

## WHYCE MANOR

**Location:** Endrunel Shire, Kingdom of Kaldor  
**Holder:** Order of the Lady of Paladins,  
Reblena: Sir Houla of Artona  
**Liege:** Church of Larani, Caleme Abbey  
**Population:** Village 269, Manor 173

## HISTORY

The soil around Whyce is rich and has drawn settlers for thousands of years. In the Royal Preserve there are Jarin burial mounds with trees 400 years old growing on them. Like the rest of what is now central Kaldor, Lothrim the Foulspawner conquered the local area in early 112TR. The local region paid tribute to Kelapyn-Anuz until the city was sacked in 121TR. Many of the local inhabitants were killed or driven off, and it wasn't until 188TR, when Kaldor was proclaimed, that permanent habitation resumed. The small village of Whyce was like a hundred others, and nothing remarkable happened until 593TR.

With the spread of the Larani religion to Harn, King Iemald invited the Order of the Spear of Shattered Sorrow to preach to his nobles. In 588TR a small group of knights escorted a large delegation on their mission of conversion.

The King was so pleased with the Spear of Shattered Sorrow that he granted them estates throughout his realm, including Whyce. In 593TR, they granted, in turn, the fief to their sponsored fighting order, the Lady of Paladins. The summer of 593TR saw the first of many changes with the arrival of ten knights (Melana) of the fighting order.

Over the next hundred years, the Order of the Lady of Paladins flourished under the generous sponsorship of the King, the nobility and the Order of the Spear of Shattered Sorrow. As their first grant, Whyce has the honor of being the senior Chapter House in Kaldor and de facto regional headquarters. It has also grown from a small manor to become the training center for all Kaldorian members of the Order. From its humble beginnings as a small wooden palisade, it is now one of the largest and most fortified manors on Harn.

*Continued on the following page...*

*Sir Houla of Artona,  
Reblena of Whyce*



*Written By  
Kerry Mould &  
Kenneth Malcolm*

*Illustrated By  
Richard Luscek*

*Maps By  
Patrick Nilsson*

# WHYCE 2

The Chapter House has continued to grow until it now consists of almost 40% of the local population. Few of the Order's members stay for more than 5-10 years, in contrast to the village that has remained largely unchanged for over 130 years.

## GOVERNMENT

The Order's attitude towards the village of Whyce could be summed up as benevolent indifference. The focus of the Order is the Chapter House and the training grounds. They have little interest in farming and prefer cash rents. Over the years, more villeins have been granted free acres, until farmers now make up a fifth of the households. The Chapter has also created a strong demand for guilded and unguilded craftsmen. Another fifth of the households has some form of business other than farming. Thus, only three-fifths the households in the village are left to grow all the food, an impossible task. Fortunately, the wealth of the Order allows the importation of the extra food needed for the Chapter household (mostly from surrounding manors and the markets in Tashal and Querina). Although only a medium size village, Whyce has the more cosmopolitan feel of a small town.

As the Senior Reblena in Kaldor and Regional Commander of the Order, Sir Houla of Artona has little time to deal with the petty affairs of the manor. His deputy, Sir Aubis of Tashal, therefore must take on the secondary role of Bailiff of Whyce Manor. Sir Reis of Mohm, a 70-year-old Venilana (retired knight) acts as his assistant. Sir Aubis is an adequate administrator (or Seneschal), but he would prefer to be on the frontier fighting the gargun or barbarians. Houla is aware of this, but cannot spare the time to train another assistant. Sir Aubis has become less and less interested in his duties over the last three months and only the staff's experience and the Sir Reis' skill has prevented Sir Houla from noticing.

## RECENT EXPANSION

Whyce's manor lands were recently expanded. Originally, the manor was just 2750 acres, made up of 688 acres wood, 1243 acres in tenant households and 819 acres demesne. However, this was not enough to support the growth of the Chapter House. Several tenants had petitioned for more acres and the Reblena also wanted to create several new households. When Sir Houla happened to mention this to King Miginath during the Winter Feast of 719TR, the King was most sympathetic since one of his favorite hunting grounds, Kista Wood, borders on the manor.

Without warning, the King turned to the Serekela and decreed that the Order would be granted an additional 1000 acres (one quarter woodland, three quarters grassland) in return for their loyal service to the crown. The Reblena was speechless and every Chapter of the Order dedicated three days of prayers in thanks to the generosity of the King.

## ECONOMICS

Whyce is in a long settled lowland area with rich soil. With the recent grant by the King, Whyce has 3750 gross acres, 938 wooded and 2812 open land. The cleared land consists of 49 tenant households (1243 acres), the demesne (819 acres) and uncultivated open land (750 acres). The Reblena, Sir Aubis and Sir Reis have spent several months considering how best to assign the new land. Numerous petitions for new grants of land from his half-villeins and cottars are being considered and up to a dozen new households may be created.

The major agricultural product of Whyce is wheat, though barley and rye are also grown. Large gardens tended by the Veniken provide fresh vegetables for the manor, while each of the village families has its own croft. One villein has a small orchard with apple trees that is quite successful. Pigs, sheep and goats are the primary animals, but the Chapter has a medium size herd of cattle. There is a small amount of fishing, but this is primarily for the Reblena's table.

Whyce is far from self-sufficient, as it is impossible for a medium size village to support itself and a huge household of 173 people, and wagons bearing food and supplies are a regular sight.

## RELATIONS IN THE VILLAGE

The two communities only interact in a very informal way. The servants of the household come into the village to buy food before returning behind the walls of the manor. The members rarely visit the village except as they ride through on the way elsewhere. There are only exceptions to this relationship are the Veniken and the great Ainlana tournament.

The Veniken are retired common soldiers who have come to Whyce to spend their remaining days. The Chapter provides small cottages for unmarried men and they work in the manor house or in the fields. They mix with the local population and are generally accepted as members of the community. A few Veniken, mostly retired Ataken (common squires), have married, built homes and businesses, and become established. They have developed a tradition of loyal service to the Order generation after generation.

All of the village and manor routines are turned on their head for the Ainlana tournament held every summer during the month of Larane. Dozens of young squires, their sponsors and entourage arrive for the ten day long ceremony and tournament. The population explodes to double its normal number. Every room in the Manor and Inn are filled to overflowing and pavilions cover the drill ground and village common. The entire village takes on a festival atmosphere as minstrels, herald and harpers add to the din. During this period, the village and manor are barely controlled chaos, and people ebb and flow freely from the village into the manor. A series of jousts is used to identify the best squires, who then begin a year of training. After the tournament, things swiftly return back to normal as the Order ushers all non-residents out of the village in just one day.

## **RELIGION**

As the senior Chapter House of the Order of the Lady of Paladins in Kaldor, it is natural that the beliefs of the Larani Church should dominate the daily life of Whyce. For the last 130 years, the Order has looked upon Whyce as Tirithor in miniature, and in many ways, their faith has been rewarded.

The Order takes the finest young men, noble and common, from across Kaldor and teaches them to be great warriors. Then, they are sent forth to defend Larani's people from evil, be they followers of Agrik or barbarians, while a virtuous peasantry works the fertile soil under the guidance of Peoni.

In reality, the Laranians live in the manor house, isolated from the daily lives of those they rule, while the Peonians toil and struggle to pay their annual shares to their liege. Whyce is better off than most feudal villages as the Chapter's hand is light and their demands are not onerous. In a spirit of benevolence, the Reblena has built a temple to Peoni, made many villeins free farmers and gives some fish, rabbits and deer to his people.

## **POLITICAL SITUATION**

Whyce is a hotbed of political intrigue. The Senior Reblena is the master of the second largest armed force in Kaldor, second only to the King himself. The King's long illness and reluctance to name an heir has pushed the kingdom to the brink of civil war. Daily, sweat and dust-covered riders arrive bearing news and dispatches from Chapter Houses across the kingdom. Every four months the Reblena from across the kingdom converge for the meeting of the powerful Soylana Assembly to advise Sir Houla. Representatives of the Rekela, Earls and Barons all travel to Whyce to seek audiences with the

Senior Reblena and when Sir Houla seeks an audience, even the Serekela and the King himself make time to meet with him and hear his council.

Though the Order has a tight rein on the manor itself, they cannot control the areas beyond those boundaries and many eyes watch the comings and goings of the Chapter. Her enemies have begun to spread rumors of treason and heresy against the Order, and there are personal grudges to be settled. A few loyal villagers, like Tancred the Innkeeper, secretly fear that a civil war might bring its devastation to Whyce, in the heart of the kingdom.

## **MILITIA**

There are no yeomen in Whyce because the Meken of the Chapter fill the feudal levy. However, there is a strong militia led by Squire Faile [48]. The militia comprises one man per household and the Veniken. They are split into two groups, 20 bowmen and 40 spearmen. The Order issues worn but serviceable weapons, light armor and shields from their armory (under the Drill Hall) on training days. The men train twice a month in the summer on the drill ground [D] under the supervision of Faile and Eccard [6]. Because of this, Whyce has the best-trained and disciplined militia in the Hundred. The freemen are encouraged to buy their own short swords from the Chapter's weaponcrafter. On rest days, bowmen may draw their bows from the armory if they wish to do extra practice.

## **THE HAMLET OF GORN**

A hard packed gravel road runs northeast out of the village to the Royal Hunting Lodge (*see the following pages for a more detailed description*) and the small hamlet of Gorn on the far side of the Kista Wood. Gorn is home to twelve households of quarrymen of the Mason's Guild. They operate the limestone quarry owned by Guildmaster Ralda of Ubel [Tashal 6]. Ralda owes allegiance to the King (through the Sheriff of Querina) and pays an annual fee to operate the quarry. The quarry is quite large and produces excellent fine blue-gray stone. Many of the local manors, including Whyce, were built with stone from this quarry. The quarrymen are frequent visitors to the manor, especially the Galloping Stallion and the weekly market. The local teamster, Wycliff of Devis [28], has a contract with Ralda. He makes a tidy profit transporting rough shaped stone to Tashal and Querina and returning with food and supplies for the Chapter House.

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## LOCAL MAP KEY

### [A] Whyce Chapter House

The large stone manor is one of the most fortified manors in all of Harn, equal to the fort of Taztos and some of those on the Kanday – Tharda border. It is built on a small rocky point jutting out into Lake Kista. The lake protects two sides of the manor, while a 15ft wide, 10ft deep ditch covers the sides facing the village. *(See the following pages for a more detailed description)*

### [B] Fishing Boats

Lake Kista is part of the Royal Preserve, but the Order has been granted rights to all its fish in perpetuity. Wat [20], a half-villein from the village, works for the Chapter as a fisherman. His two small boats are kept on the shore close to the manor.

### [C] Close Pasture

For convenience, most of the horses from the Chapter stable are kept in this large enclosure next to the barn. The ostler's apprentices take them out to the main pasture each morning to graze.

### [D] Drill Ground

This hard packed field is used by the Meken to practice formation fighting. Along the southern edge, thick posts are stuck in the ground as targets for sword drills. The western edge has six large targets for archery practice. The village militia trains here twice a month in the summer, much to the amusement of the Meken.

### [E] Lists

Thick, loose loam covers the ground used by the Melana for jousting. The "Watching Hill" is a small embankment used by guests to watch the jousting during the Ainlana tournament. The rest of the year it is used by the young boys of the village as they watch the knights on their huge chargers hurtle towards each other. During a tournament, pavilions of the nobles cover this area.

### [F] Retired Row

Six cottages, one in stone for the Venilana, the rest timberframe for the Veniken, form a small cluster close to the manor. These are part of the Chapter House and home to some of the unmarried veterans of the Order. The Venilana help with the management of the manor and acting as tutors for the noble children. The Veniken work in the manor kitchen and demesne fields. Though the number of Veniken varies, it is roughly equal to five additional households. The Veniken are the only members of the Order regularly seen in the Inn.

### [G] Barn

This large double aisled stone barn is the envy of every landowner in the region. It can store the entire harvest from the manor and has two large threshing areas. The barn is also used to store the manor's carts and small wagons.

## THE VILLAGE RESIDENTS

### 1 CHANDLER (Guthrum of Quardin)

Size: 6      Quality: \*\*\*      Price: average

Guthrum's brother is one of two chandlers in Tashal and arranged for his brother to establish a practice here to serve the large demand for candles at the Chapter House and Chapel. Guthrum's land is spread all over the manor with four or five beehives at each site. He may keep all the wax and any honey over the first 50 gallons, which goes to the Chapter. Most of the extra honey is sold to Tancred [14] to make his famous Mead. Guthrum has been saving for his four daughter's dowries.

### 2 FARMER (Athelstan of Mislal)

Size: 4      Acres: 50 free

Athelstan's family has lived in Whyce for four generations and has built up a successful farm. He was considered a very eligible bachelor until he married the daughter of the woodcrafter [47] last summer. He is a skilled farmer and he hires Therin's two boys [39] to help him with the large farm. His spinster aunt and mother live with him and his wife. Both older women are skilled weavers and have a small business making homespun clothing.

### 3 FARMER (Sweyn of Cotren)

Size: 6      Acres: 50 free

Sweyn is a loyal tenant and loving father. When his wife was unable to have children, the local Priest found four children, three brothers and a sister, who were temporary wards of the Temple of Peoni in Tashal. Their parents had been killed in a fire and Sweyn and his wife were able to adopt them later that year. Unknown to all, the oldest boy, Kerc, was already a member of the Lia-Kavair and is responsible for a number of small thefts over the last two months.



**4 VILLEIN (Canute of Erhen)**

Size: 4    Acres: 30 serf

Canute is a skilled farmer but ignorant and boorish. He has been fined twice for beating his wife and children in public. Despite that, he has a successful farm and large cottage. His son hates him and has been trying to get Tancred [14] to use his influence to have him selected as a Meken. The young man is often seen watching the Meken train on the Drill Ground

**5 TRAPPER (Geatfeld of Inina)**

Size: 4    Acres: 16 free

Geatfeld has the Reblena's permission to trap rabbits in the wasted land and manor wood. In return he turns over a quarter of the rabbits to the Chapter House kitchen, but is allowed to keep the skins. He runs a small side business doing tanning and leatherwork, mainly shoes. Geatfeld pays the Hideworker's Guild a portion of the silver he earns for a dispensation. The dispensation was granted because a member of the Guild does not serve the manor. He is expressly forbidden from trapping in the Royal Preserve. He was caught once and severely beaten by the Royal Huntsmen. He is deathly afraid of Daae and Jens and won't look them in the eye. Despite his fear, his land can't support his large family and he has been known to short the manor to feed his children. Caxton [22] has noticed, but turned a blind-eye out of compassion.

**6 FARMER (Squire Eccard of Marlbyne)**

Size: 3    Acres: 50 free

Eccard is a rich farmer. His family has owned this farm for four generations and has been here as long as the Chapter House. Unusually for commoners, they are loyal Laranians and their younger son is an Ataken in Brynd. He visits about twice a year. Eccard is getting old and has turned most of the running of the farm over to his eldest son. The eldest has never married and is very good friends with a handsome young apprentice who works for the timberwright [12].

**7 HALF-VILLEIN (Alfstan of Margant)**

Size: 5    Acres: 11 serf

Alfstan married the widow Leis just two months after her husband ate something that didn't agree with him and died suddenly. Leis' former brother-in-law, Bede [10], is sure she poisoned his brother, as rumors of an affair between her and the hired man, Alfstan, had been circulating for months.

**8 GLEBE (Arcil of Tarth)**

Size: 1    Acres: 25 free

Arcil is the village's Peoni priest. He has lived in Whyce for twelve years and is well liked in the community. He works hard on his glebe acres alongside the peasants working their tithe. He gives all of the surplus harvest to the several large cottar and half-villein families. He is a close friend of the Order's local Chaplain and they can frequently be seen walking together discussing their gods. Arcil strongly disapproves of Perrin's [37] treatment of Gebur's sons [30] and has mentioned it to the Reblena. The previous Laranian Chaplain, also a good friend of Arcil, insisted that the Chapter built a large timberframe temple for the village. It doubles as a town hall, is simply decorated, and well attended for all services. The priest has a small room at the back of the building.

**9 VILLEIN (Egferth of Narbard)**

Size: 5    Acres: 31 serf, 10 free

Egferth is a successful man with 41 acres, but he can handle more because he insists on telling everyone about his furlongs, children, chickens, pigs, goats, oxen, cows, croft, cottage, plow, tools etc. each time he sees them. He goes on and on until one of other villagers tells him to shut up. That usually lasts for about a quarter glass before he starts again. A widower, Egferth's spinster sister is raising the three children. How he manage to harvest all those acres is still a mystery...

**10 HALF-VILLEIN (Bede of Debtun)**

Size: 4    Acres: 12 serf

Bede has a hard time feeding his family on his small plot. He has fixated on the idea that someone is stealing his extra food. As a result, he treats everyone with suspicion, keeps a ferocious watchdog, and checks his food store twice a day. His wife, son and daughter are used to this and generally ignore it. Bede loathes Leis [7] and is plotting to reclaim his dead brother's 11 acres from her, which will make it much easier to feed his family.

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## 11 HALF-VILLEIN (Caedmon of Pues)

Size: 5      Acres: 20 serf

Caedmon has dreams of being a great harper. He has learned several ballads, has a good singing voice and plays a passable harp. He can frequently be seen in the Galloping Stallion [14] showing off for the crowd. His wife nags him and wishes he would spend less time at the inn and more time in the fields.

## 12 TIMBERWRIGHT (Alcuin of Halgens)

Size: 8      Quality: \*\*\*\*      Price: average

Alcuin comes from Tonot. He was granted the franchise in return for a large bribe, which has paid back his investment handsomely. The Order allows him to cut 19 acres per year, though he must remove the stumps, which he hates. He is very busy, and has four journey-men and three apprentices to assist him. The Order's manor wood provides much timber for Tashal since it can be easily floated downstream. Alcuin also builds the timberframe houses for the villagers, about one or two a year. His men live with him and his wife and three children.

## 13 HALF-VILLEIN (Dunstan of Polity)

Size: 5      Acres: 17 serf

Nothing bothers Dunstan. No matter how disastrous the situation, he takes a long draft of beer and sets to work solving the problem. His patience comes, in part, from dealing with his senile father and needy wife.

## 14 INNKEEPER (Tancred of Obart)

Size: 8      Quality: \*\*\*\*\*      Price: average

The Galloping Stallion is a very large and popular inn. The proprietor, Tancred, is a jolly tub of a man. His wife, three children, two serving girls and one ostler are kept very busy. Due to the workload, Tancred hires Jorin [35] and his wife as cooks. Meken from the Chapter House occasionally come for the fine beer and honey mead, but the major customers are the villagers, quarrymen from Gorn and the constant stream of visitors to the Chapter House. During the annual Ainlana tournament, the Inn is filled to overflowing and the innkeeper has to hire several young men and some of the prettier girls to help out. Because of the increased demand, his prices go up for about a month. Tancred is a Veniken and a close friend of the Lead Sergeant. The inn boasts two private dining rooms and a common room that is warm and well lit.

## 15 VILLEIN (Tostig of Ewesar)

Size: 7      Acres: 26 serf

An attractive man, Tostig is a sweet talker and notorious womanizer. His wife often comes looking for him at the Inn. Whenever visitors come to town, he tries to find a servant girl to bed and he has fathered at least six bastard children that he knows of. His wife was a beautiful young woman, but five children and years of working in the fields have dimmed her beauty. Her husband's affairs have destroyed her self-confidence and now she lives only for her children.

## 16 COTTAR (Rufus of Hauraxel)

Size: 3      Acres: 5 serf

Rufus is an excellent farmer. His life has been hard since his wife died three winters ago, leaving him with two young boys. He works for Egeanin [38] and Egeanin's wife looks after the children while the men work. The two families share the harvest of both lands.

## 17 VILLEIN (Lanfranc of Aweil)

Size: 7      Acres: 29 serf

A very skilled farmer, Lanfranc and his teenage son work both the Innkeeper and Jorin's acres for them [14, 35]. They then split the harvest with both men. His labors have greatly improved the productivity of both plots and the Reeve has recommend to the Reblena that he is given another 10 acres to work.

## 18 METALSMITH (Anselm of Tonot)

Size: 2      Quality: \*\*\*\*      Price: High

Anselm has been the village metalsmith for three years. When the previous master died, Anselm beat out several older, more experienced masters for the lucrative franchise in Whyce. This was primarily due to the influence of the Reblena of Yaltako, where he was a journeyman. He has proven himself an excellent craftsman, though his work is primarily focused on repairing village plows, tools and the odd knife. The Chapter has its own weaponcrafter and the two men often meet over a beer at the Galloping Stallion. Anselm is 32 and he and his young wife are expecting their first child this summer. With only one apprentice, Anselm is very busy and plans to take on another apprentice when his current one is promoted to journeyman.

## 19 FARMER (Guesclin of Wyant)

Size: 3      Acres: 30 free

Guesclin has a successful farm, but it means little to him. His wife died recently and his only son, Arton, left to see the world as an adventurer. Now, he shares his roomy cottage with his two hired hands. He frequents the Inn whenever there is word of strangers in town. He quizzes the visitors, desperate for news of his son. Arton used to make regular visits home about once a year. It has been three years since his last visit and his father almost given up hope. His daughter is married to the miller [32] and has several children. She will most likely inherit when Guesclin dies.

## 20 FISHERMAN (Wat of Asaka)

Size: 6      Acres: 14 serf

Wat is hard pressed to feed his family with just 14 acres of land, so the Chapter allows him to fish in Lake Kista. His sons do most of the fishing from his two small boats, while he works their plot. The boys are actually quite good fishermen and rarely come back with less than two dozen large trout daily. Most of the fish goes directly to the Manor kitchen, but Wat is allowed to keep a quarter of the catch, which he sells to the other villagers.

## 21 VILLEIN (Paston of Turen)

Size: 5      Acres: 24 serf, 5 free

A short, bald man, Paston is a talented farmer. Over the past two years, he has been granted 5 free acres and is now being considered for an additional five. His goal is to become a free farmer like his friends Athelstan [2] and Sweyn [3]. His wife had a stroke and is paralyzed on the right side. Paston's adult daughter cares for her mother and for his young (14 year old), unmarried niece and her infant son (one of Tostig's [15] children).

## 22 BEADLE (Caxton of Brailour)

Size: 6      Acres: 23 serf

Caxton is a successful villein and took over the job of Beadle when his father grew too old to do it effectively. The villagers respect Caxton, as he is always honest and fair. The job has been relatively easy over the last five years as the harvests have been good and the granaries are filled to overflowing. His duties mostly consist of impounding livestock and collecting fines. He has won the village wrestling contest the last four years and has considerable skill with the staff. His elderly father, wife and three children live with him.



*Moyle of Huber,  
Woodward*

## 23 WOODWARD (Moyle of Huber)

Size: 12      Acres: 33 serf

Moyle is the head of a large and successful clan. The Melana of the Order love to hunt and have set aside a large and productive wood, which he manages. Moyle and his wife have two young sons and two pretty teenage daughters. Two of his wife's adult nephews and four of his cousins assist him in his duties as Woodward. The large clan lives together at the edge of the wood. Moyle knows every inch of the wood, and in appreciation for his excellent guiding, the Reblena regularly allows Moyle to retain a deer after the Melana have finished their hunt. The Woodward and his clansmen are allowed to arm themselves with shortswords and bow while scouring the forest. This is a rare privilege among Harn's serfs and reflects the extent of the Reblena's trust in their loyalty.

## 24 VILLEIN (Sluys the Bear)

Size: 7      Acres: 29 serf

Sluys is well liked in the village and everyone calls him Bear because he is so big and hairy. He has a huge black beard, wild hair and a massive frame. He is immensely strong, but very gentle especially with his five children. He could easily beat Caxton [23] in wrestling but refuses to enter the contest. Although strong himself, Sluys is awed by Horoch the Giant.

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### 25 VILLEIN (Ellis of Vastair)

Size: 6    Acres: 28 serf

Ellis loves to visit Tashal and requests permission to travel there with Wycliff the Teamster [28] every month. Unfortunately, he is a bit too trusting and naïve and has had all of his money stolen or tricked from him twice. He still loves to visit and can always walk home. His frequent trips have allowed his wife to carry on an affair with Tostig [15].

### 26 THATCHER (Oswy of Lerik)

Size: 2    Quality: \*\*\*    Price: average

Oswy is the full time village thatcher and specialist in wattle-and-daub. He works closely with the woodcrafter, Padan [47], and the two are good friends. Oswy loves his work, does a good job and doesn't charge too much, which makes him popular with the other villagers. He rethatches about a dozen roofs, rebuilds one cottage and builds several new outbuildings in Whyce each year. He also has permission to travel to nearby villages to build cottages there when work in Whyce is slow. Oswy is newly married and has no children yet.

### 27 HALF-VILLEIN (Aidan of Nyosn)

Size: 2    Acres: 15 serf

Aidan and his wife are rarely seen except for work. The both often sit holding each other and looking out over the lake. Their youngest son was playing on the ice along the edge of lake last winter and fell in. Their oldest daughter ran to help and fell in too. Wat [20] and his sons rescued them, but that night the two children fell asleep and never woke up. Their cottage has had a neglected feeling about it ever since.

### 28 VILLEIN (Dunbar of Fabun)

Size: 3    Acres: 25 serf

Dunbar's life has been blessed with a wife he loves dearly, a tidy cottage and a healthy plot of land. He only has one daughter, Ka'mia, and dotes on her constantly. Both he and his wife are anxious for grandchildren. Dunbar knows his daughter loves Jarrow [31], but he was hoping for someone who could bring more land into the family. His wife's constant badgering is wearing him down and he will probably give his consent for them to marry this summer.

### 29 TEAMSTER (Wycliff of Devis)

Size: 6    Quality: \*\*\*\*    Price: low

Wycliff has one of the most important jobs in the village, teamster. He transports stone from the local quarry to Tashal and Querina and, since the Chapter House is not self-sufficient, brings food and other supplies back from the markets. His two brothers, Cale and Geils, help out with the demanding workload. The three families live in a cluster of cottages at the south edge of town. They have a large barn where they keep their three heavy wagons and 12 oxen. Although they often travel the roads alone, few would dare attack the brightly red and white-checked wagons that boldly proclaim the protection of the Lady of Paladins. Just in case, the teamsters carry stout staffs and are skilled in their use.



### 30 POTTER (Gebur of Dalgla)

Size: 2    Quality: \*\*\*    Price: average

Gebur is a talented potter and has produced most of the dishes and vessels used in the village. Unfortunately, he cannot earn enough to feed his wife and eight children. His oldest boy (14) is apprenticing with his father and the three younger boys (13, 11 and 10) work on Perrin's [37] farm to earn enough food for their three younger sisters and baby brother. Gebur's wife prays to Peoni not to bless her with any more children.



**31 COTTAR (Jarrow of Thyin)**

Size: 3    Acres: 2 serf

Jarrow toils hard to feed his elderly parents and most of time he works for Farmer Faile [48]. Faile knows that Jarrow is a much better farmer than he is and relies heavily on his advice. Faile's son-in-law resents this and Jarrow and he were both fined for fighting. Jarrow is a very eligible bachelor and his mother has conspired with Dunbar's wife [29] to arrange a marriage between their children. Jarrow and Ka'mia have been sweethearts since childhood.

**32 MILLER (Adelin of Lemra)**

Size: 3    Quality: \*\*\*\*    Price: average

Adelin is a third generation miller. His grandfather built the large stone mill and the dam across the stream. Adelin's wife is the daughter of Guesclin [19] and lives with her husband, two children and his two journey-men on the second floor of the mill. One sluice powers the mill and a second sluice is used to float the timberwright's [12] logs to the stream below. The rich lands and bountiful harvests have made the miller a rich man and he travels often to Tashal. His wife is the best-dressed commoner in the village. Her brother Arton left her a mysterious key with a runic "L" on one side and "JM" on the other and she always wears it on a silver chain around her neck. He used to come and get it whenever he would visit, but the last visit was three years ago. She believes her brother is dead and is afraid that proof would kill her father.

**33 VILLEIN (Torean of Dirath)**

Size: 6    Acres: 21 serf

Torean puts on a brave face, but his family is slowly starving. Arcil [8] is a frequent visitor and without the food he brings they would be even worse off. Torean's two daughters are now old enough to marry, but he has no dowry to give them. He also fears for his son, who has openly threatened to run off to Tashal. He would be even more worried if he knew about his son's friendship with Kerc [3] and participation in the thefts. During the last tournament, a peddler approached Torean and offered him money if he would keep track of who came and went at the manor. Desperate, he agreed and passes the information to the peddler when he passes through the village each month. Unbeknownst to Torean, the peddler is an agent of Maldan of Harabor.

**34 ORCHARDER (Floran of Tabral)**

Size: 13    Acres: 25 serf, 25 free

Floran has the largest family in Whyce. In addition to his wife and eight children he supports a nephew and his elderly parents. He has been a loyal supporter of the Chapter and has been given a 25-acre grant of free land. He scandalized the entire village when he decided to plant much of his free acres in apple trees. Everyone said it would fail and his family would starve. Instead the trees have flourished and the manor is now his best customer buying three-quarters of his crop. The profit from the apple sales has just barely allowed him to support such a large family. His wife makes a delicious apple cider for the Inn.

**35 HALF-VILLEIN (Jorin of Ubel)**

Size: 2    Quality: \*\*\*\*    Price: average

Jorin apprenticed as a cook at an Inn in Tashal before moving home to get married. After struggling to feed his family on his few acres, he approached Tancred [14] about working as the cook for the Inn. After a short trial, he was hired and now his wife also works as his assistant. Their whole family eats at the Inn with Tancred's family.

**36 FARMER (Berelin of Elway)**

Size: 3    Acres: 30 free

Berelin is the younger brother of Perrin [37]. When their father died, he split the lands between his two sons. Berelin is a happy man, with a young wife and newborn daughter. He is very proud of his two oxen and small flock of sheep.

**37 FARMER (Perrin of Elway)**

Size: 2    Acres: 70 free

Perrin is the older brother of Berelin [36] and expected to inherit the entire farm as has been the tradition for four generations. He is bitter about the loss of the 30 acres and complains constantly. Gebur's [30] three young sons work for Perrin. He works them mercilessly and pays them as little as the Order will allow. The Peoni Priest has spoken with the Chaplain about this, but Gebur is afraid to speak, as he is dependent on his boys' share of the harvest to feed his wife and five other children.

# WHYCE 10

## 38 FARMER (Egeanin of Kisl)

Size: 2      Acres: 25 free

Egeanin and his wife are old and should have handed over the farm years ago. Both of their sons were Meken in the Order and died on the southern frontier. Their hired man, Rufus [16] has become like a son and his children like grandchildren. Egeanin has already approached the Order for permission to leave their lands to Rufus.

## 39 HALF-VILLEIN (Therin of Kardy)

Size: 11      Acres: 20 serf

Therin supports a large extended family. In addition to his wife and four children, Therin cares for his own elderly parents, his wife's mother and two unmarried nieces. He desperately needs more acres. His eldest boys work for Athelstan [2] and his nieces work at the Inn [14]. The extra food this brings in helps to feed the large family.

## 40 FARMER (Kadere of Balis)

Size: 5      Acres: 45 free

Kadere is a drunk. He has barely been sober since he found out that his only son was actually fathered by Tostig [15]. The drunker he gets, the meaner he gets. He has been banned from the Inn for attacking Tostig and smashing a jug over his head. Kadere's wife, three daughters and especially his son, live in constant fear. Caxton checks on them regularly and several of the villagers, led by Wycliff, Cale and Geils [29], have warned him that if he beats his family again, they will deal with him themselves.

## 41 VILLEIN (Gareth of Erynert)

Size: 3      Acres: 29 serf

Gareth and his wife are well matched; they are both gossip busybodies. They are responsible for most of the stories about Tostig. They have a rich farm and hire several hands to work it for them. Their only son is spoiled and whiny.

## 42 VILLEIN (Orderth of Ertus)

Size: 3      Acres: 30 serf

Orderth is one of the oldest men in the village and accorded by many, the wisest. Many seek his council and he gives his advice freely. He may not be the most skilled farmer in the village, but he has many years' experience and a very practical, sharp mind. It was he who suggested Floran [34] plant the apple trees and Egeanin [38] hire Rufus [16]. He and his wife leave most of the running of the farm to their eldest son who is engaged to marry the oldest daughter of Moyle the Woodward [23]. Orderth's two daughters both married men in the neighboring manor of Uvarin. If questioned, Orderth remembers Arton [19] brought home a large chest on a pack mule about seven years ago.

## 43 HALF-VILLEIN (Eamon of Labarn)

Size: 4      Acres: 15 serf

Eamon is the friendliest man in the village. He always has a smile and a wave and is popular with all the villagers. He is not the best farmer, but he has good friends who help him with his work. Eamon works with the Herder and he spends most of his time mending fences. He is married with a son and daughter.

## 44 HERDER (Carradin of Vaen)

Size: 3      Acres: 32 serf

Carradin is dedicated and the job gets done with few problems. Most people don't know what he would do if an animal did get away, because Carradin is so obese that chasing after the escaping beast would be almost impossible. His teenage daughter Paks helps him and she is strong and can run like the wind. She dreams of becoming a Meken like her cousin, but her father intends to marry her off this summer. Most of his land is farmed by Torean [33] in return for a third of the harvest.

## 45 REEVE (Jeraal of Caran)

Size: 7      Acres: 36 serf

Jeraal was chosen as Reeve because his father was Reeve before him. He is a decent man and few would question his integrity. He is smart enough to know his weaknesses and accepts advice when it is offered. The Reblena has been happy with the work and the harvest, so there is no push to replace him.

**46 FARMER (Keille of Mislás)**

Size: 11    Acres: 15 free

Keille is proof that being a farmer is not always better than being a villein. An excellent farmer, he was happily farming his 15 acres and supporting himself, wife and twin sons in some comfort, when disaster struck. Keille's younger brother (also a farmer, but on the neighboring manor of Donaven) got into a dispute with his liege over the ownership of a pig. When his lease came up for renewal the lord, Sir Azorn, threw him out. Keille's brother, sister-in-law and their five children are now living in Keille's small cottage. Keille has pleaded for more land, but Sir Azorn had already spoken with the Reblena about the matter, and the request was denied.

**47 WOODCRAFTER (Padan of Klunn)**

Size: 3    Quality: \*\*\*\*    Price: average

Padan is a successful woodcrafter and he has made most of the furniture and tools in the village. His two journeymen are well trained and have learned much under his tutelage. He has recommended his oldest journeyman for a franchise when one becomes available and he is considering taking on a new apprentice. The Priest has already asked him to consider Kadere's son [40] before his father kills him. Padan has one daughter who is married to the Athelstan [2] and a son who is doing a woodcrafter apprenticeship in Darlyn.

**48 FARMER (Squire Faile of Kass)**

Size: 6    Acres: 110 free

Faile was an Ataken for thirty years, as was the eldest son in his family for the last four generations. Currently, his eldest son is serving as an Ataken with Eccard's [6] son in Brynd. In reward for the family's loyal service, the Order has expanded their holdings until Faile is the largest common landholder in the Hundred. Because he was a soldier and not a farmer, Faile has hired Jarow [31] to advise him on crop and animal matters. Faile, his wife, younger son, daughter, her husband and infant son, all live in a large timber-frame house on a stone foundation. They have several oxen and three cows. Faile is highly respected and easily the most influential commoner in the village. Despite his age, his skill with the broadsword is still impressive.

**49 VILLEIN (Amys of Aikar)**

Size: 7    Acres: 23 serf

Amys is hard pressed to feed his large family. He has twice petitioned the Chapter to expand his holding. The Reblena has taken the issue under "consideration" but has not yet acted. Amys' wife died bearing his fourth child and he has recently taken a young new wife. She already had one child out of wedlock and suspicion is that it was Amys' since there is a remarkable similarity to his other children. His oldest daughter, by his first wife, is twelve and hates her eighteen-year-old step-mother. The two fight constantly.

**CHAPTER HOUSE**

The most Senior Reblena of the Order of the Lady of Paladins in Kaldor holds Whyce Chapter House for the Church of Larani. The Reblena answers directly to the Serekela of Kaldor for purely regional and religious issues and the Chabla of the Order for purely military issues. This vague division of responsibility and blurred lines of command have traditionally allowed the Reblena a great deal of independence since the Serekela rarely interferes with the running of the Order and the Chabla is hundreds of leagues away.

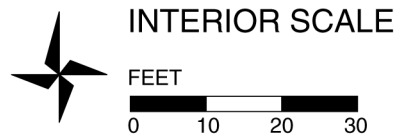
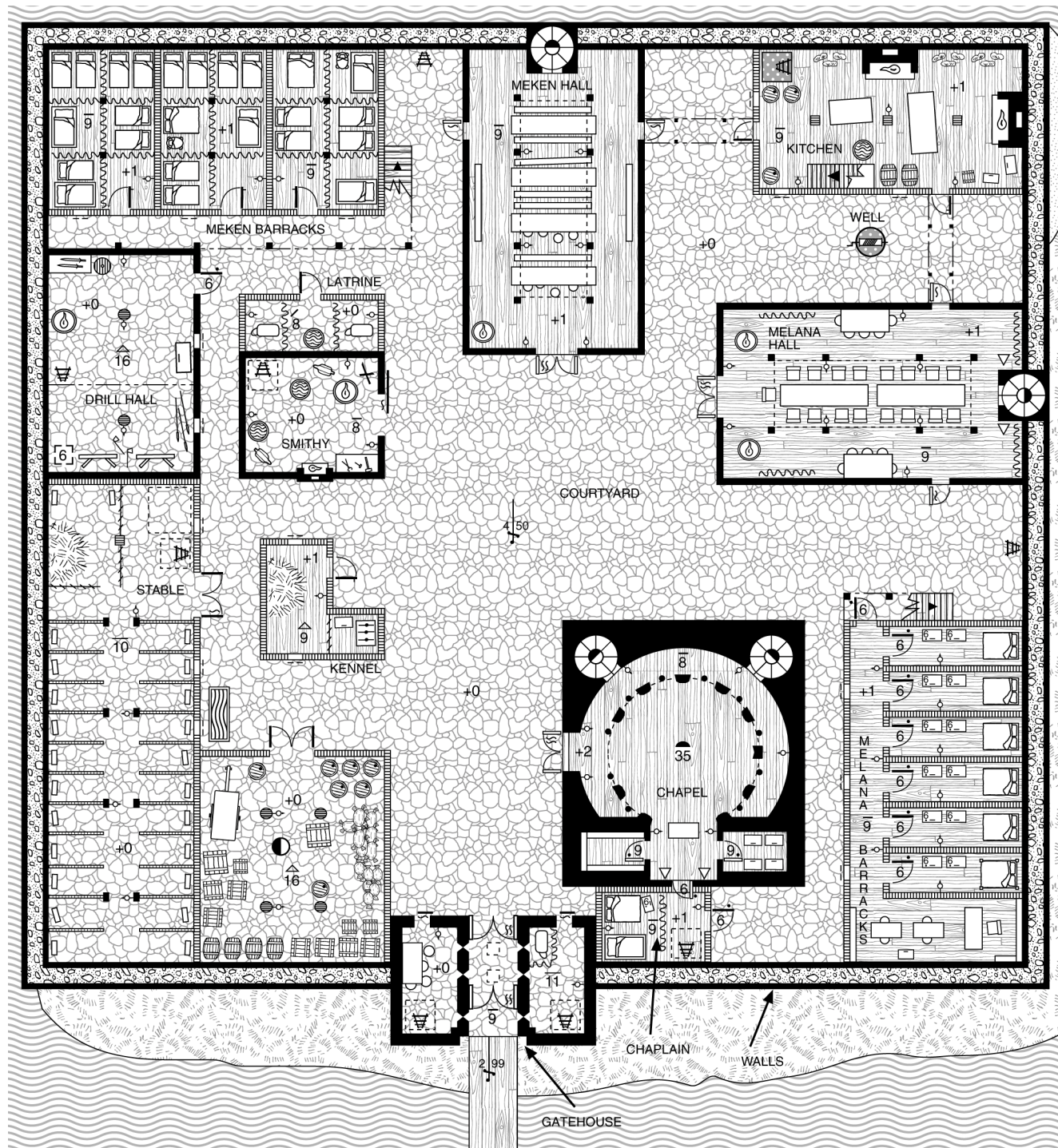
The Whyce Chapter House is a strongly fortified manor and has some similarities to a fort, but could not be considered a castle. Although the manorhouse has regular low walls and no flanking towers, the gateway is flanked by two impressive stone towers. The late King Torastra funded the gatehouse, the most formidable of any manor in Kaldor, as a gift to the Order. It symbolizes their loyalty and bravery against the Thardians during the Order's last stand, protecting the King's retreat from the Battle of the Chelna Gap.

The Melana and Meken halls are built of stone and could be defended against a raid, but they would fall to siege engines in minutes. The Order has approached the King for permission to build a keep in Whyce and was denied. Most believe the King does not want the Order to grow too powerful, especially with their headquarters so close to his capital. Unable to win that fight, the Order has now begun to press for keeps at Oselbridge and Naniom Bridge. Should one of those Crenellation Permits be granted, it is likely the Order's Kaldor headquarters would be moved there.

*Continued on the following page...*



# WHYCE 12

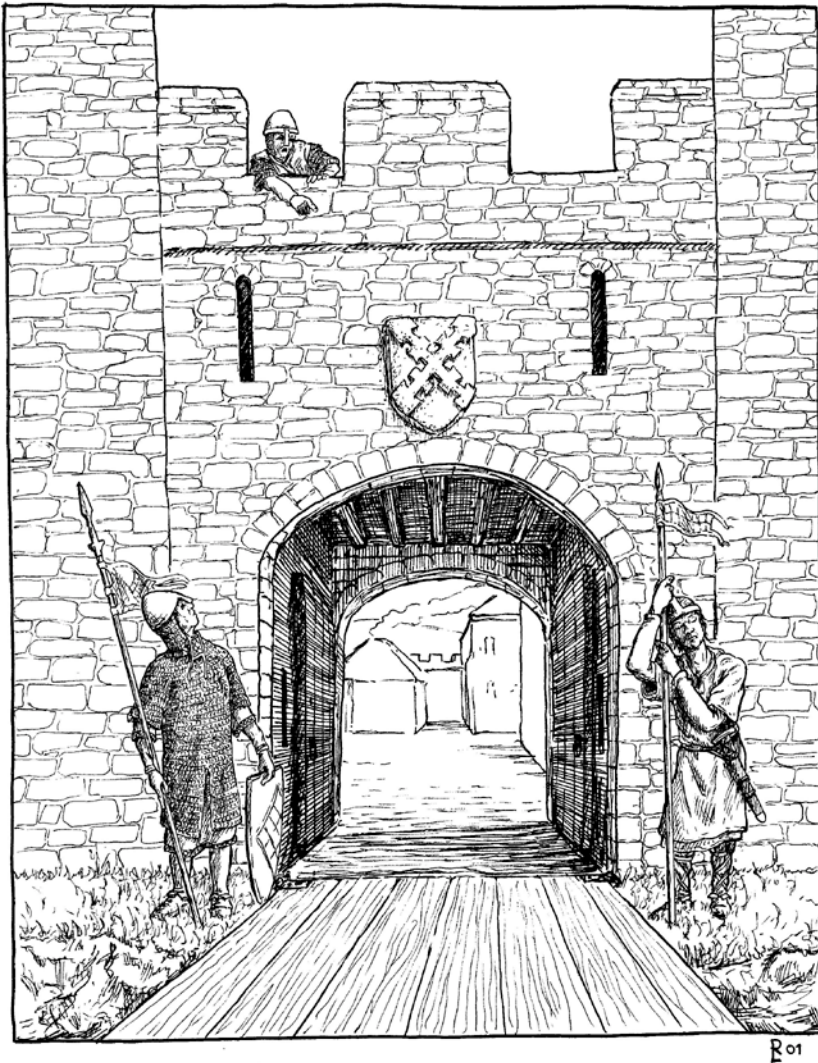




WHYCE 13



# WHYCE 14



## Gatehouse

The gatehouse is an impressive piece of masonry. A pair of massive stone towers flank a narrow entrance way protected by two sets of heavy oak doors. The gate is dominated by a tall, two level battlement pierced by arrow slits and crowned with a parapet and crenelations. The wooden bridge spanning the 15 foot wide moat is removable and the passageway is protected by murder holes from above and arrow slits from either tower. The towers also house the galleries for the archers and guard rooms for the Meken and the Officer of the Watch.

Although massive and intimidating, the gatehouse is more a symbol than a serious fortification. Its true value is to intimidate and inspire. Everyone who enters must pass below the Order's coat-of-arms, set above the gate and carved from a single massive stone, a powerful symbolic gesture.

It is considered a great honor for the senior Meken to guard the main gate. In a test of discipline, Ainlana on training are allowed to share the honor, after a full day's training. The vigil is a test of their stamina and more than one you postulant has fallen asleep due to the lack thereof.

## Walls

A four-foot thick, fifteen-foot tall crenellated stonewall surrounds the Chapter House. There is a parapet at ten feet and two Meken regularly patrol it.

## Courtyard

The large irregular shaped courtyard is paved with cobblestones and is well drained. This is vital due to the large number of horses that come in and out of the stables each day. Ostlers, squires and Meken muck out the stables on a daily basis and the manure is hauled to the Order's pastures.

## Stable

The stable is a two-story timber-framed building with a pitched roof. The Chapter House usually has about 20 horses at any one time and the stable has 22 stalls and a tack room. The stalls are five feet wide and ten feet long with heavy wooden dividers. The second floor of the stable is occupied by a hayloft. The Ostler and his apprentices live in the hayloft.

## Kennels

There is a large kennel and dog run for the Reblena's pack of hunting dogs. A falcon mew backs onto the kennel.

## Drill Hall

The drill hall is a simple, one and a half story, stone building with a pitched roof. It is used during the coldest and wettest weather for weapons training and as a barracks for visiting members of the Order during tournaments. The building has a large vaulted cellar that contains the Chapter armory and campaign stores (tents etc.).

## Smithy

The large smithy houses a master weaponsmith and three journeymen who are responsible for weapons, armor and (by agreement with the metalsmith in the village) small household items (nails, pots, etc.) for the manor. Their sleeping quarters are above the smithy.

## Meken Barracks

The main Meken barracks is a two-story timber frame building with a pitched roof. It has three large rooms on the ground floor that open onto the courtyard. Each room houses five Turken and their families (if they are married). Each Turken is entitled to an area eight feet by eight feet screened by a curtain. This is normally adequate, as communal beds are common. All of the wives and the older children are expected to work to earn their keep and provide most of the servants for the Chapter. The second floor is reached by an outside stair and balcony. It has another large room for the Turken, four small private alcoves for the sergeants and a dormitory of the Ainken in training. The four files (five men plus a sergeant) are responsible for day and night guard duties, general labor and weapons training. Duties rotate each week.

## Latrine

The lavatories in the chapter house are remarkably clean and free of smell for Harnic standards. This is because there are always Ainken doing penance and contemplating their sins while cleaning them out under the ever-watchful eyes of the sergeants.

## Meken Hall

The Lower Hall is large two story stone building with a flat roof (oak planks covered with flagstones) and crenellations. Rank and birth are a fact of life in the Order. Meken fight and die with Melana, but they are commoners. The Meken eat together in the Lower Hall with their families and the servants. The food is cooked in the same kitchen as the Melana and is excellent by current standards. Everyone is expected to work and the Chamberlain ensures those who don't work don't eat. A balcony around the hall has cots for the servants and low ranking guests. The hall has a large vaulted cellar with an interior staircase for storing the amount of food necessary to support the large household. The main double doors off the courtyard and two side doors are thick iron bound oak and can be barred so the hall can be used for defense if necessary.

## Kitchen

The kitchen is in a large two-story timber frame building with a pitched roof. It is widely separated from the other buildings in event of fire. Two massive fireplaces, large enough to roast an entire ox, dominate the room. The master cook runs the kitchen with an iron hand in order to feed the whole household and service the two halls. Servants are kept busy carrying food to the halls through the covered walkways. The large, warm rooms on the second floor are reserved for nobles and highest status servants: the Chamberlain (a Venilana), Herald, Physician, Harper and their journeymen and apprentices. The cook, alewife and baker sleep in the loft above Meken hall, while the lower servants sleep on the kitchen floor. The kitchen also has a vaulted stone cellar with beer and food for immediate use.

## Well

The well is located just outside the kitchen door. It is sunk through the rock to a pure spring that flows even in the driest summers.

## Melana Hall

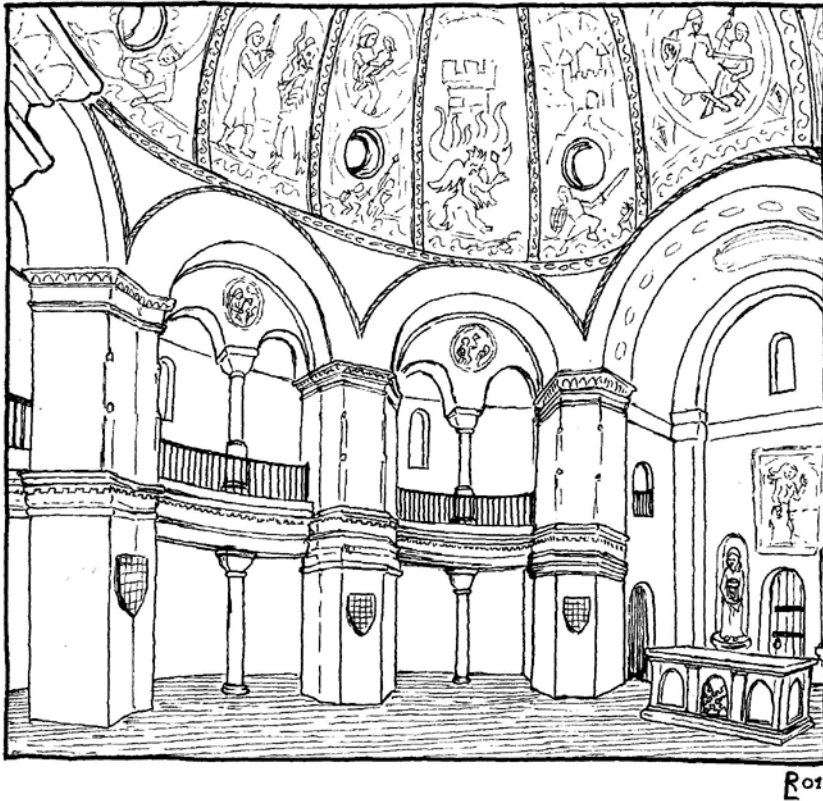
The Upper Hall is identical to the Lower Hall, but with more decoration and fine tapestries. It is the preserve of the noble class. Melana, their families, squires, noble servants (herald, harper, etc) and Ainlana eat here. It is also the center of the social life, much as the Meken Hall is for the common members of the Order. During the day, the women gather to work on embroidery and mending. In the evening, everyone gathers to tell tales and visit. A balcony around the hall has cots for the squires and higher-ranking guests, including visiting Erana. This hall also has a large vaulted cellar with an interior staircase for storing food and siege stores. The doors to this hall can similarly be barred and the hall used as a final redoubt if required.

## Melana Barracks

The main Melana barracks is a two-story timber frame building with a pitched roof. The main floor has six large private rooms for four Turlana, the Reblena and his deputy. The ground floor also includes the Reblena's solar, a large room where most of the administration of the Order occurs. It also serves as a private hall for meetings and audiences. An external staircase leads to the second floor. It houses six private rooms for the Turlana and a common dormitory for the Ainlana in training.



# WHYCE 16



R01

## Chapel

The Whyce Chapter House Chapel is a stone building with an amazing dome twenty-five feet in diameter and four stories high. Ten massive pillars support the dome, each framing a niche, with the high altar directly opposite the entrance. The chapel is dedicated to Larani and Saint Asodan the Generous, one of the most famous Knights of Tirith. The second floor balcony is used to display some of the Order's many tapestries and statues, while the dome is painted with glorious scenes of Larani and the history of the order and illuminated by circular windows of the finest Sindarin glass and a multi-faceted crystal lantern of Khuzan origin. The Melana stand or kneel in prayer so pews are not normally necessary, but up to seven rows of portable pews can be brought in for special occasions. A statue of Larani crowns the altar with her hands cupped to hold the reliquary of Saint Asodan. The reliquary contains the Saint's bones, which were brought here by the first Melana who founded the Kaldor branch of the Order. Part of the duties of the Turlana in Whyce is to stand guard, in shifts, over the chapel. No one except the Chaplain or the Reblena may enter the Chapel except for during mass or when escorted.

Two circular staircases lead both up to the chapel's balcony, and down to the vaulted undercroft, which houses the Order's Council Chamber. The Soylana Assembly meets two to three times a year in this well lit basement. Twenty-five armchairs, in five rows, face a heavily carved and elaborate oak table with the five tall, heavy armchairs of the High Council.

Six-inch thick iron bound oak doors guarded by level nine Khuzan locks protect the two small rooms guarding the Lady of Paladin's relics and treasures behind the altar. The western chamber holds the reliquary, altar plate, candlesticks and other sacred items when they are not on display. It also houses the Order's library including its four most sacred books, the Rule, the History, the Parables and the Great Record. The eastern chamber room contains the Chapter's treasury in four chests.

## Chaplain

Attached to the chapel is a two-story timber frame building. The first floor is the residence of the chaplain to Whyce Chapter House and his three acolytes. The second floor is a luxuriously appointed guestroom for high-ranking visitors to the Chapter.



## MELANA OF THE ORDER

### REBLENA (Grandmaster)

#### Sir Houla of Artona (48)

Sir Houla is the senior Reblena in Kaldor and commander of the Cadet Branch of the Order. Because of the growth of the Cadet Branch and the geographical separation from the Paternal Branch in Melderyn, Sir Houla is equal to the Chabla in all but name. Sir Houla is an able administrator and is well regarded by his peers and his men, but the political maneuvering caused by the lack of a clear successor to King Miginath requires much of his time. In addition, Sir Houla is becoming increasingly concerned about the effects the Solori Crusade is having on the Order. So far he has managed to prevent a major split in the Order over this issue.

### TURLANA (Veteran Knights)

#### Sir Aubis of Tashal (44)

Sir Aubis of Tashal is the son of Sir Sakan, who was knighted for valor during the second campaign of the Salt War. Before being knighted, Sakan was a Remken in the Order. When the Order made its final charge into the Thardic Legion, it was Sakan who captured the enemy's standard. Sir Aubis is a serious and dedicated knight, but he feels that he must constantly prove himself worthy of being the son of a renowned war hero, and he worries that the administrative duties of his present position prevent him from doing so.

#### Sir Dyrnn of Elorieth (41)

Sir Dyrnn is a distant relation of Baron Elorieth of Nubeth. He recently transferred to the Training Academy at Whyce after having served several years as deputy commander of Jenkald Sword Chapter. Not a large man, Sir Dyrnn is an expert at unarmed combat and with the dagger – skills that allow him to use his quickness to utmost advantage.

#### Lady Trina of Kallin (43)

Lady Trina is the senior most female knight currently serving the Order. Female knights in general are rare enough that some of the men are uncomfortable working with them.

Lady Trina however has earned the respect, if not the approval, of her peers for her ability to defeat an enemy using only her shield.

#### Sir Merik of Lann (46)

Sir Merik is the oldest Turlana at Whyce and will be promoted to Soyvana as soon as a manor becomes available. He is looking forward to the administrative position, as he has several old injuries and they are slowing him down. Despite this, his vast experience and skill make him a dangerous warrior.

#### Sir Brun of Vaen (42)

Sir Brun is the youngest brother of the holder of Fenevan Manor in Asolade Hundred. He is the finest horseman and lancer in the Order and has won the Olokand tournament. Though he has served with Lady Trina for several years now, Sir Brun is still uncomfortable serving with a female knight.

#### Sir Rekil of Tampeth (40)

Sir Rekil is married and has a son nearly old enough to squire. His wife, Lady Alianca, often acts as the unofficial hostess for the manor, greeting and hosting visiting ladies. When he is not teaching his skills with the mace, Sir Rekil spends a great deal of his free time trying to arrange the best placement he can get for his son.

#### Sir Aber of Covac (39)

Sir Aber is also uncomfortable serving with Lady Trina; however, his discomfort is caused by his feelings for her. Since relations between male and female Melana is officially frowned upon, Sir Aber has not spoken to anyone, least of all Lady Trina, about his feelings.

#### Sir Fearth of Hamlin (43)

Sir Fearth is Lady Trina's closest companion as they have served together for many years. However, his attitude towards her has undergone a subtle shift, spurred by his 12 year old daughter's recent proclamation to Sir Fearth and his wife that she wishes to be a knight like 'Aunt Trina'.

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## Sir Lyrin of Lagos (39)

Sir Lyrin is a quiet and surprisingly scholarly man for a Melana. He is a close friend of the Royal Forester and will often ride out to Sir Ruak's lodge where they will drink fine wine and discuss esoteric topics late into the night. The tension between Sir Ruak and Sir Beregil deeply pains him. His soft-spoken demeanor belies his impressive fighting abilities, especially with the broadsword.

## Sir Kurg of Desate (42)

Sir Kurg is the perfect knight in every way but one; his complete lack of humility. He is extremely pious and expects as much of everyone else as he does of himself. Sir Kurg detests Sir Hildor and continuously complains about 'the heretic' to the Reblena, the chaplain, and anyone else who will listen.

## Sir Hildor of Cressil (41)

Sir Hildor is remarkable for two reasons. First, he is unbelievably irreverent (some would argue heretical) for a Melana, and secondly because he is an unmatched teacher. The Ainlana that train under Sir Hildor consistently perform better on their trials than other Ainlana.

## ERANA (Wandering Knight)

## Sir Teslim Doraster (25)

Sir Teslim is the eldest son of Pedoris Doraster, Captain of a Tashal based mercenary unit, Doraster's Dragon Fist. Teslim has been an Erana (wandering knight) since he was made a Remlana last year. He splits his time between working with his father and undertaking missions for the Reblena.

## CHAPLAIN (Matakea)

## Sir Beregil of Pawade (29)

Sir Beregil is the younger brother of the Constable of Heru and a quintessential Chaplain: young, spirited, and unbelievably active. Sir Beregil thrives on constant activity. Sir Beregil's passion often gets the better of him in arguments; frequently leading to misunderstandings as it did when Sir Beregil got into a heated argument with the Royal Forester, Sir Ruak (*see below*).



*Noroch the Giant,  
Meken of Whyce*

## MEKEN (Common Soldier)

## Noroch the Giant (33)

Even the knights of the order are impressed with the size and strength of the manor's most famous Meken. Nicknamed "The Giant," Noroch is huge, standing almost seven feet tall, with a massive frame. As strong as an ox, he wields a spear or sword with the surprising speed and agility for a man his size, making him a formidable warrior who has never known defeat in a 15 year career. Noroch is renowned for his kindness and is well liked by both nobles and serfs.

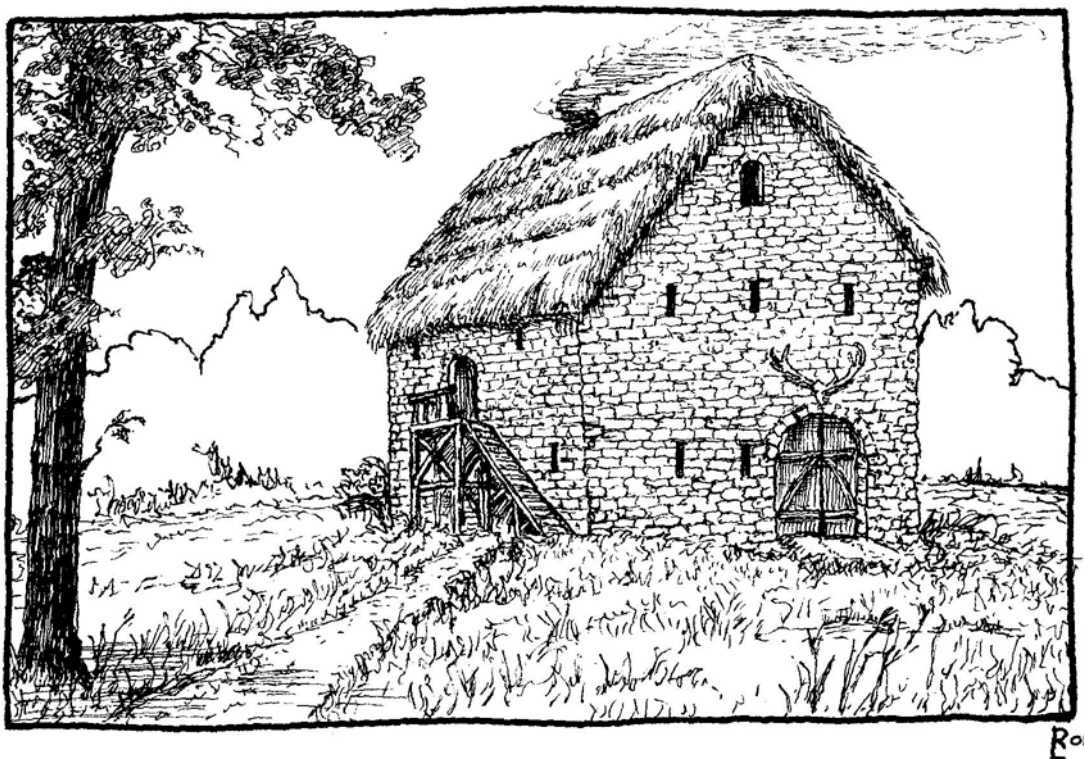
## ROYAL HUNTING LODGE

The Kista Wood borders Whyce on the north. Too small to be considered a Royal Forest; it is none the less a pleasant hunting preserve  $3\frac{1}{2}$  leagues from Tashal. Kista Wood covers about 5000 acres and straddles the borders of three Hundreds (Endrunel, Bredan and Wosendel). About 20% of the wood (938 acres) belongs to Whyce manor, while the rest is designated a Royal Preserve under the authority of the Royal Forester, Sir Ruak Hosath. Sir Ruak is a first cousin by marriage of Cheselyne Elendsa (the King's niece) and a contemplative and bookish man. He carries out his duties as Royal Forester meticulously but doesn't enjoy leading the hunt and leaves most of the work to his two able huntsmen. Due to its proximity to the capital and its location straddling the borders, the Preserve is classed as a Royal Particular and so does not come under the authority of any of the three Hundreds, rather the Royal Forester reports directly to the Lord High Sheriff instead.

The only building in the wood is the Royal Hunting Lodge. It is located in a small glade, deep in the wood, on the gravel track from Whyce to the limestone quarry at Gorn. The lodge is the home to ten people: Sir Ruak, his wife, three children, squire, two servants and two Royal Huntsmen.

Every year, Kista Wood hosts two full-scale hunts for the Royal Household. During the hunt, dozens of nobles' pavilions fill the glade surrounding the lodge. Sir Ruak gives up the lodge for his liege's use and his family stays at the Galloping Stallion Inn. During the rest of the year, the Lodge only hosts the occasional visitor. Although the wood is large and productive with several large herds of deer and numerous boars, Sir Ruak discourages visitors to avoid over-hunting and ruining one of the King's favorite hunting spots.

The Royal Hunting Lodge is a stout stone building that was built in 570TR after the Royal Foresters drove a large band of brigands out of the wood. The front of the lodge is adorned with the skull and antlers of a huge stag above a pair of thick iron bound oak doors. The doors are barred from the inside and lead to a warm, dry room, which acts as a small stable and hayloft for seven horses: Sir Ruak's warhorse, four hunters and two palfreys. A ladder leads to the main floor through a small trapdoor in the stone ceiling. The stable's only illumination is from a few narrow arrow slits in the thick walls. A steep wooden staircase on the side of the building leads up to another solid door. It opens on to a large room, 15 ft by 30 ft, which serves as the kitchen and hall. A single fireplace is used for heat and cooking. Rushlight and the dim sunlight from several arrow slits light the room.





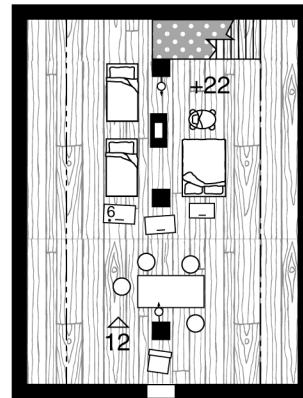
# WHYCE 20

A steep staircase leads to a sleeping loft for Sir Ruak, his wife and children. Sir Ruak often spends sunny days in the loft, next to the building's only window, relaxing in his comfortable reading chair and enjoying a book. The other members of the household sleep on the hall floor. A thatched roof provides good protection from the rain and makes the Lodge very comfortable even in the coldest winters.

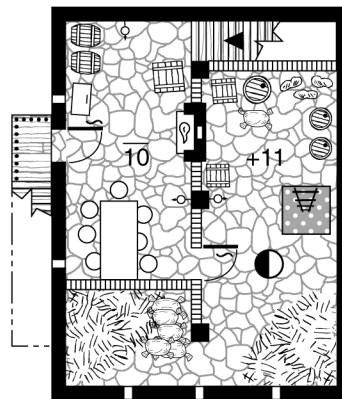
Sir Ruak and his family regularly travel to Whyce just one league away. Lady Hosath hates living in the lonely wood and often stays at the Chapter House so she can socialize with the other noble women of the manor. Sir Ruak has a friendly relationship with the Reblena, but he spends as little time in the Chapter as is polite. Privately, Sir Ruak is a follower of Save K'nor and prefers the company of his small collection of books to the rough company of the Melana of the Fighting Order. His closest friend, Sir Lyrin, shares an interest in books and the knight's friendship is the one good thing that has come from living in Kista. Sir Ruak has made a point of avoiding the Chaplain ever since they had a loud argument in the courtyard when he declined to join the knights for a short prayer.

The Royal Huntsmen, Daae and Jens, are both veterans of the Royal Low Guard and skilled hunters. They work closely with the Whyce Woodward, Moyle, and his six clansmen. Sir Ruak leaves the managing of the Royal Preserve to his huntsmen, just as the Order leaves their portion of the forest to the Woodward. The Huntsmen and Moyle clan have formed a strong bond and work closely together. Between them, they keep a tight rein on the wood. The Woodwards can frequently be seen bearing short swords and longbows while the Huntsmen are equipped as light horse with broadswords and spears. They are merciless with poachers and keep a close eye on the trapper, Geatfeld, to ensure he only takes rabbits.

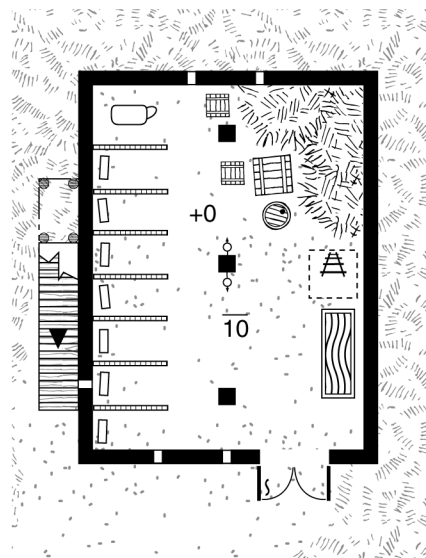
The Royal Preserve also includes a 1000-acre lake that gives the wood its name. Lake Kista is quite deep and fed by several large springs. The water is pure and supports large numbers of trout. The wood, main pasture and the village border the lake. As a reward for their unwavering support during the war with the Kath, in 689TR King Torastrá granted the Order the right to all of the fish of Lake Kista in perpetuity. The Chapter jealously guards this right and only the half-villein Wat [20] and his two sons are permitted to fish in the lake. In return, he may keep and sell a quarter of his catch.



SECOND  
FLOOR



FIRST  
FLOOR



GROUND  
FLOOR





## THE GALLOPING STALLION INN

The Inn is almost as old as the Chapter House. Rui of Oliveira built the First Inn in 601. A timberframe structure, it lasted almost 40 years before it was consumed in a suspicious fire. It was then rebuilt of stone over the course of the next three years. In the last 80 years, three families have owned the Inn. The last family died out in 715, without an heir. The Inn passed back to the Chapter and with the grudging consent of the Innkeeper's Guild was awarded to Tancred of Obart, a Veniken with many years' loyal service to the Order.

Tancred is not the ideal image of a fearsome Meken. He is a very large man with a fat face, rose cheeks and a quick smile. Anyone who falls for the fat and dumb act is in for a rude awakening. His size belies tremendous strength, even in his old age, and a shrewd mind. Tancred was in fact, the former Reblena's favorite Erken (chosen man). His innocent appearance and unthreatening manner loosened many tongues over a friendly beer. His capacity for alcohol is legendary among the Veniken and although officially retired, few doubt that he informs the Reblena of everything that happens in the village.

The only time Tancred's intelligence network gets overloaded is during the Ainlana tournament. The huge influx of strangers coming and going and tremendous workload of serving half the nobility of the shire weaken his grip on the village for just a few days a year. Even still, a scene in the bar or unusual goings on will quickly attract his attention and he will begin inquiries at once.

The Inn is two stories high and has a cellar. The Galloping Stallion is built in the shape of a large letter L, with the common room (with two fireplaces) taking up the eastern section. Rooms for Tancred, his family and servants, the two private dining rooms, the kitchen, bar and storerooms occupy the western section. Access to the cellar where extra food, beer, wine, mead and cider are kept is from the kitchen.

A sturdy stone stair leads up to the second floor guest rooms. There are fourteen rooms: a dormitory, nine small rooms, three large rooms and a suite. The dormitory has bunk beds, and while more expensive than the common room, it is still much cheaper than a private room. The smaller private rooms have simple cots, but are clean and have a door for privacy. The larger rooms have double beds and a desk. The suite is usually reserved for visiting nobles and is where Sir Ruak and his family stay when visiting Whyce overnight. During the tournament, the Inn is packed and only the nobility get private rooms. Even they have to book weeks in advance and still risk getting bumped if a higher-ranking guest arrives unexpectedly. Servants and commoners are lucky to get a piece of common room floor.

A pleasant terrace of paved stone extends off the back of the Inn. During the summer, most villagers enjoy their beer in the fresh air. Behind the Inn is a substantial public stable run by Tancred's bonded ostler. Most of the temporary steeds are kept in the order's close pasture [G] during the summer periods and Tancred pays a modest fee for this privilege. The stable itself has numerous stalls to meet the demands of the visiting nobility. Hay is included, but if the horse also requires grain, there is an additional charge.

The Inn is the hub of the community. It is located close the market place where the weekly fairs commence. Most nights you will find the prominent members of the community and most of the Veniken quietly talking while having a few beers. The Inn doesn't have any enforcers, but they are normally unnecessary, as Tancred is well able to take care of most problems. Tancred pays Caxton or one of the teamsters to help out as bouncers if he expects trouble, or during the tournament. In the event of trouble, the Chapter House is only minutes away.

# WHYCE 22

