

LOCATION: Fethael Hundred, Kaldor

STATUS: Manor

GOVERNMENT: Sir Sedris Indama

LIEGE: Sheriff of Neph

POPULATION: Village 90; Manor 12

The small stone tower of Blixth was home to brigands and cranks for years before the lords of Getha established a guard post there around the year 360. Since then, the Indamas have had scant appreciation for the little hamlet over the years.

Years drifted by with few changes in Blixth until Baron Ioin Indama, grandfather of the current baron, had the idea of establishing a stud farm for warhorses at the manor. His idea was that the close source of trained horseflesh would be irresistible to the knights of Jenkald and traders along the Silver Way. He bred the traditional Oselshire destrier to a smaller, more agile breed of horse to create the Krista Forest Horse.

The market for the Krista Horse has grown steadily since then, until the breed has become common inside Nephshire and the eastern parts Vemionshire as a warhorse or a hunter.



Indama – A gyron or and azure, a portcullis argent.

HISTORY

Blixth was once a monastery of the Ilviran Order of Rethlyrin the Cupbearer. Founded when the Silver Way was younger, this small monastery was home to scribes and illuminators who lovingly celebrated the mysteries of Ilvir the Creator. Worship of the Creator waned over the years in this area, and the monastery was abandoned in the early fourth century TR. Its monks left Blixth and wandered toward Tashal, where those who survived the trek joined the Order of the Yellow Hand.

The manor is more well known for the famous Black Bandit (q.v., Denwald, pg. 8) who robbed merchants and travelers along the Silver Way in the early seventh-century TR. Robbers have tried to copy the Black Bandit's costume in recent times, but none have had his success.

GOVERNMENT

Sir Sedris Indama is the nephew of the Baron of Getha, Sir Chimin Indama. Sedris is also the heir apparent of the Navintas Hundred branch of the clan. A young man of 23, Sir Sedris is content as bailiff of this small manor while he waits to inherit his father's office as the Bailiff of the Navintas Hundred.

Sir Sedris takes a very takes personal interest in the smallest decision and is involved in every facet of manor life. Dordar Loyril [3] is more an advisor than a reeve.

CREDITS

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WITH THANKS TO

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BLIXTH 2

ECONOMICS

The manor's main industry is raising horses for the Baron of Getha. All of the profits of the stud farm go directly to the Baron. Cottars and other peasants earn money working as grooms or stable hands.

Because the manor's main industry does not contribute to his purse, Sedris searches for funds to continue his improvement projects. His main source of income is quern licenses, since the village lacks a mill.

Sedris directed the construction of the fish pond only last year. A flood left a marshy oxbow in the Getha Run. He had the peasants use their labor days to deepen the oxbow and construct an earthen dam at the southern end. Over the last few months, the pond has become waist deep and is filling with fish. Sedris' plan is that the pond will provide food to eat and sell.

He also plans to bond a dyer to create dyestuff from local materials. He is convinced that the Darion clan [10] has the skills and the resources to construct a small dying operation north of the village just above the lake. The Reeve has voiced concern over what the operation's effluvia could do to the fish in the Run but Sedris is convinced that he can replace whatever fish production is lost with a dedicated fish pond in the village.

WUVEN

The small thorp of Wuvén, located a third of a league to the east of Getha Run, is also part of the manor. It is home to members of the Tolonan clan of peasants. A secretive family, they have been known to trade livestock for brides from other, usually poorer, unfree clans.

RELIGION

The religious climate of Blixth is similar to the rest of Kaldor. Worship of Agrik, Morgath and Naveh are punishable by death. Services for Larani are held in the temple in Getha. Villagers likewise travel to Getha to visit the Peonian and Haelean temples. An Ebasethe visits every ten day from Getha, leading services in the village green.

CURRENT EVENTS

The Baroness, Lady Myrtis Indama plans to extend the Indama clan's influence through carefully selected marriages. Sedris finds the prospect of being sold to the highest bidder utterly distasteful, but is constantly being forced to entertain eligible young ladies until the Baroness settles on a proper match.

Finding the match is the job of a cabal of his aunts. These ladies have determined that Sedris will have a fiancé before the end of the Tashal Market. Sedris calls them the "Three Yelgri." They are Lady Myrtis Indama (the Baroness), Lady Ersyn Indama (a distant paternal cousin from Bidow), and Lady Agata Hirnen (his mother's sister who lives in Tashal). These ladies have narrowed down their list of prospective brides to three candidates:

Lady Adelene Larquest (f, 18) hails from Eliten and is eager to get started "renovating" Sedris. He complains that he is not an old barn but Adelene is the Baroness' favorite choice. Lady Adelene is a strong outdoors-woman who loves to ride and hawk. Her presence is commanding and she is very direct with the servants. A hunt is planned in her honor for early summer.

Lady Syrela Woolarme (f, 16) is a self-centered, manipulative beauty. She is currently a lady-in-waiting for Lady Udine Indama in Bidow. Syrela hates Fethael Hundred but is careful to ingratiate herself with the Baron. Sedris thinks she would make a great wife but that just makes it easier for her to use him. Lady Glenyth (q.v., pg 5) dislikes Syrela intensely. The young lady will be feted at the Getha Spring Fair in Kelen.

Lady Hallena Foreas (f, 16) is a young, feather-headed poet. Her family holds Blundale but she is a lady in waiting for the Baroness' sister, Orella. Sedris thinks Hallena is a bit loony. On the surface she plays the daft girl but she is no fool. She thinks Sedris has the right connections to make an acceptable husband but keeps his offer on the table while she looks for more lucrative proposals. The Indamas are holding a theater festival at the beginning of the year in Blixth for her.

LOCAL MAP KEY

The houses in the village are wattle and daub. All are single story and consist of two main areas. The family lives in one part of the house, which includes spaces for cooking and eating. The other side is used as a byre. Mud and stick chimneys provide a place for heating and cooking. Interior walls, if any, are the same material as the exterior.

**1 Yebin Dyren
Half-Villein**

Yebin is a short, happy man. He is happy because he is able to sell all of his hay, oats, and other feed to the Horse Farm. This trade has made him wealthy.

**2 Ranë Loyril
Villein**

This short, stout woman calls herself "Halea's Helper" even though she has never so much as seen the Hlean temple in Getha. Ranë's claim is based on the fact that she's given birth to seven strapping children in eight years, is still attractive, and is a matchmaker of local renown. She has a reputation for finding the right pairings and is proud that none of her matches has resulted in a sour marriage.

**3 Dordar Loyril
Villein (Reeve)**

Being the Reeve does not challenge Dordar intellectually or physically. Most days, he can be found at the manor house trying to find an opportunity to talk to Alspeth Awensel, the lady's maid. The girl has made it clear that she thinks Dordar is too old and too married for her to waste her time with but he foolishly follows her as she runs the lady's errands. His wife would kill him if she ever found out.

**4 Caras Nelt
Cottar**

Caras and his family do odd jobs at the manor and farms. In his spare time, however, Caras and his wife Yetti, train performing dogs. As a child, he wanted to travel with the circus but lacked the courage (or desperation) to run away.

Instead, he found happiness teaching his kennel of terrier mutts to run obstacle courses, do tricks, and respond to commands during performances. Visitors to Caras' house are greeted by a cacophony of shrill barking. Caras claims that his home is the safest in the Hundred, since no one could ever sneak in.

Sir Sedris allows Caras to sell his trained dogs at the Getha Fair, but most of the dogs are given to family members as gifts.

**5 Sign of a Horsehead
Ostler (Sorgin Sermel)
Size: 6 Quality: *** Prices: Avg**

Master Sorgin Sermel runs the stud farm for his brother Erebel [Getha 34]. Despite being an excellent trainer and having a tireless work ethic, the complex logistics of the stud farm are well past his level of competence. Few realize that little of his activity ever yields results.

His worst fear is that someone will take his position away from him. To prevent that, he subtly discredits anyone who threatens to displace him from the spotlight. This trait has led to a deep rift between Sorgin and Bratalin, who is in charge of the training area.

Master Bratalin Haskew is a distant cousin of the guildmaster ostler [Jedes 43]. He trains the war horses for the Baron. His work is undeniably the hallmark of the farm; without his skillful training, the Heavy Kirsta horses would never have achieved regional renown much less demand.

Details of the Baron's stud farm are on page 8.

**6 Letran Arsarl
Villein**

Letran is a mountain of a man. His unending energy allows him to work from dawn until dusk without trouble. He jokes that he has to work as hard as he does because his wife has given him five hungry nolahs for children. He would like to marry his eldest son Rundtran (m, 14) to his cousin's widow, Ketta [Lethyl #17], even though she is almost dozen years older than the lad.

BLIXTH 4

7 Sign of a Horseshoe Smith (Runda Berma) Size: 4 Quality: *** Prices: Avg

Runda does work for the ostlers but easily provides anything that the manor house needs as well. A garrulous man, Runda has more stories than horseshoes in his smithy. He is most famous for being a direct descendent of Jasyn Berma, the famous Black Bandit [q.v., Denwald].

8 Kenyn Faleren Villein

Kenyn sees conspiracies everywhere he looks. He is arguably the village's most intelligent person but his obsession with complicated plots has most people convinced that he is insane. Newcomers and visitors find that Kenyn has one of his eight children tailing them around the area. His wife, a toad-like creature with excessive halitosis, is equally paranoid.

9 Donal Krandar Cottar (Herder)

Like his brother Datren [Hakstyn #21], Donal is witty, talented, and cheerful. He likes working with the manor's animals and he loves moving the cattle from the pasture to the byre for their morning milking.

Last summer, Donal was shocked when Torina Panda [15] danced for him stark naked by the village well one morning. Since then, he has seen it several other times when the weather was warm and the fog thick. Over the last few months of careful investigation, he has determined that Torina really does not remember what she does on those early mornings. He does not know what he will do with this new knowledge, however, but he has started to think of ways to get Torina alone so that they can discuss his ideas.

10 Eämyt Darion Farmer

Eämyt is constantly striving to get more out of life. She feels that her craftsmen relatives have an easier life bossing their workers around than she has as a farmer. Whether this is true or not, she is trying to use her family connections to buy a place in the Clothier's guild. She experiments with a

variety of dyestuffs and will give her best looking pieces as gifts in hopes that the samples will advertise her skill. Her goal is to dye the fabric the Darion clan weaves in Getha. She thinks he might also do piece work for Rolan the Tentmaker [Getha #2].

Eämyt's single-minded drive and her tendency to complain about those that stand in her way have made very unpopular in the village. Only her cousin Bainin [Getha #26] and her brother Larsan [Denwald #G] can bear to listen to her.

11 Caraber Krabel Cottar

His cousin Tonatar [Getha #19] tells most people that Caraber is likely to decorate a crow's cage before he is thirty. A shiftless, lying schemer, Caraber's only talent is in escaping the personal consequences of his many failed escapades. He has little shame in borrowing repeatedly to make up for his ineptitude and feed his starving flock of five children.

12 Taginal Panda Cottar (Hayward)

As he grows older, Taginal grows larger and larger. He is only thirty but he is almost as round as he is tall. His girth makes it difficult to keep up with the reapers during the harvest and his eldest son Tokran takes his place, lest Taginal's heart burst and the family lose the hayward's office.

13 Bredan Loyril Cottar (woodward)

Bredan spends days walking through the manor's forest, collecting wood and whittling. His creations are very artistic and he makes a few pennies selling his figures to passersby.

14 Rinsa Kleve Half-Villein

Although she is a devout Peonian, Rinsa drinks too much and gets into fights. She broke her uncle's nose last year [Getha #45] in a drunken brawl and is no longer welcome at family gatherings. She is wants to join a nunnery to find a cure for her weakness in a lifetime of prayer.

**15 Torina Panda
Half-Villein**

Torina is a cheerful woman. Her husband Doril is the perfect foil for her jokes since he is as dimwitted as she is clever. They constantly amuse those around them and are very popular.

Torina has not realized that she suffers from somnambulism (sleepwalking). This condition seems to affect her most on warm, damp evenings. At these times, she leaves her bed and quietly dances wherever her feet take her. She worries some times when she wakes and finds her feet muddy. Her sister, Deril [Drilen #3], has told her about a wise woman that may be able to cure her ills. Torina is desperately searching for an excuse to go to see the witch without her husband's knowledge.

**16 Sorin Churil
Cottar**

Sorin often wanders in the forest east of Getha Run. He delights in finding things that he can sell to pay for visits to the Hlean temple in Getha.

**17 Kaenyn Awensel
Cottar**

Kaenyn is happy since he embraced Peoni's love. Born a yeoman, he had an argument with his father Tervis [Lethyl #27] and left Lethyl with his family three years ago. Unwilling to face his other relatives, he stopped going to Laranian services as well. He found peace at a Peonian mass last year and has not touched a weapon since.

His wife Sovine does not share his happiness. While she does not pine for Lethyl, she wishes that her husband had chosen to serve as a yeoman rather than scraping by as a cottar bound to the land. She has secretly spoken to her husband's clan head [Hyzevel #4] about fostering the couple's two young sons to become yeomen.

**18 Marai Tolonan
Cottar**

Related to everyone in Wuven, he finds them jobs and helps sell their stuff. He makes his money selling firewood to folks in the village and the manor.

Manor House Inhabitants

Sir Sedris Indama (m, 23) - While other bailiffs would be satisfied to live off the manor's privy purse, Sir Sedris spends money to improve the manor and the lives of its inhabitants. As a result, he is constantly scrabbling for spare pennies to finish one project or other.

Sedris doesn't particularly care for Sir Haradoc or his wife and finds excuses not to visit Hundholt or Getha, preferring to ride to Uldein if he wants to visit the "big city." He is not in a hurry to inherit his family's lands and become Bailiff of Navintas Hundred, being content to tinker with the manor and hunt for now..

Sir Sedris enjoys his cousin Taryn's company (q.v., Sezaze), even though Taryn tirelessly tries to get Sedris in compromising situations with a wide variety of serving wenches and pretty peasant girls. Sedris' inclinations run more to chivalric love and he is currently infatuated with Lady Lenora Narador, wife of Sir Eädir Narador [Jenkald #30]. They met at the Jenkald Chapel, where Sir Sedris usually goes to celebrate Soratir.

Lady Glenyth Blaundar (f, 48) - Although her clan holds Kylelaw from the Indamas, Lady Glenyth's husband died deeply indebted to the Baron and her only son is a wayward drunkard, last seen on his way to Coranan. The Baroness offered her the position of minding the Baron's bachelor nephew two years ago. Reluctant at first, she now views Sedris as the son she wished was her own.

Alspeth Awensel (f, 21) is Lady Glenyth's maid. She has fallen in love with the gentle young man who is the bailiff. She often moons around like a love-struck teenager but has hidden her affection from Sir Sedris. Lady Glenyth has noticed and watches the girl like a hawk.

Sir Sedris' squire is **Korisir Immen** (m, 19). His uncle is the lord of Pethasum, a small manor near Bidow. Since he has few prospects, Korisir often takes every opportunity to cultivate Tonatar Krabel [Getha #19] for the possibility of future employment.

BLIXTH 6

Manor House

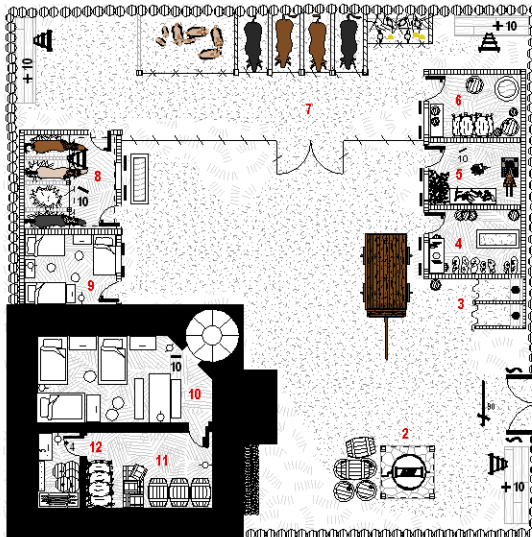
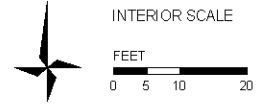
The date of the founding of manor house of Blixth has been lost in the dark passages of time, but it was a thriving Ilviran scriptorium when traders from Azadmere began using the southern loop of the Silver Way to bring their goods into Kaldor. Ancient records describe a short naked, tower as a place to water animals.

Nothing remains of the original monastery. The current manor house dates to the middle of the fourth century tower built by the lords of Getha as a customs post and road house.

1. Gatehouse – An open timber platform guarding the iron-bound oaken gate. The gate and the palisade are new, having been installed by Sedris' predecessor.
2. Well – The proximity of the latrine to the well gives the water a certain smell, but the tower's residents are used to it.
3. Toilets
4. Butcher – Hubisi Andin (m, 20) was chosen to be the manor's bonded salter by his clan. He easily handles the manor's small output of meats but his pickled mushrooms are highly sought after. He spends many hours wandering the forest looking for choice mushrooms and herbs.
5. Smithy – Rordin Berma (m, 61) is the great uncle of the village smith. Nearing his third score of years, he's gotten too old to do a lot of work, but his knowledge is still sought by younger generations. Sedris keeps him on even though the old man has Runda do most of the work. Runda's son Jerlin is Rordin's apprentice but he lives with his family in the village.
6. Ale House – Klasinë makes a passable brew but the poor quality of the manor's well water taints her best efforts. Sedris buys his ales from the Broken Wheel in Hundholt [Hundholt 14] and will not serve anything else to guests.
7. Livestock Pens
8. Stables – The stable houses a Krista warhorse and a Kanir hunter for Sedris and a palfrey for Lady Glenyth. All are from local ostlers.
9. Craftsmen's Quarters – This small snug hut is home to the house's bonded craftsmen and its chamberlain. Rordin sleeps farthest from the door, as befits his seniority. The chamberlain, Kaes Asane (f, 36) sleeps against the opposite wall. Like many in her clan, she has turned to Halea and forsaken pretensions of nobility. She delights in teasing Hubisi Andin with stories of Halian ceremonies. Hubisi's bed is under the window, but he often sleeps in his workroom on cold nights.
10. Servants' Quarters – The family of Kaes Tolonan (m, 46) crowd this damp room. Kaes is the tower's cook. He hails from Wuven and is close to family he has there. His wife, Klasinë (f, 48), bakes and is the alewife. Klasinë was born in Hundholt and makes no secret that she hates going to Wuven. Their two sons, Jerlin (m, 19) and Staet (m, 15), care for the cleanliness of the tower.
11. Store Room – The tower holds few stores and was never designed to withstand a protracted siege. There is little here but aging wine and salt pork.
12. Armoury – Sir Sedris maintains weapons for his small militia here.
13. Great Hall – The manor's inhabitants spend most of their days here, eating and talking. There is little room for much more than the large trestle table. Sir Sedris' squire Korisir Immen sleeps here.
14. Kitchen – This crowded room is redolent with the smell of woodsmoke and herbs. Kaes rules here with a quick wit and a vulgar tongue. He stores his ingredients here because of the dampness in the store room.
15. Lady Glenyth's Quarters – Sir Sedris' keeper and her maid stay here.
16. Sir Sedris' Quarters – Sir Sedris prefers privacy and has filled this room with books, maps, and hunting trophies.
17. The Mews – Staet Tolonan cares for the lord's three hawks, although Lady Glenyth is the one most often using them. A large signal brazier sits here.

BLIXTH MANOR

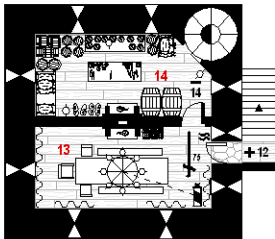
COMMON MAP



Courtyard Legend

1. Main Gate
2. Well
3. Toilets
4. Butcher-Salter
5. Smithy
6. Ale House
7. Livestock Pens
8. Stables
9. Craftsmen's Quarters

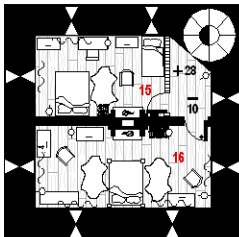
GROUND FLOOR



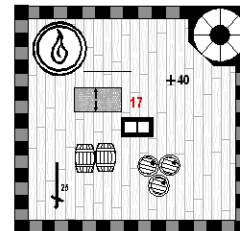
Tower Legend

10. Servants' Quarters
11. Store Room
12. Armoury
13. Great Hall
14. Kitchen
15. Lady's Quarters
16. Lord's Quarters
17. Roof w/ Mews

SECOND FLOOR



THIRD FLOOR



ROOF

BLIXTH 8

The Baron's Stud Farm

The current Baron's grandfather established a stud farm at Blixth to breed and train horses suited for use in the hilly, wooded terrain of eastern Kaldor. Years of careful breeding have successfully developed a unique breed that is growing in popularity.

The farm consumes a great deal of feed and fodder, especially after foaling, and sends factors across the hundred. Local cottar families work around the farm as menial laborers. Teenagers vie for positions as sling-armed guards, keeping the small herd safe from would-be thieves.

Master Bratalin takes four years to train KIRSTA Forest colts as warhorses for medium cavalry. The Order of the Lady of Paladins calls them the "squire's horse" and is the largest customer. The KIRSTA horses are fierce and trained to strike with their front hooves in battle. They are also fond of biting and any stranger caught in range of their sharp teeth may lose a substantial chunk of flesh.

Kanir hunters are sold at three years old. Hunters are trained to jump obstacles encountered during a chase or on a caravan journey. The hunters are the farm's best sellers and are sold to nobles, mercenaries, and merchants throughout eastern Kaldor.

Dobraine palfreys are sold when they are three years old. Journeymen break the palfreys in the summer time and ensure that they respond to bridle commands. The palfreys suffer in comparison with some of the smoother gaited southern breeds.

Once trained, the geldings are sold at the Getha Autumn Fair in Azura. Each year the farm has for sale:

- 2 – 5 war horses (geldings only)
- 2- 5 hunters (geldings and mares)
- 6 – 9 palfreys (geldings and mares)

Glossary:

- Stallion – a male horse at least four years old that is capable of breeding.
- Mare – a female horse at least four years old.
- Foal – a horse that is less than one year old. A male foal is a *colt*. A female is a *filly*.
- Gelding – a castrated male horse.
- Yearling – a horse of either sex that is between one and two years old and has been weaned.

BREED/ Price	Load	S T R	S T R	A G L	E Y E	H R G	S M L	I N T	A U R	W I L	I N I	E N D	M O V	D G E	SKILLS
KIRSTA 600d	320	36	11	11	15	20	18	4	8	10	50	19	38	55	Trample 55/9b, Awareness 72
Kanir 480d	275	32	10	12	16	18	20	4	7	11	55	18	40	60	Trample 60/8b, Awareness 72
Dobraine 360d	240	30	9	13	17	19	19	5	9	12	60	17	45	65	Trample 65/8b, Awareness 72

PRICE: Average selling price of a trained steed. Untrained yearlings would be roughly half price; superb horses could cost double.

LOAD: Weight in pounds (STR x8) the horse may carry *without* encumbrance penalty.

INI: Initiative is equal to SBx5. This assumes the Rider and Steed have trained together. Untrained steeds have an OML of SBx4.

Armor: All horses have natural armor: B4 E3 P1 F3 (except eyes).

BLIXTH 9

BLIXTH

Lord: Sir Sedris Indama

Owes Fealty to: Sheriff of Neph

Acres: 840

LQ: 1.08

Market Day - Second-day of each ten-day

Imports:

Copper, Iron, Tin

Exports

Dogs

Horses

Herbs

H/H (pop)	UF	RF	SF
18 (90)		3	15

Muster	Kts	Yeo	Men
	1	2	0

General Feel

Traffic flows through the village along the Silver Way, rarely stopping as travelers prefer the inns of Getha or the chapter house of Jenkald. Life in the village revolves around the horses raised at the Baron's stud farm.

Business

(* = bonded)

Ostler

Smith

Smith*

Salter*

clan/location

Sermel [5]

Berma [7]

Berma [Manor House 5]

Andin [Manor House 4]

Place of Worship

Religion/location

Public Buildings

VIP

clan/location

B L I X T H 10

Plot Hooks:

Children explore old ruins in the woods.

[2] The local matchmaker

[3] Reeve with a roaming eye for the ladies

[4] Trains performing dogs (terriers)

[5] The Baron's stud farm trains warhorses, hunters, and palfreys. Opportunities for menial labor.

[8] Conspiracy obsessed paranoid spreads rumors and has his children follow strangers.

[9] At work before other wake, he sees the village first in the morning.

[10] Wants to start a dyer's franchise

[13] Creates artistic wood carvings

[14] An alcoholic Peonian, she fights when inebriated.

[15] The lady of the house dances through the village in her sleep. She doesn't remember a thing.

[16] Wanders the forest east of Getha Run, often finds things in the ruins that litter the woods.

[17] Born a yeoman, he has left Larani for Peoni's peace but his wife wants to foster their sons to another yeoman family.

[18] Related to the folks living in Wuven, he is the go-between for finding them jobs and selling their goods.

Manor:

Sir Sedris is carrying on a chaste affair with a lady from Jenkald.

Schedule of Events

Hall moot held on the second Second Day (day 12) of each month.

..Week...	Sir Sedris (Blixth)	Events
Nuzy 1	Blixth	
2		
3		
Peon 1	Lethyl	(3)
2	Blixth	
3		
Kele.1		<i>Wool Fair</i>
2	Getha	<i>Getha Fair</i>
3	Blixth	
Nolu. 1		<i>Tashal Fair</i>
2		
3		
Lara. 1	Olokand	<i>Chelbin Tourney</i>
2	Blixth	
3		
Agra. 1		(2)
2		
3		
Azur. 1		<i>Kiban Fair</i>
2		
3		
Hala. 1		
2		
3	Getha	
Savo. 1	Lethyl	(3)
2	Emerule	(1)
3	Blixth	
Ilvin 1		
2		
3		
Nave.1		
2		
3		
Morg.1		
2		
3		

- (1) The Indama annual boar hunt is hosted at Emerule, a small manor in the western part of the Fethael hundred. Some politics. Lots of hunting.
- (2) As part of his progress around the kingdom, the Serekela attends the mass of St. Orthas' Day at Getha or perhaps (even better) Jenkald.
- (3) All of the Indamas come to Lethyl to celebrate St. Valamin's Day and St. Syrele's Feast. St. Syrele's is considered the start of the family's annual hunt