



he most northerly keep in Kaldor, Tonot is home to Baron Uthris Pierstel, a warrior renown throughout Kaldor for his love the hunt, although this is having an undesirable effect on his management of his fief.

<b>LOCATION:</b>	Navintas Hundred, Meselynshire, Kaldor
<b>LEIGE:</b>	Earl of Balim
<b>GOVERNMENT:</b>	Baron Pierstel
<b>POPULATION:</b>	315

## HISTORY

Tonot, was a simple outpost/encampment used by a clan Ethelyen during the Tyranny of Lothrim. In 100 TR, it was used primarily as a safe haven/refugee camp. It is said that after the sacking of Kelpyn-Anuz, Lotin of Ethelyen led his band of men here for recuperation, and some of his men stayed to establish the permanent settlement. Lotin's Son, Sanric I established Nurelia, in 125. The site remained a royal holding throughout the history of Nurelia. Sanric II pacified by the relative tranquillity of the period following the demise of the foulspawner allowed the fortifications to atrophy.

In 178, the Migration wars began with the sudden attack at Hosat in the neighbouring kingdom of Kephria. King Brant acted quickly to counteract the continual neglect of the fortifications throughout Nurelia. Tonot was primarily used as an outpost against the Taelda during the migration wars. The King authorised the building of the keep in 198 and it was completed by the year of 200 Tr. Brant was more concerned with the expansionist policies of Medrik I who founded Kaldor on the backs of his beleaguered neighbours, and his son Kalabin who appeared, according to Brant's spies, to be continuing his father's policies.

When Lotin the Gray's succession was interrupted by a baronial revolt 235-236, the kingdom of Nurelia was annexed by Kalabin of Kaldor who granted rights of Tonot to Kaltric of Arno whose family held the keep as a baronial land from the throne until 406. During the first Kaldoric Civil War (362-385), Clan Arno backed Fierth the Usurper, and following the conflict managed to keep their hold. When Uthred succeeded his father, Bendykt the current holder of Tonot made overtures to Aidrik III, but in reality was acting as a spy for Uthred. When Aidrik took the throne in 406, Clan Arno's wealth and lands were confiscated, and Bendykt was executed.

Aidrik granted the seat to Clan Dariune, who then assigned it to Kalib Pierstel, whose father was a yeoman on Clan Dariune's lands and gained knighthood during the first civil war. Kalib, then a Knight bachelor, proved himself a skilled warrior and a competent bailiff in Clan Dariune's service. For exceptional service during the baronial revolt in 599-603, Clan Pierstel was granted Tonot as a barony held from Kiban.

## GOVERNMENT

Adel Pierstel, who manages much of the affairs of state, effectively governs Tonot. Uthris generally defers to his wife, preferring the thrill of the hunt to the day-to-day administration of his estates.

## ECONOMICS

Tonot benefits from its northern most location on Noron's way. Caravan's arriving from Orbaal often carry exotic goods looted from the Lythian coast, and the inhabitants of Tonot often have first choice of these items. Since most goods are transported from Orbaal the docks at Tonot are seldom used, and therefore the lack of maritime taxes.

## RELIGION

The religious climate of Tonot is similar to the rest of Kaldor where the gods of Larani and Peoni are the most common. Worship of Agrik, Morgath and Naveh is punishable by death. Other religions are tolerated but not encouraged.

## TAXES

Property:	6% per annum (residential)
Property:	5% per annum (business)
Hawking:	9% goods value
Bonding:	1% goods value per month

## CREDITS

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*Patrick Nilsson*

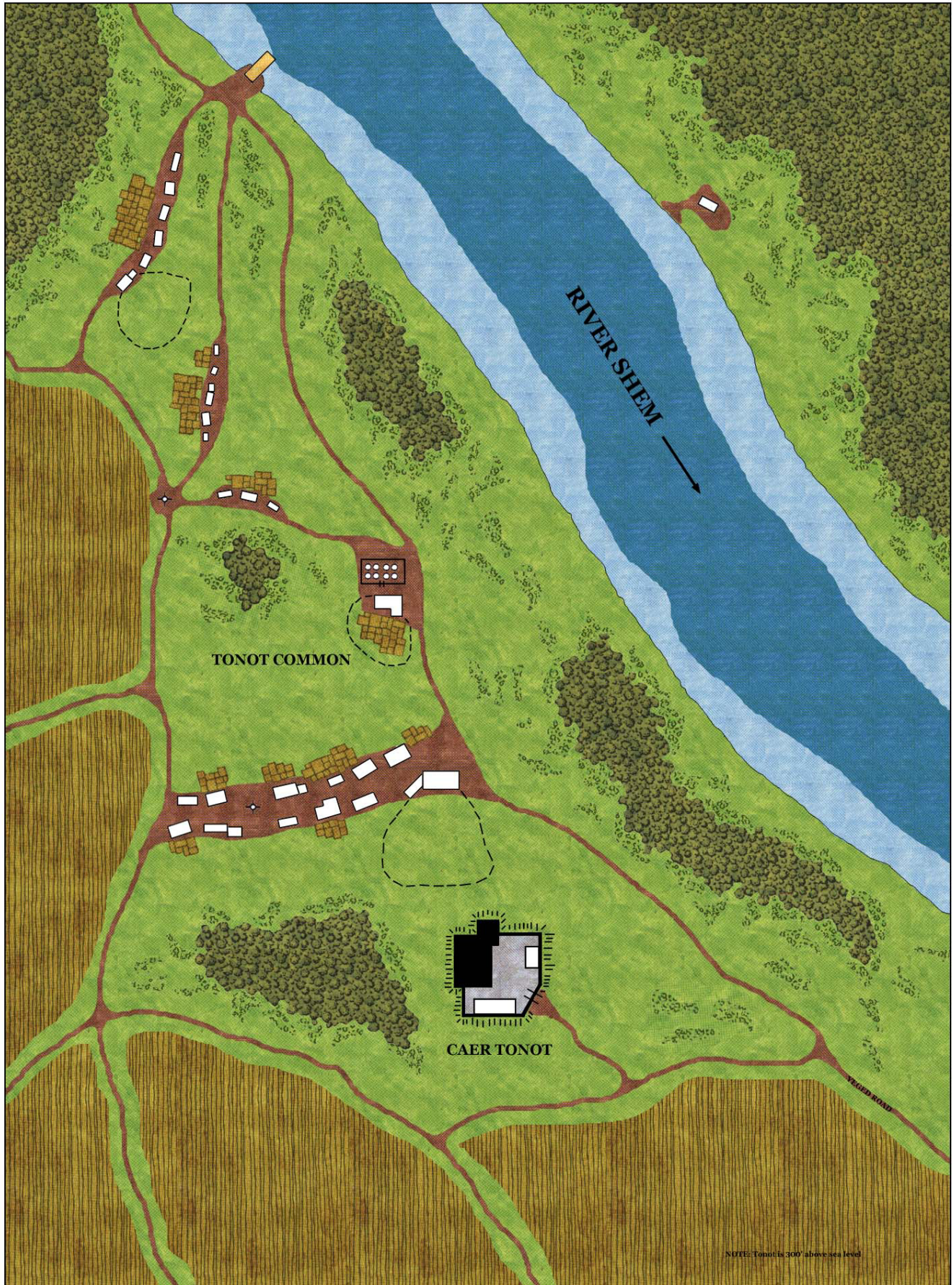
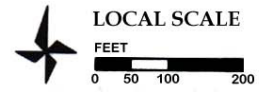
### LAYOUT (2004)

*Peter Leitch*

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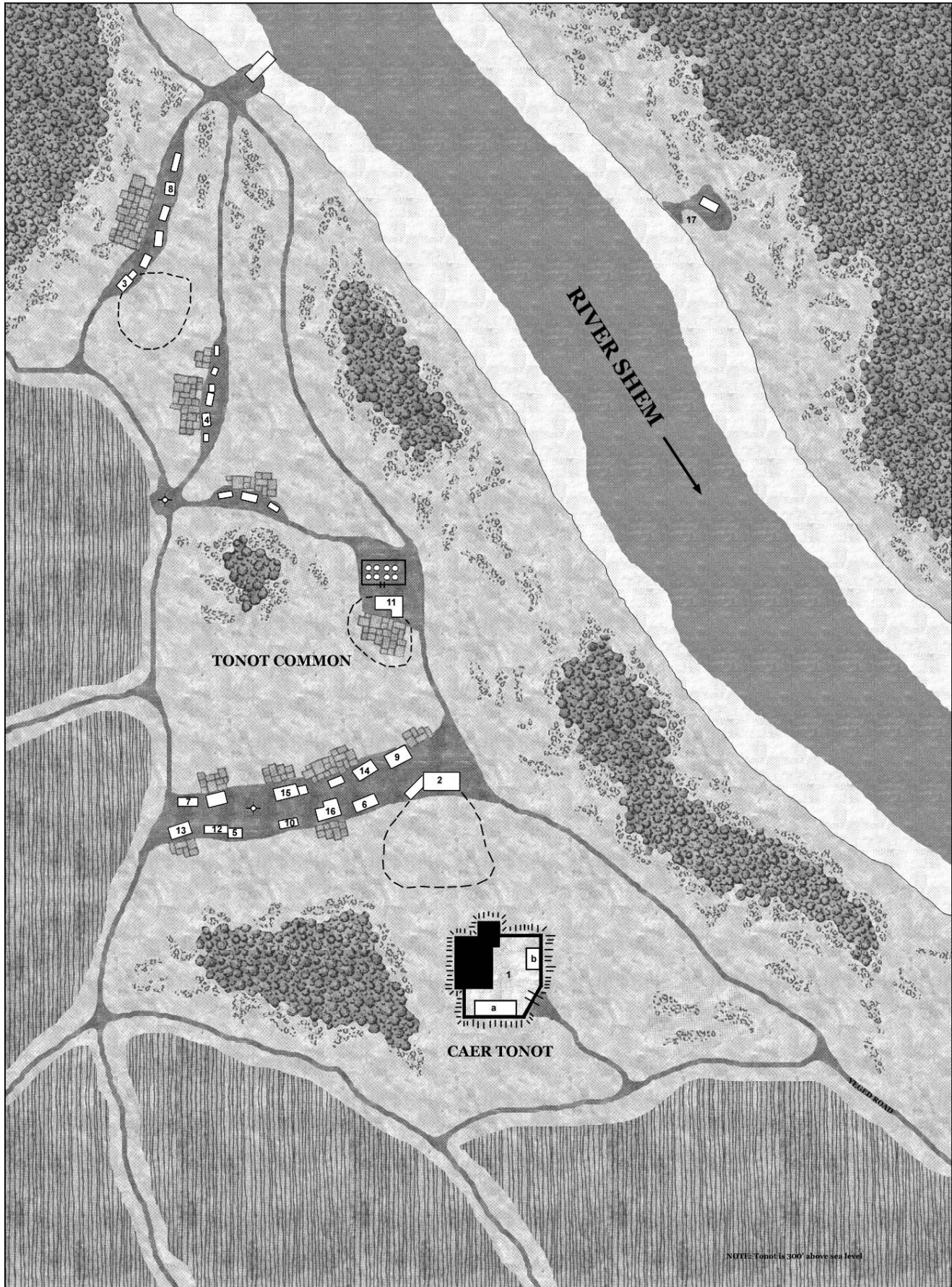


# TONOT





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NOTE: TONOT is 300' above sea level

## CURRENT POLITICAL SITUATION

Although an extremely competent warrior, Baron Pierstel has proven to be less than diligent in his duties as an administrator. Earl Troda Dariune was displeased with the minimal and delayed harvest delivered last season and with Uthris' handling of his estates in general. The lord and liege have had disagreements as to the management of the lands, and Troda and Uthris speak only when necessary.

This is unusual since clan Peirstel has historically been a strong supporter of the Dariunes. With Miginath's succession still in question, the support of each baron and earl is critical. If a civil war erupts, the support will become all the more important. Baron Pierstel has publicly stated his neutrality on the matter of succession, but it is not clear whether he would abandon the long-standing relationship with the Dariunes and support another faction, or will capitulate and support the Dariunes in an effort to reinforce the relationship.

### 1. TONOT KEEP

Baron Peirstel is fond of food, drink, fight and women, all of which he has had his share. His wife Adel, tolerates (barely) his liaisons. Without her administrative abilities, the estates would be in far worse shape than they currently are. Plans of the keep are shown on the following pages. (a) Bonded Ostler, Talin of Quethen. (b) Laranian Chapel, Jamys of Todd.

### 2. THE BROKEN LUTE (Staven of Tylar)

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

Staven makes potent if bland ale. The bland food is offset by his repertoire of bawdy songs. He claims to have studied at the Harpers hall in Evael, but few that have heard his strange deafening rhythmic tunes believe him.

### 3. THE SCARECROW (Jon of Maelnkam)

Size: 3      Quality: \*\*\*      Prices: low

Jon caters to local farmers, and travellers who prefer a more sedate atmosphere. His two attractive daughters work as barmaids, and are often sought after by would be suitors. Both are devout Peonians however, and to date no suitors have been successful.

### 4. APOTHECARY (Jym of Haenriks)

Size: 1      Quality: \*\*\*\*      Prices: high+

Jym is addicted to Fanosel, but still manages to provide adequate quality. His usurious prices pay for his own habit.

### 5. CHANDLER (Ghedhe of Lea)

Size: 3      Quality: \*\*\*\*\*      Prices: high

Ghedhe hails from Orbaal. He acquired the shop from its previous owner after numerous "incidents", Ghedhe has connections with the Lia-Kavair.

### 6. CLOTHIER (Stevy of Nix)

Size: 1      Quality: \*\*\*      Prices: average

Stevy makes outlandish costumes that tend to sell poorly with the locals. Occasionally she prepares garments for the baron who requires her to tone down the flair.

### 7. MASON (Edward of Vanaelen)

Size: 3      Quality: \*\*\*\*      Prices: average

Edward and his brother Alex are responsible for maintenance on the keep and the surrounding manors. His wife Valry a former traveling thespian is expecting their first.

### 8. HIDEWORKER (Jean of Saemons)

Size: 1      Quality: \*\*      Prices: low

### 9. MERCANTYLER/USERER (Patsi of Klyn)

Size 4:      Quality: \*\*\*\*\*      Prices: high

Patsi is one of the more successful Usurers in the region. She is also stunningly sensual. Her throaty voice and feminine wiles have captured the hearts of many of her associates. She has used this to her advantage on a number of occasions. She is currently involved in a steamy relationship with the Baron.

### 10. METALSMITH (Angys of Uaeng)

Size: 4      Quality: \*\*\*      Prices: average

### 11. MILLER (Erik of Klaptin)

Size: 6      Quality: \*\*\*\*      Prices: average

### 12. PHYSICIAN (Anna of Wylsen)

Size: 2      Quality: \*\*\*      Prices: high

Anna operates the small hospital with her sister Nansy. Both are competent physicians. Anna was a former lover of the Baron and resents his new relationship (see 10 above).

### 13. SALTER (Mikayl of Jeager)

Size: 2      Quality: \*\*      Prices: low

### 14. WEAPONCRAFTER (Geoffry of Bek)

Size: 3      Quality: \*\*\*      Prices: average

Geoffry operates this small shop part time when he has finished working for the Baron. His ambition is to obtain a free charter and pass on his bonded position to his son who is currently working as a Journeyman in Chybis.

### 15. TIMBERWRIGHT (Rojur of Daeltry)

Size: 1      Quality: \*\*\*      Prices: average

### 16. BROTHEL (Janata of Jacksar)

Size: 6      Quality: \*\*      Prices: low

Janata runs the only business in town that is frowned upon by most of the locals. Nevertheless, she makes an reasonable amount of money as she takes half of what the women charges. An evil rumor from the more bold in Tonot suggests that even the baron visits from time to time. Even if this is false Uthris seems to take no notice of it.

### 17. HUNTER'S GLEN

Baron Peirstel sometimes enjoys a quiet relaxing evening in this wooded cabin. By custom, or by the fact of the present armed men, it is avoided by the townspeople. The Baron sometimes brings his lovers here when he is in the right mood.

## CAER TONOT

### Cellar

The basement of the keep is where the prison and torture chambers are located. Uthris has constructed several machines of pain and is rather proud of his dungeon. A fact that makes the baron such a warrior is that he personally tortures all his prisoners of major crimes himself. Because of his fierce reputation crime is usually quite low

### First Floor

#### 1. The Gate

The gate that protects the keep itself is ironbound and very sturdy and is further strengthened by a portcullis. A guard sentry stands here at all hours of the day.

#### 2. Great Hall & Kitchen

The Baron holds feasts here when he feels like it, which, not surprisingly, is quite often. Only a few who are invited can not help noticing the rude and foul language the baron and his underlings have. The warrior noble has offended more than one of his vassals at various times because of this. The inhabitants of the keep dine here three times of the day and they, or most of them anyway, dine here no matter the rank. It is a custom that the baron has continued from his late father. The armoury and the storage are also located on this floor

#### 3. Guard Dormitory

Caer Tonot has a very small force of soldiers and those who are stationed in the keep sleeps here. Uthris is very popular among his men at arms and they often praise the baron when the play dice, eat or train. In the winter this room is very cold and one or two braziers are brought up from the cellar.

#### 4. Garderobe

The servants worst job is to empty the reeking lavatory that is used by the inhabitants of the Caer.

### Second Floor

#### 5. The Dark Room

It is with fear the people of lower rank pass this area, as it is, no matter what the time of the day, very dark. More than one poor servant has been scared to their wits by a lurking guard. The ladder leads to a bombardment.

#### 6. Hunters Dormitory

Baron Uthris has hired the best scouts, fighters and bar brawlers this kingdom has to offer, and made a tough force of them all. They are led by a bastard knight, sir Grion Powdon, who was disinherited of land and title by his father. He commands five men that always follow him and Uthris when they are "hunting".

#### 7. Common Room

The lady of the keep prefers to dine here instead of below with "foul mouthed mercenaries". The baron who sees his marriage as a formal affair does not seem to care, or notice.

#### 8. Servants Quarters

The servants and their cook occupy this cold and draft room of the keep. Hurgar of Hestob, acts as the master cook of the kitchen as well as the seneschal to lady Adel.

#### 9. Lady Adel's Room

Since the baron is uninterested in clerk duties and scroll scratching, most of the keep's financial and juridical affairs are stored in Adel's own chests instead of her husbands. The couple's second child, a daughter, is sleeping in the single bed. Iana is more like her father and this is giving her mother a sour taste of what she might become when maturing.

### Third Floor

#### 10. Guard Room

Sometimes a guard is put on duty here but most half of the time this room is empty.

#### 11. Council Chamber

Even though the baron's wife handles most of the affairs of Tonot's estates there are two things the baron won't let her do; be present at the council meeting conducted here and keep the baron's treasury. Most meetings here are swift as Uthris can't bear to hear his vassals complain about his wild way of life.

#### 12. Baronial Bedroom

The baron's room is probably one of Kaldor's most bizarre. Once the baron shared it with his son but now that young Barryn is serving as a squire at Wharyn manor, the baron's hideworker sleeps here. The walls and floors are decorated with furs and skulls of various creatures. Three gargu-khanu skulls hangs over the fireplace as Uthis cherish those three more than any other trophy. The two chests contain the treasury and the baron's personal items.

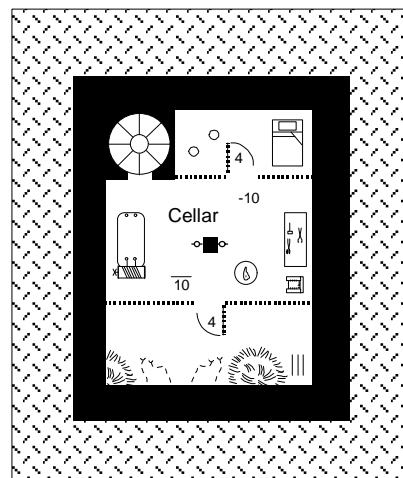
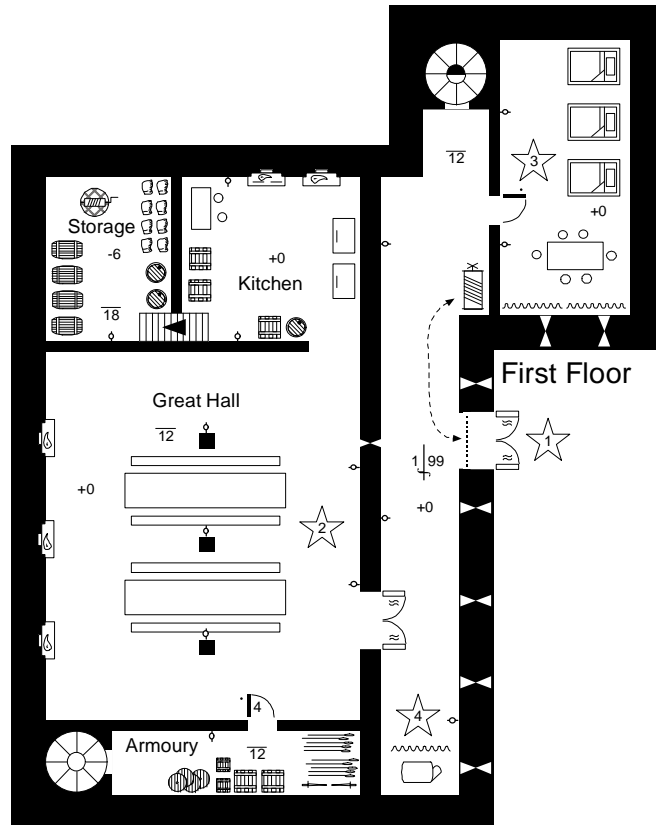
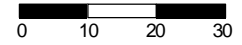
# TONOT KEEP

## Cellar and Ground Floor



INTERIOR SCALE

FEET

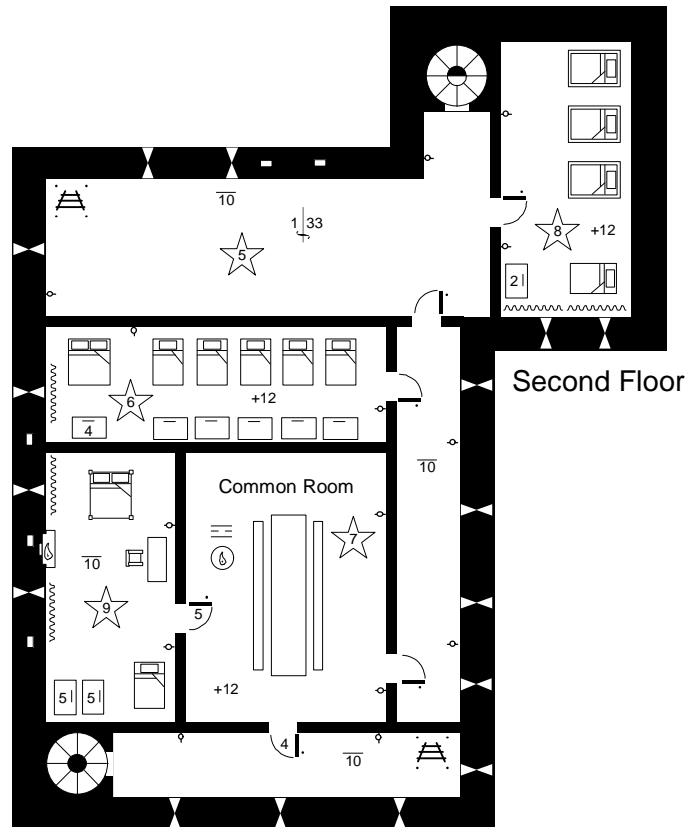
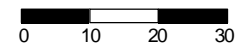


## Second and Third Floors

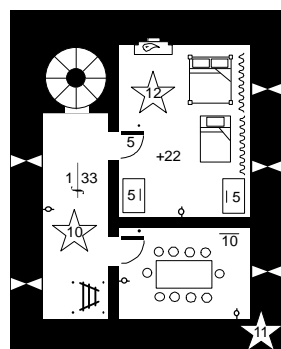


## INTERIOR SCALE

FEET



## Second Floor



### Third Floor