she couldn't stand to spend another day with him.

15 VILLEIN (Waluk of Amot)

Size: 7

Waluk has a successful farm and a small herd of sheep. A grown son and two nephews help him with his many acres. The Amot clan are renowned for their musical abilities and every member of the family plays some instrument or sings.

16 VILLEIN (Dasrath of Reay)

Size: 11

It is impossible for Dasrath to support his large family on his few acres, forcing him to send his children off to work for other households. He is very unhappy with this and wants the lord to grant him more acres. However, his constant complaining and demands have soured Sir Cedfer to his concerns. Dasrath is becoming more and more restless and has made several dangerous comments.

17 VILLEIN (Mabley of Tache)

Size: 12

Mabley became official clan head in 708TR, when he was only 9 years old, after his father was killed in the Battle of the Seven Maples. The real head of the clan is Meradith, his widowed mother. A remarkable woman, she was left with 11 children ranging from nine to newborn (including two sets of twins) when her husband was killed. In gratitude for her husband's sacrifice, Sir Cedfer forgave all labour obligations until Mabley turned 16 and the village men helped work their acres to feed the large family, but it was Meradith's determination and hard work that kept her family together and safe. Now with four sons over 16, the clan are finally re-established as self-sufficient.

18 HALF-VILLEIN (Sarlis of Dyal)

Size: 6

Despite a lifetime of toil, Sarlis has seen little improvement in his life. He is glum, and has a downtrodden air about him.

19 HALF-VILLEIN (Trieu of Postl)

Size: 3

Trieu is newly married with an infant son. A deeply religious man, he acts as lay brother to Brother Shice.

20 YEOMAN (Waedt of Isse)

Size: 6

Waedt is a close friend of Gyles, the Beadle, and is often seen in his company. An inquisitive man with a definite wanderlust, he often leaves the manor for a week or two at a time to explore the area. Fortunately, his eldest daughter and her husband are more than capable of supporting his wife and two younger boys. Because of his skills as a tracker and longbow man, Waedt often acts as huntsman for Sir Cedfer and Sir Felis.

21 VILLEIN (Lohr of Gieg)

Size: 4

Lohr grew up the son of a poor cottar. In return for their faithful service, Sir Cedfer expanded their holdings, first as a half-villein, then as a villein. Now quite successful, Lohr has not forgotten his roots and is very generous to the poorer members of the village. He is very loyal to the Yalcuthy clan.

22 VILLEIN (Deras of Toor)

Size: 3

Deras is widely considered the most honest man in the village. Sir Cedfer allows him to travel freely and he often visits Abriel and Olokand. The other villagers trust him enough that they often give him their goods to sell and trade for them.

23 WOODWARD (Roban of Comrie)

Size: 4

Now in his 50s, Roban is still hailed as the hero of the Battle of the Seven Maples. While checking on the woods at the edge of the manor boundary, he came across the tracks of more than a half-dozen gargun. Shortly after, he heard hushed voices and the bleating of a wounded cow. Fearing for the village, he ran back to the manor house to warn the Lord. After the militia was assembled and armed he led the men back to the site. Roban was wounded, but managed to kill a gargun with his axe. He still walks with a limp.

STYBRIN 6

24 VILLEIN (Diep of Clyne)

Size: 5

Diep is married with three children. Unfortunately, all of the children have the same ugly, bug-eyed, appearance of their father. Fortunately for Diep, his wife has severe cataracts and is almost blind.

25 VILLEIN (Pater of Hatlas)

Size: 6

Pater is an excellent farmer, with four teenage sons, and has an extremely successful holding. He has a large house, which is always noisy and active. His wife loves children and now that her sons are almost grown, she takes in the children of her neighbours while they are working in the fields.

26 HALF-VILLEIN (Markle of Ord)

Size: 6

The Beadle keeps a close eye on Markle. He was caught poaching and then tried to take his family and run. His boys have tried to bully other children, but a few cuffs from the Sergeant-at-arms stopped that.

27 HALF-VILLEIN (Polec of Fuhro)

Size: 4

Polec had always depended on his small herd of pigs to provide for his family. When his best sow died last winter it was an extremely bad omen. Things have just got worse. The Lord's horse kicked his son breaking his leg, and his wife had her third miscarriage in a row, leading Polec to think he is cursed.

28 HALF-VILLEIN (Deegan of Moran)

Size: 4

Deegan is getting old and has become extremely hard of hearing. Because of this, he is easily startled and doesn't like people sneaking up on him. He will always move so his back faces the wall.

29 HALF-VILLEIN (Rosin of Rowand)

Size: 3

Rosin has a natural talent for growing food, any food. His skill has never failed him and his family have enjoyed surpluses every year. This success has gone to his waistline, making Rosin the most rotund farmer in the village. His wife and daughter are also quite large. His success has also benefited the poorer families as he often donates a portion of his surplus to the Peonian church.

30 COTTAR (Fulham of Cayer)

Size: 4

A life of hard work with little to show for it has left Fulham a bitter man. He has a quick temper that is most often directed at his wife. His son, almost 15 years old, has intervened twice, resulting in serious brawls that required all three yeomen to break up. Surprisingly, Fulham was losing both times.

31 HALF-VILLEIN (Fors of Maier)

Size: 6

Fors fell ill with a serious cough last fall. It was feared that he would die and Brother Shice actual pronounced last rites over him at Midwinter. But he managed to pull through and has gradually been getting better. He is extremely proud of his two young sons (12 and 9) who fulfilled his labour obligations and saved their farm. Fors is expected to be back to work soon.

32 HERDER (Norden of Strebe)

Size: 4

Because the village is enclosed within a palisade, all of the cows, sheep and pigs are herded together. It is a large job to tend them all and Norden, a bachelor, relies on the assistance of his two cousins and several of the village boys to help him. He also supports his father who is in his 60s and is now quite feeble-minded.

33 VILLEIN (Closas of Gloss)

Size: 15

Closas places his total trust in Peoni and has not been disappointed. Peoni has blessed him with a faithful, hardworking wife and seven children. He also supports both his and his wife's parents and his younger brother and wife. Normally such a large family could never be supported on only 38 acres, but the Gloss clan work for other households to earn money.

34 VILLEIN (Nestie of Pazdor)

Size: 5

Nestie has a plain wife, three unremarkable children and an average cottage. He pays his rent, fees and tithe with little comment.

35 VILLEIN (Kenas of Jokic)

Size: 4

Kenas is a short, but you would never know it. His loud, boisterous personality and sense of humour make him a village favourite. His wife is a jolly woman and makes the best smoked hams in the village.



Radke and Kenas, oddest of friends...

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36 VILLEIN (Radke of Torz)

Size: 9

Radke is the tallest man in the village. He and Kenas [35] are best of friends. They make an odd pair, but are deadly with their short bows.

37 FARMER (Toews of Chol)

Size: 2

Toews is old and ready to give up his farm. His spinster daughter lives with him. Since she stands to inherit 35 acres, she would normally be considered a fine catch. However, her acid personality has driven off over a dozen suitors.

38 VILLEIN (Milum of Sever)

Size: 7

Milum maintains his large farm with the help of three cousins, his wife and two teenage girls. It keeps him very busy. His calm manner and popularity with the other men in the village balance the fiery Reeve, Carevic [9].

MANOR HOUSE

The manor house is a compact and sturdy collection of buildings. The compound was constructed in four distinct phases. A simple three-story guard tower, built from 680 to 685, replaced the old wooden manor house. A wooden palisade surrounded the outcropping and enclosed the tower. In 695, construction started on the new hall and kitchen in front of the tower, covering its second story entrance. A decade later, the stables and hay shed were built creating an 'L' shaped building. Then, five years ago, the barn and smithy were built and a 12-foot high wall with heavy oak gate was added to close off the courtyard.

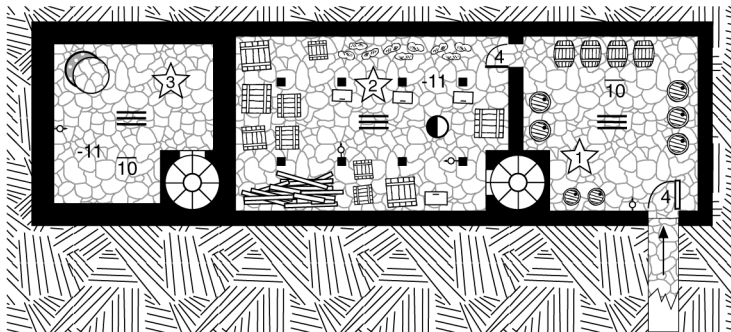
The tower has four-foot thick random rubble walls with a vaulted ceiling over the storage room, which also forms the floor of the armoury. The remaining buildings have two-foot thick walls. The undercroft and cellar have vaulted ceilings and form the stone floor of the hall and kitchen respectively. The floors of the upper stories are built with heavy oak beams and planking. The remaining buildings have hard packed dirt floors. The courtyard is unpaved except for a three-foot wide area around the well.

The tower has a solid flat roof of six-inch oak planks, sealed with tar and paved with thin flagstones as protection against fire. The rest of the buildings have pitched roofs covered with slate, an expensive luxury, but one that greatly reduces the chance of an accidental fire.

The building project has taken every spare coin Sir Cedfer has been able to scrape together for the last 40 years. Still a vigorous man in his early 60s, Sir Cedfer is very proud of his manor. His son Sir Felis, an energetic 39 years old, hopes to finish the manor during his reign. Although the shell (walls, floors and roofs) is complete, the interior has a raw, unfinished feel to it. There is very little furniture and no decoration. Sir Felis hopes once he has paid off the moneylenders for the cost of the barn and smithy that he will be able to add the finishing touches.

Sir Cedfer would like to hire a priest and a tutor within the next two-years. His wife's priorities are some additional domestic servants and proper fittings for the manor starting with the new hall and solar. To that end, she has convinced Sir Cedfer to set aside a small amount of money and hired the village woodcrafter to begin the long process of furnishing the manor. More expensive luxuries, like tapestries and decorations for the chapel, are a decade or more away.

STYBRIN 8



against the south wall. The room is now used as an armoury and treasury. Open barrels hold enough spears and short bows for all of the militia. Wooden round shields, quivers of arrows and kurbul half-helms are piled neatly against the north wall. The treasury consists of a small chest fastened to the floor; it is unlocked and empty.

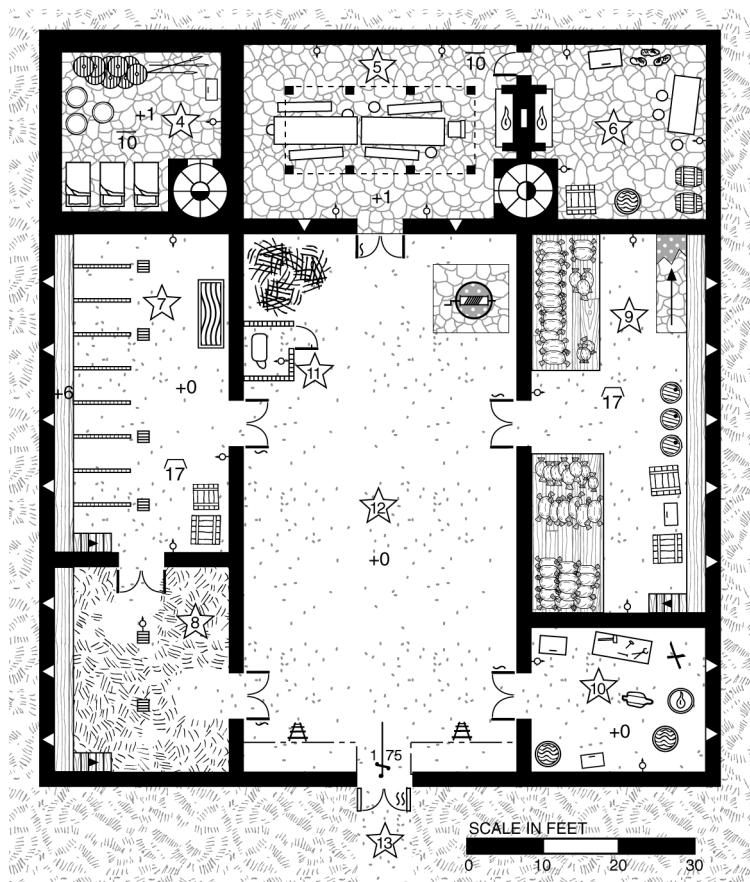
5. The New Hall – The heart of the manor, the hall is two stories high. When the weather is fine, the shutters on the second floor windows facing the courtyard are opened, flooding the hall with sunlight. In the evening or poor weather, these shutters are closed and the hall is lit by torches. The room is furnished with simple by functional trestle tables and benches. Sir Cedfer's pride and joy (some would say folly) is the huge double-sided fireplace. The most modern convenience, Sir Cedfer saw one at his liege's keep and had to have one, even though it almost doubled the cost of the hall. When he is lord, Sir Felis hopes to add a chandelier and tapestries to the main hall. A spiral staircase in the southeast corner leads up to the gallery and down to the undercroft.

1. Cellar – This room is used to store wine and beer for the household. It is less than half full and the wine is of very average quality. A stone lined ramp leads down from the barn to a heavy iron bound oak door that opens into the cellar. It is used to move large, heavy or bulky items down to the cellar and undercroft.

2. Undercroft – This room is reached from the main hall by spiral staircase or from the cellar. It is used to store preserved food, vegetables and salted meat for the daily consumption of the household through the winter. The storeroom is the one area of the manor that is quite full, as most tenants pay their rent and fees in kind. The undercroft is also used to store large, bulky, but valuable items (such as the wood planks the woodcrafter is storing to make furniture with next summer). Due to the skilful construction and good drainage, all three of the rooms on this level remain cool and dry throughout the year.

3. Siege stores and emergency well – The spiral staircase from the second floor of the tower provides the only access to the tower cellar. Eventually, it will be used to hold additional siege stores. It is currently empty since most stores are kept in the undercroft for convenience. The storeroom also contains a 30' deep well with a stone cover. The first (and most important) part of the construction of the original tower, it has never run dry once in the last forty years.

4. Armoury – The main floor of the tower is reached by the spiral staircase from the second floor entrance. From 680-695TR this room was used as the tower's kitchen. The original chimney (which was smoky and draughty) has been blocked up. During the construction of the barn and smithy the mason and his two journeymen used this room as their quarters and there are three cots piled



6. Kitchen – The opposite side of huge double fire-place is the kitchen. The huge fireplace dominates the spacious room. Servants sleep in this warm, dry room.

7. Stables – This building is 1½ story tall with a catwalk running along the outside wall at six feet. Arrow slits are placed every eight feet along the catwalk to defend the west wall of the manor. The stable is large enough to house most of the household's ten palfreys and warhorses (two medium and one light). Sir Felis' squire, Petr, is due to be knighted within the year and the cost of providing armour and a medium warhorse weighs heavy on Sir Felis' mind (and purse). The cost will delay many of his planned improvements.

8. Hay storage – Catwalks and arrow slits line both outside walls of this 1½ story building. The room is piled high with hay for the horses and the two stable boys assisting the ostler sleep in one corner of the hayrack.

9. Barn – In addition to storing the food for the household, the barn acts as the granary for the entire manor. Much of the bulk grain is kept in heavy sacks. Eight cats and a full time rat-boy wage a constant war with the rats and mice. A ramp leads down to the cellar. The barn is a mirror image of the stable with a catwalk and arrow slits to defend the east wall of the manor.

10. Smithy – For many years, the village did without a metalsmith and Sir Cedfer's people were forced to take all their work to Lachel. When he and his son planned the latest wing of the manor, they included a smithy and hired a bonded blacksmith from the guild. Despite their difference in station, Sir Felis and Jens the smith have become friends. The catwalk for the arrow slits interferes with the operation of the smithy and so it has been disassembled and piled in the barn. It would take half a day to install it again.

11. Latrine – Typical for Harn latrines, this small shack is smelly and dirty. The lady of the house uses the job of cleaning it as a punishment.

12. Courtyard – The courtyard is muddy and there is a pile of garbage in one corner. Sir Cedfer has told Sir Felis to organise the villagers and clean it out once the harvest is finished. There is also a plan to cobble the courtyard one day. A twelve-foot high crenulated wall encloses the courtyard. A parapet runs along the inside at six feet and overlooks the village below.

13. Gate – A heavy oak gate, studded with nails, is the only entrance to the manor. During the day it is left open and is guarded by one of Sir Cedfer's men-at-arms. After sunset the gate is closed and barred.

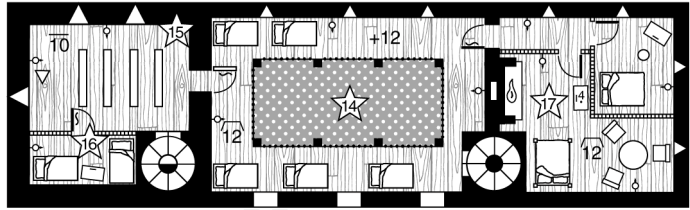


The lords of the manor enjoys a game of Nine-Men-Marith...

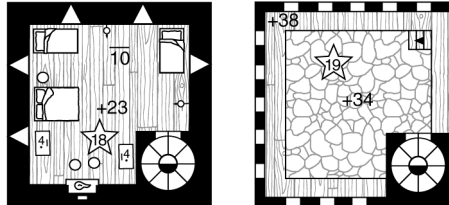
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STYBRIN 10

14. Gallery – This walkway is reached by a spiral staircase. It overlooks the hall and provides only access to the tower and private apartments. The outside wall is pierced with arrow slits every eight feet. The men-at-arms, craftsmen (clothier, ostler, hideworker, metalsmith) and guests sleep on small cots along the walls.



15. Chapel – A narrow ironclad oak door bars the only entrance to the tower. It opens into the second floor of the tower, which used to be the manor hall before the construction of the addition. It is now divided into the chaplain's room and the chapel. The chapel is quite large, given the size of the manor. The room has four benches and a small, stone statue of Larani. It is otherwise bare.



16. Chaplain's room – This comfortable room was built to house a chaplain. Since no money is available to hire one, Sir Felis's squire and his eldest son (14 years old) sleep here. Once a month they are forced to give up the room and sleep in the gallery when the Larani priest from Abriel visits to hold mass.

17. Private apartments – The larger room was planned as a guestroom. It has a fireplace, sitting area and a large four-poster bed. Sir Cedfer and his wife have moved into this room to enjoy the smaller, warmer room with a large fireplace and now allow their son and grandchildren to use the solar, which is larger. The Chamberlain and his wife occupy the smaller, but still comfortable, second room. Both rooms have arrow slits for defence.

18. Solar – Sir Felis has the finest room in the manor. He shares it with his wife and three youngest children. The room is quite large, with its own fireplace, but is sparsely decorated and draughty. Sir Felis' wife is planning a four-poster bed, tapestries and even a carpet when the money finally allows. Large arrow slits allow a view on three sides.

19. Parapet – The roof of the tower allows a fine view of Sir Cedfer's substantial manor. Sir Cedfer and Sir Felis come here when they want to think or have a private conversation. The crenulated battlements also make an excellent platform for yeomen archers to shoot from.

20. Watchtower (not mapped) – The highest point of the manor is reached by ladder from the top of the spiral staircase. A trapdoor makes up most of the floor. It is only manned if trouble is expected, normally by one of the younger boys with good eyes to see an enemy coming and good lungs to yell out the alarm.



The Yalcuthy Clan's Arms...

STYBRIN BUDGET 1

FIEF: Stybrin HOLDER: Sir Cedfer Yalcuthy			LIEGE: Constable of Baseta Keep REALM: Kaldor				VILLAGE CENSUS FORM YEAR: 720		
TENANT HOUSEHOLD Name / Occupation		ML	Size	Acres Serf Free		Labor Days	Kind Rent Fees		Notes
1	Cottar	55	4	5	0	20	60	11	
2	Half-villein	75	2	14	0	56	60	20	
3	Villein	55	6	36	0	144	60	42	
4	Woodcrafter	90	3	0	15	0	150	141	
5	Villein	70	5	28	0	112	60	34	
6	Half-villein	60	3	15	0	60	60	21	
7	Glebe	85	1	0	30	0	0	0	5688d revenue
8	Miller (oxen)	95	6	0	15	0	150	261	
9	Reeve	110	7	40	0	0	60	46	
10	Cottar	80	4	2	0	8	60	8	
11	Yeoman (LB) / Beadle	100	2	0	30	0	90	36	60 days service
12	Yeoman (LB)	70	8	0	30	0	90	36	60 days service
13	Villein	70	3	35	0	140	60	41	
14	Herder	85	3	37	0	0	60	43	
15	Villein	70	7	38	0	152	60	44	
16	Villein	80	11	32	0	128	60	38	
17	Villein	95	12	26	0	104	60	32	
18	Half-villein	70	6	20	0	80	60	26	
19	Half-villein	80	3	11	0	44	60	17	
20	Yeoman (LB)	75	6	0	30	0	90	36	60 days service
21	Villein	85	4	23	0	92	60	29	
22	Villein	100	3	31	0	124	60	37	
23	Woodward	70	4	38	0	0	60	44	
24	Villein	70	5	30	0	120	60	36	
25	Villein	90	6	30	0	120	60	36	
26	Half-villein	80	6	20	0	80	60	26	
27	Half-villein	100	4	13	0	52	60	19	
28	Half-villein	85	4	13	0	52	60	19	
29	Half-villein	80	3	20	0	80	60	26	
30	Cottar	85	4	2	0	8	60	8	
31	Half-villein	85	6	14	0	56	60	20	
32	Villein	70	4	38	0	152	60	44	
33	Villein	70	15	38	0	152	60	44	
34	Villein	100	5	35	0	140	60	41	
35	Villein	65	4	34	0	136	60	40	
36	Villein	65	9	31	0	124	60	37	
37	Farmer	80	2	0	35	0	270	41	
38	Villein	80	7	38	0	152	60	44	

TOTALS	197	787	185	2688	2700	1524
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STYBRIN BUDGET 2

GENERAL DATA

Topography	Lowland
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Gross Acres	2840
- Woods Acres	284
= Cleared Acres	2556
- Tenant Acres	972
= Demesne Acres	1584

Labor Pool	19000
Labor Oblig.	2688

Land Quality	1.14
Fief Index	1.00
Trade Index	1.20

LORD'S HOUSEHOLD

Name/Occupation	ML	Ea	#	Total	Loyalty
Cedfer(fief-h), WH, spouse			1/1/1	6,800	
Felis(stewart), WH, spouse			1/1/1	5,300	
Grandchildren			4	4,000	
Ladies-in-waiting			2	3,000	
Squire (LH)			1	2,016	
Palfrey			10	9,000	
Chamberlain, Cook			1/1	1,300	
Alewife, Domestics			1/11	3,700	
Clothier, Ostler			1/1	2,200	
Metalsmith, Hideworker			1/1	2,000	
Men-at-arms (MF / LB)			1/1	2,232	
TOTAL				41,548	

MANOR BUDGET

WE: 1.00	YIELD	ACRES	LABOR	KIND
1 Woods	22.6	284	852	+ 6,418
2 Crops	75.2	1232	7392	+ 92,646
3 Pasture	112.9	529	5290	+ 59,724
4 Waste		795		
5 Total Harvest			13534	+ 158,788
6 Crop Seed		1232		-14,784
7 Winter Feed		529		-6,348
8 Fief Maint		1761	5283	-10,566
9 Assart		6	180	+ 720
10 Fief Income			18997	= 127,810
11 Demesne Income (44.8%)				+ 57,259
12 Tenant Rents & Fees				+ 4,224
13 Glebe Revenue				+ 2,844
14 Taxes & Tolls				+ 3,456
15 Amercements				+ 2,280
16 Feudal Income				+ 0
17 TOTAL INCOME				= 70,063
18 Household				-41,548
19 Feudal Payments				-8,520
20 Tithe				-7,006
21 Labor Hired				-3,624
22 Political Expenses				-2,840
23 TOTAL EXPENSES				= 63,538
24 PRIVY PURSE				= 6,525

CROPS

CROP	YIELD	ACRES	LABOR	KIND
Rye				
Barley				
Oats				
Hay				
Vegetables				
Flax				
Wheat				
Fruit				
TOTALS				

LIVESTOCK

HEAD	YIELD	ACRE S	LA- BOR	KIND
Oxen:				
Cows:				
Goats:				
Sheep:				
Swine:				
TOTALS				