

LOCATION: Fethael Hundred, Kaldor

STATUS: Manor

GOVERNMENT: Sir Udet Tardally

LIEGE: Serolan of Lethyl Abbey

POPULATION: Village 100; Manor 21

Denwald sits in the center of Fethael Hundred. It is a sleepy village, lining two small tracks that converge at a ford in the Fethryn River. The manor gets some of the traffic bound for Hyzevel but most of the traffic bypasses the manor and goes to Hyzevel through Lethyl or Drilen. Few visitors walk these paths, making Denwald more a place to travel from than to journey to.

HISTORY

Despite Denwald's dull demeanor, the manor has been immersed in mayhem in the past. The Kaldoric Restoration was a turbulent time. Many ancient families fell from favor as politics and loyalties shifted at a moment's notice. The populace had a hard time differentiating between vigilantes and bandits, lords and outlaws, pretenders and paladins.



Tardally - Argent, on a chief gules a lion passant guardant counterchanged

The manor passed to the Tardally clan after the Civil War when Lady Melisane Tebrynë married Sir Orlin Tardally, an ardent supporter of the King. Sir Orlin returned to Oselshire soon after the wedding and was killed by the Pagaelin in 594. The Lady Melisane remained at Denwald until her death in 595.

Their daughter, Lady Milyse, assumed her mother's duties despite being only eighteen years of age. She remained unmarried until her sudden death in 605 TR. The manor then passed to a lesser branch of the Tardally clan and later to the Order of the Spear of Shattered Sorrow in 620 TR.

GOVERNMENT

A vassal of the Serolan of Lethyl, Sir Udet Tardally holds the Manor of Denwald. He is over fond of his drink and is always looking for extra money. He is a shallow man who is constantly trying to attract attention. Although he wears a happy go lucky façade, he is not well liked in the Hundred and is avoided by many of the nobility.

ECONOMICS

The manor is a smaller than average-sized for the Hundred, encompassing only 1,170 acres. The lands have been well managed and are fertile (LQ 1.10). The slope to the west of the village has extensive apple and plum orchards. Pasture for the livestock is north of the village along the Lethyl Road.

CREDITS

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The village also produces flax in the marshy ground along the Omin River. In the fall, the air around the village is rank with the stench of the retting ponds. The village women spend the winter days spinning thread for sale in Getha.

RELIGION

The religious climate of Denwald is similar to the rest of Kaldor. The lord and his family attend Laranian services at the abbey's chapel in Lethyl. The Peonian Ebsathe from Hyzevel visits frequently to conduct services.

CURRENT EVENTS

Denwald is at the center of several vicious family feuds. Two of the largest guilded clans, the Berma and Haral, have engaged in a simmering quarrel for generations but the bad blood only recently erupted into bloodshed with the attack on one of the Berma girls [12].

LOCAL MAP KEY

The manor square is hard packed dirt. Rain flowing off of the manor house motte makes the square a quagmire after hard or prolonged winter rains. The village market is held in the grassy area along the river, just northwest of the motte, because of the danger of thick, cloying mud.

The Village

1 **Torik Drelin** **Cottar**

Torik is the village orchard keeper. Her job involves pruning the trees and guarding against the flocks of birds that try to eat the fruit but she also organizes the fruit harvest and storage. She is gloomy, always complaining that she does not have enough time to complete all of her tasks. Her three children take after their mother, whining and wheedling about how hard their lives are. Few villagers will socialize with the family.

2 **Tolin Ailt** **Yeoman**

Tolin is a tall, heavyset, perpetually sour man. He and his family lead the manor's militia, taking

turns guarding the manor house's gate. Tolin likes to teach archery but his blunt manner intimidates many beginners.

A large wolf savagely attacked Tolin's eldest son, Perig, last month. Although the beast was driven off, Perig lost a lot of blood and lay near death for several days. Afraid that the young man would die, the family transported him to Lethyl Abbey for care and, if need be, burial. Remarkably, Perig has staged an almost complete recovery and Tolin hopes to bring the boy home after the next Soratir. Perig's real situation, however, is that his attacker was Tolval, the reeve of Hakstyn [Hakstyn 3]. At the next full moon, Perig will join Tolval as a werewolf.

3 **Turn Loyril** **Villein**

Over the winter, Turn changed from a morose bumpkin to a mean drunk. He had never been overburdened by intelligence and everyone knew that he was a good brawler but after the son of Drilen's miller [Drilen 2] raped his youngest daughter, Turn became consumed by anger. He blames everyone for the poor girl's misfortune and has already asked Sir Udet's permission to attend the rapist's punishment in Drilen.

4 **Caran Krandar** **Cottar**

Caran is a happy, middle-aged man despite the fact that he stinks of tallow. He collects tallow from the salter's [15] and boils it to make candles. His wife Lara is also a candle maker, spending hour after hour working with the beeswax that she and the children collect from the hives near the orchard. Both of them take their candles to the Abbey, where they are put to use rather than sold.

5 **No Sign** **Metalsmith (Ailo Berma)** **Size: 4 Quality: *** Prices: Avg**

Ailo believes that Halea has blessed his life. His business is very successful, despite being located in a remote manor in a rural area. His wife and children are healthy and beautiful. He often celebrates his good fortune through donations to the Hlean temple in Getha, where he and his

family are devout attendees. The other villagers spread rumors of outlandish sexual practices or deviant personal habits but Ailo discounts the stories as mere jealousy.

While Ailo agrees with his cousin Maldel [10] about the needless feuds with the Haral, he is worried about the clan's "slide from the Golden Handmaiden's grace," as he puts it. He often nags his cousins in Drilen and Hyzevel, chastising them for false piety as they elect to worship Larani to gain favor of the nobility.

Most of Ailo's business is piecework done for his cousins or other smiths in the Hundred. He is especially skilled at making tools. As part of his expanding business, Ailo has agreed to take his cousin's son [Getha #33] as an apprentice.

6 Ragaen Loyril Half-Villein (woodward)

Ragaen's job as woodward takes him far a field and he often stays overnight in the woods. He laughs at the other villagers' fears of foul beasts and forest demons.

7 Moryn Faleren Villein

Moryn spends his time trying to find ways to get his four sons out of his home. He is trying to forge a marriage contract with his distant cousin in Lethyl [Lethyl #18] for his eldest son and has other prospects for the three younger boys.

8 Maranis Oralis Cottar (herder)

Maranis was the village swineherd before he was killed in the autumn of last year. His wife, Inlele found his mauled body in a ditch near the village retting ponds. She will tell anyone who will listen that her husband never went near the ponds, since the place stank and there was nothing for pigs to eat there. Sir Udet has ignored her protests so far, judging that wolves caused Maranis' death. He has not decided whether he will let Inlele keep the swineherd's office or give the position to another villager.

9 Branal Dyren Villein

Branal is looking for a man. His daughter, Ellas [Lethyl #26], was widowed recently and Branal is searching anxiously for her next husband. While he loves his daughter, he does not want her to lose her lands in Lethyl, much less have to move back into his home.

10 Maldel Berma Villein

Maldel works hard and is a successful farmer. He and his wife are among the few in the Berma clan that see no reason to pursue the longstanding feud with the Haral family. Maldel, in his eminently practical way, sees the conflict as "bad for business."

His hard work and loyalty may soon pay off, as Sir Udet is considering granting him a yeoman's fee. Maldel has even begun attending Laranian services with the Lord's family. He will not respond to his cousin's [5] charge that his newfound devotion is the act of a sycophant. Maldel's brother is a man-at-arms in Drilen [Drilen #G] and they often meet at Hakstyn after Soratir to talk.

11 No Sign Miller (Feryn Etine) Size: 2 Quality: * Prices: Avg**

A good conversationalist and an honest person, Feryn is a terrible businesswoman. Her franchise sinks deeper in debt every year as she spends far more than her mill can earn. Recently, she faced facts and asked her wealthier relatives in Getha to bail her out. Her uncle, the miller of Jenkald [Jenkald #22], paid off her debts five years ago but is unlikely to do so again.

12 Orian Berma Villein

When heavy work needs to be done in the village, people get Orian to do it for them. He is easily the largest and strongest man in the village. His willingness to help his friends also means that he is easily the most popular villager, as well.

Unlike his brother Ailo [5] and his cousin Maldel [10], Orian is always ready to defend his

family's honor. Just such an occasion arose in Morgat 719 as his family was traveling back from Sheseneala (Halean mass). They were sharing the road with Jurlis Haral, the innkeeper from Lethyl [Lethyl #15], when Orian thought he overheard Jurlis' son Irkel make an inappropriate remark about Lesa, Orian's eldest daughter (16). Orian demanded an apology. Irkel protested his innocence. The argument escalated until Orian and Jurlis were rolling around in the muddy track. As a result, Jurlis has barred Orian from the Dancing Fish [Lethyl #15]. For his part, Orian has taken to assaulting any member of the Haral clan that enters Denwald and says he will continue to do so until Irkel apologizes.

13 **Tanam Krandar Villein (Reeve)**

Tanam's life is very complicated. Five years ago, Sir Udet had asked for his help in saving some of the manor's produce, essentially hiding food that the villagers needed rather than send it to the Abbey. Viewing his loyalty to his neighbors and his lord as more important than feeding some soft-handed priests, he agreed.

He and his son-in-law [19] hid grain, meat, and other foodstuff in an old sheepfold west of the village, out of sight of the matakea who came from the Abbey to collect the tithes. By hiding the produce before the accounting, the manor's tithes were lower and no one was the wiser. Some of the hoarded food was used in the village. The rest was sold at market to enrich the lord's purse.

Tanam's anxiety has been climbing over the years, as Sir Udet takes more of the hoard to sell and leaves less for the villagers. What started as a noble subterfuge has become simple theft but Tanam feels there is no way to stop.

14 **Doldan Tyun Cottar**

Doldan and his ever-growing brood of children are always sunny and cheerful. He is the village teamster, carting the manor's goods to the Abbey. Some sharp tongues whisper that his frequent trips have more to do with getting away from his wife than with the lord's purse.

15 **No Sign Salter (Dokil Andin)**

Size: 4 Quality: * Prices: Avg**

Dokil spends his days making sausage, cheese, and pickled foods for the Abbey. Since the Abbey does not have a salter of its own, Dokil preserves food from Hakstyn, Jenkald, and Lethyl as well as local produce. He has often commented on the extra cost of bringing empty casks from Lethyl but Sir Udet has not done anything about hiring a woodcrafter. Dokil wants to move his shop to Lethyl [Lethyl #13] but is not sure how to raise the issue to Sir Udet, who is unlikely to welcome the loss of revenue.

16 **Horbin Tyun Villein (Beadle)**

If a beadle is observant and dutiful, he can enrich his lord by collecting fines. If a beadle is like Horbin, however, the villagers are safe to do whatever they will. He is more interested in trout fishing in the Fethryn than in rounding up stray animals or forcing his neighbors to work.

His favorite fishing hole is just north of the ford and he uses the excuse of collecting tolls to wile away the day. He probably could not find the manor's outermost fields but he knows the riverbanks like the back of his own hand.

17 **Daela Tyun Half-Villein**

Daela became Sir Udet's secret mistress over two years ago. Her husband had disappeared. Whether he was killed by a beast or ran away was never established, so Sir Udet took mercy on her when she stood in the Great Hall with her three small children.

A beautiful woman despite the hardships of a peasant's life, Daela did not resist when Sir Udet asked to meet her in his chambers. In fact, she might admit to flirting with him in the interests of securing her future. She has shared his bed since that day and is fiercely loyal to her noble lover.

While she does not care for Lady Borykia, Daela absolutely loathes Chursin (see page 7) and the way his eyes follow her.

**18 Caranë Tolonan
Cottar**

Caranë and her husband are typical cottars, spending most days working for other people while their three children tend to the family's few acres. She earns extra food as the village's alewife. Despite their harsh life, the family is cheerful. Caranë will never hesitate to help someone in need but she is tight-fisted with the family's meager reserve of tarnished pennies.

**19 Malevin Churil
Villein**

The reeve's brother-in-law, Malevin, is involved in the conspiracy to hoard food and cheat the Abbey of its tithes. He uses his cart to take loads of stolen produce to Hyzevel, Hundholt, and Drilen, making sure to sell small lots so word of Denwald's excess is unlikely to find its way to the Serolan.

Unlike Tanam [13], Malevin has no moral problems hoarding food rather than giving it to the priests. He makes sure that the manor's poorer families get a share of the food so no one goes hungry. When Sir Udet wants to sell more food for cash, Malevin simply saves more. The lord gets his money, the peasants get fed, and Malevin even takes some of the cash as his commission.

**20 Raerbith Panda
Cottar**

Standing over 72" tall, Raerbith says that she married her husband, Tarsis, because he was the only man who could look her in the eye. Both are strikingly attractive and very popular

Raerbith works in the orchards and keeps the beehives in good repair. She also collects the honey and the comb for the manor to sell, getting to keep one pound in four for herself.

Tarsis helps when he can but he is usually busy working the flax. This is very labor intensive, as he must pull the green plants rather than cut them. The plants are soaked in the retting ponds and then beaten to separate the fibers.

The Manor

All elevations are given in respect to the well in the courtyard.

A Main Gate

This gate is only locked at night.

B Kennels

Sir Udet keeps three deerhounds in his kennels. These dogs are used for stag hunting and, while not as large or ferocious as Sir Taryn Indama's Altish wolfhounds [q.v., Sezaze], are good hunters. Barel Krandar [D] cares for the beasts as part of his duties.

C Barn

Sir Udet stores only his tithes here. He and the Reeve [13] have the keys. Since this space is small, goods are moved to Lethyl about once a month by Doldan the carter [14]. Rats are a constant problem but Sir Udet can not stand cats to hunt the rodents, preferring to lay out poison.

D Stables

The stables are home to Sir Udet's warhorse, his two hunters, and two palfreys. Barel Krandar the groom sleeps here and resents any female that dares enter his domain.

E Courtyard

The usual trappings of rustic life are found here. The cattle are kept for their milk and cream rather than their meat.

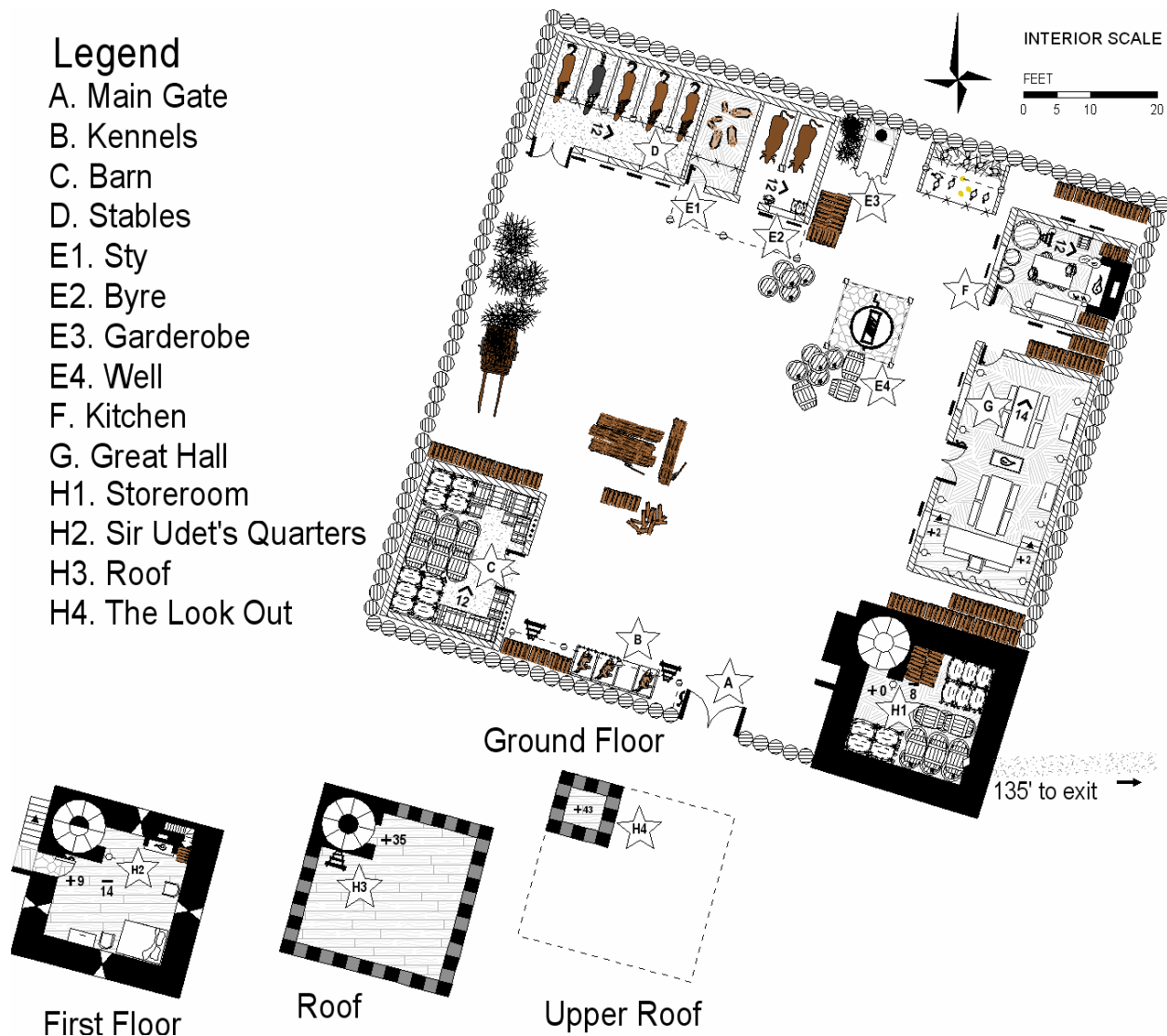
F Kitchen

Yorian Oralis has been the cook for the manor house since Sir Udet was a boy and he reveres the old lady. He often teases her about her cooking but he is the only person allowed to do so. Yorian hires children from the manor as maids and servers but will not let any of them stay overnight.

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Legend

- A. Main Gate
- B. Kennels
- C. Barn
- D. Stables
- E1. Sty
- E2. Byre
- E3. Garderobe
- E4. Well
- F. Kitchen
- G. Great Hall
- H1. Storeroom
- H2. Sir Udet's Quarters
- H3. Roof
- H4. The Look Out



G

Great Hall

Sir Udet's small household barely fills one side of the Hall, making the modest space seem cavernous. Dusty tapestries cover the walls, the memory of the Tardally family's illustrious deeds as faded as the fabric's colors in the rushlight.

H

Manor Tower

H1. Storeroom: The manor house's stores are kept here. Only Lady Borykia and the cook, Yorian Oralis [F], have keys. The walls of this room leak and water drains through a grate in the floor in the southern corner.

H2. Sir Udet's Quarters: Sir Udet and Lady Borykia share this chamber. Sir Udet has explicitly banned his stepson, Chursin, from sleeping here. The boy sleeps in the Great Hall with the servants.

The manor's accounts and Sir Udet's privy purse are stored in the secret niche in the north wall. Sir Udet has not told Lady Borykia of the niche's existence. The cook, Yorian, knows where it is but not how to open it.

H3. Roof: Sir Udet likes to stand on the tower's roof in the evenings and smoke his pipe.

H4. The Look Out: A guard would stand here in times of trouble but no one has mounted a guard here in living memory.

The Manor Inhabitants

Sir Udet Tardally (33) is a jolly man whose love of entertaining often strains his purse. He likes to be the center of attention and never misses a social gathering. His expenses have always been high but a poor crop five years ago led him into debt with the Getha moneylender [Getha #23].

Desperate to repay the loans, he hit upon the plan of hiding some of his manor's produce from the Abbey's overseer. At first, this hoard was used to feed the families of the manor, supplementing stores that he had bought. Even though the loan was paid off, Sir Udet continues hoarding and sells most of what he saves for cash.

In the winter of 718, Sir Udet married Lady Borykia Thestal, a wealthy widow. Once he'd obtained her fortune, however, he wondered if he might have paid too much. Borykia, while a handsome woman, has not been a good wife. Her constant complaining and wheedling drive Sir Udet to distraction. Her son, Chursin, is a fat, buck-toothed little toad who is noteworthy only for his complete inability to stay on a horse. Sir Udet is ashamed to be seen with the boy.

Lady Borykia Tardally (31) (nee Flandagar) married a knight of the Order of the Lady of Paladins when she was only 14 years old. Her husband died in the KIRSTA Forest during the gargûn swarm of 718, leaving her alone with their son Chursin. Her husband had been frugal and left her as well off as might be expected of a paladin's widow. Lady Borykia enjoyed the hustle and bustle of Chapter Houses and, as the wife of a senior melana, had grown accustomed to the flattering attentions of the more junior knights. Married to Sir Udet for the last two years, their relationship is a sham. Last winter, she secretly poisoned his kennel, killing one of the dogs. He suspects her but has not said anything.

Lady Borykia is determined to play the part of the lady of the manor. She sees this role including lots of parties and merrymaking, with her as the hostess. One of her major goals is to expand and redecorate the manor's tower, creating a grander theater in which to set her productions.

Chursin Thestal (16) is Sir Udet's stepson. He has been bullied throughout his childhood, always being the fat, clumsy boy that the others abused. While Chursin will admit he is not happy in Denwald, he will also admit that he did not enjoy living in Jenkald either, where both village gangs tormented him.

Chursin knows that he will never make a good knight. He can barely keep his seat on his palfrey, let alone ride a warhorse at full tilt. He has asked his stepfather to allow him to join the Abbey and study to become a priest. Sir Udet supports this plan but is loathe to part with the gift that he will be required to give the Serolan to take the boy.

Chursin also wants to leave Denwald because he is in love with his stepfather's mistress, Daela Tyun [17]. Knowing that he can never have her eats at his heart. He wants to tell his mother about his stepfather's infidelity but wants to be a safe distance from Sir Udet before he does so.

Farrin Labinas (17) is Sir Udet's squire. He is the grandnephew of the Seneschal of Hakstyn Chapter House. A superb warrior and courtier, Farrin is everything Chursin is not. Rather than persecute the unhappy boy, however, Farrin shields Chursin from bullies and those that would take advantage of him.

Barel Krandar is Sir Udet's kennel master, groom, and general servant. He has a talent for always being within the lord's shouting distance.

Yorian Oralis (52) is the cook and the family's oldest servant.

Kered Loyril helps Yorian in the kitchen and is the manor house's alewife. She lives with her family in the village [3].

The Drelin brothers, **Erlis and Sordis**, do the heavy lifting around the manor house when they are not helping their mother [1].

Larsan Darion is the manor's bonded clothier. She is a devout Haelean but is very circumspect in her devotions when the matakea who visit the manor are around. She sells the manor's thread to her cousin Bainin in Getha [Getha #26] and visits the Haelean temple every ten-day.

THE NOBLE BANDIT

It was not unusual for members of good families to become highwaymen to supplement their. This was the case for Jasyn Berma, a yeoman of Blixth. Jasyn was a dashing young man, a popular farmer by day and a notorious robber by night. He preyed on merchants traveling the Silver Way at the end of the sixth century TR.

At that time, the Lady Milyse Tardally ruled Denwald. One night a black-hooded bandit stopped her as she returned from a trip to Getha. Rather than submit her purse, however, the Lady resisted and fought the highwayman to a standstill. History does not record what happened after Jasyn lowered his sword and introduced himself to the adventurous Lady Milyse but the presence of a pair of black-masked highwaymen on the Silver Way in those years is undisputed. Victims reported that a broad-shouldered swordsman would appear in the road, garrulously chatting while his accomplice collected the loot. The accomplice was described as a boy who carried a long knife.

Lady Milyse and Jasyn Berma preyed on travelers for several years. Tales of vast fortunes in loot circulated along the Silver Way. By day Lady Milyse was the young beautiful lady of Denwald manor. By night, she became a merciless bandit who stopped at nothing, not even murder, to satisfy her demands. She hid in trees and jumped down on her unsuspecting victims. When not hijacking travelers, Lady Milyse hid her disguise in a secret cave near the riverbank, sneaking from Denwald House through a culvert in the tower's cellar.

Their exciting partnership ended tragically when Jasyn Berma was executed for robbing a baggage wagon south of Blixth in 603 TR. Overcome with grief, Milyse terrorized the people of Blixth, burning down homes while their occupants slept and murdering the bailiff on his own doorstep. People traveling or living along the Silver Way feared for their lives.

An ignominious coincidence caused Lady Milyse's demise in 605 TR. A supply wagon

headed for Getha had picked up two pedestrians. The passengers sat amongst the bales and baggage in the back of the wagon. Dusk fell as they passed through Blixth. Lady Milyse, hidden in a copse of trees north of the village, jumped down from a tree and killed the driver without warning. She had not noticed the passengers until they rose from the wagon bed. One of them mortally wounded her before she could escape.

Milyse managed to escape to her manor through her secret passage but died by the drain in her manor's storeroom. Her chamberlain found her body in the morning and quickly surmised from her clothes that she had been the Black Bandit. Rather than risk the scandal, he had Lady Milyse's body redressed by her maid. Claiming that the Lady had been a victim of the Black Bandit, the chamberlain arranged for his mistress to be buried in a plain grave in the woods along the river rather than taking her to the Tardally family vault in Qualdris.

Before the new lord arrived, the loyal chamberlain crawled down the drainage culvert and found the evidence of his lady's banditry. He freed the horse but left the rest, afraid that he might be accused of being the Black Bandit. The manor passed to one of Sir Orlin's cousins and, after the chamberlain died, the hideout and Lady Milyse's secret were forgotten and undiscovered.



Lady Milyse and Jasyn Berma

The Noble Bandit's Hideout

Lady Milyse's hideout is located 135' from the tower at the end of the manor tower's drainage culvert [3]. The culvert is muddy and mossy, its dampness a superb breeding ground for a variety of mosses and fungi. The culvert leads to a cave in the limestone, just short of the riverbank.

Dense, thorny bushes conceal the entrance at the riverbank [1]. It is only noticeable after heavy rains when a rivulet of water drains into the river.

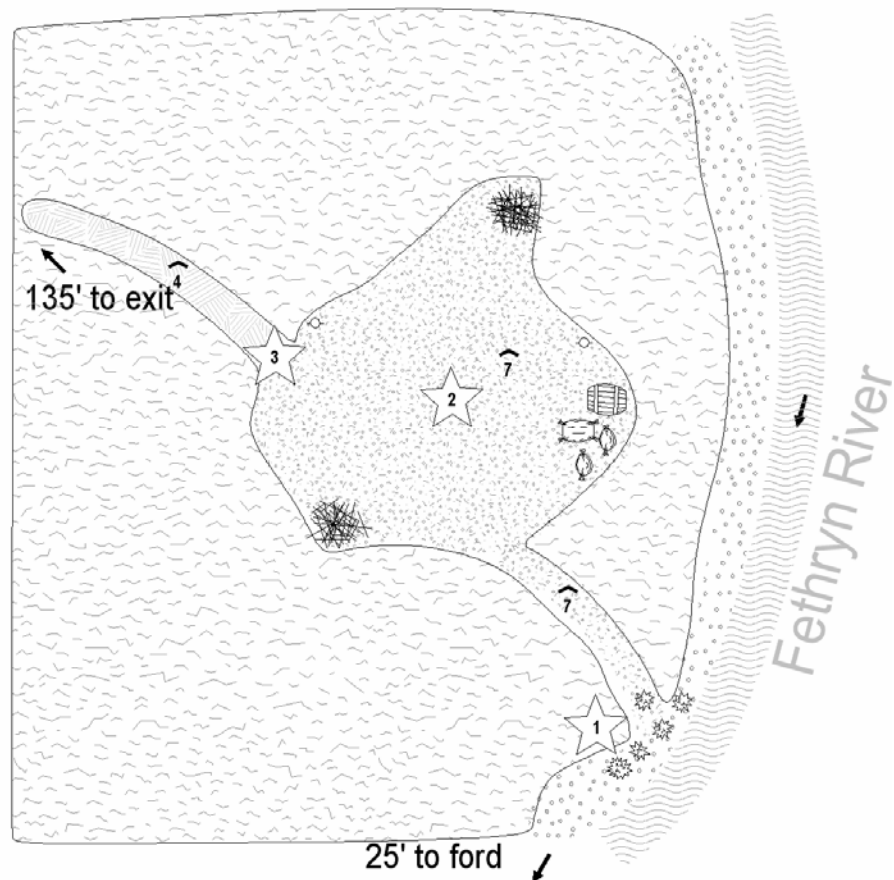
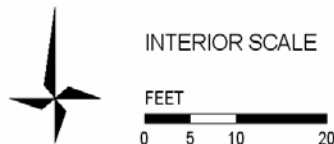
The bandits improved the cave [2] for their own purposes. The floor slopes from north to south and allowed the bandits to stable their horses in secret. A pile of rusted weapons, moldy documents (bearer bonds and letters of credit), and bags of rotten food sprawls against the eastern wall.

A person digging through the pile might find:

- ❑ 60d in old coins.
- ❑ Comb, 10dr, silver with 3 gemstones of Spinel (9, 8, 4 carats)
- ❑ Amulet of Glass on silver chain. Glass in the shape of flowers (+150%) with some slight tinting colour, 9dr, 12oz chain. The Amulet has 2 gemstones; moonstone 5 carats, and Carnelion 6 carats.
- ❑ Ring, 9dr, Gold, inlaid with Amber, +300%
- ❑ Cut Gems;
 - Amber 10carats
 - Jet 15 carats
 - Bloodstone 2 carats
- ❑ Brandy cask, just starting to go bad, if opened to the air it will be good for only a little while.

Legend

1. Entrance
2. The Cave
3. Culvert to the Storeroom



DENWALD 10

ADVENTURE SEEDS

As the PCs travel, they come upon two knights and their retainers arguing over a deer pierced by two arrows. One of the knights is the son of a local lord and the other is the neighboring lord. The two manors have a long-standing but so far simmering dispute. Chance brought them to hunt in the same wood that day.

Sir Shorka Kobarney, heir of Sir Tommas of Hyzevel, wounded a magnificent stag. The stag ran along the river and on to the lands of the manor of Denwald. Sir Udet Tardally saw the deer and brought the beast down but the Kobarneys arrived before he could claim his kill.

The two sides (lords, squires, and 2 woodsmen, each) square off on each side of the carcass as the two nobles sling curses and accusations at each other. After several minutes of shouting, the nobles draw their swords and fight.

Unless the PCs make themselves overtly known, the fight is quick and brutal, resulting in Sir Shorka, his squire, and one of Sir Shorka's woodsmen being cut down. As the gravity of the murder sinks into Sir Udet's mind, he panics and orders his woodsman to finish off Sir Shorka's wounded squire. The two survivors run off.

If the PCs simply walk away, they will hear of a brigand attack that claimed the lives of several Kobarney retainers.

If the PCs try to intervene during the argument or during the fight, the knights will stop fighting and cool down. Both parties insult and threaten the PCs but otherwise things will end peacefully and the deer will be forgotten.

If the PCs search the scene after the survivors have left, they will find Sir Shorka still alive; unconscious and bleeding seriously.

a. Left alone, Shorka will die from his wounds.

b. If the PCs treat his hurts, Shorka will survive. After a few days of rest, he will lead the PCs to his manor where Sir Udet has told everyone that they were attacked by brigands. Sir Tommas will have Sir Udet arrested and send for the Serolan to await trial. The PCs will be forced to remain at Hyzevel as witnesses for a month while the trial is negotiated but will be well treated by the Kobarney family.

c. At the trial, the testimony of the PCs will convict Sir Udet, who will have to pay a large fine. Sir Udet will hold a grudge against the PCs.

d. If the PCs sneak away before the trial, Sir Udet will convince the Serolan that Sir Shorka is lying (either on purpose or hallucinating because of his wounds) and will avoid a fine. A feud between the Kobarneys and the Tardallys will spring up as a result. Sir Tommas will be angry at the PCs and will have them arrested if they ever cross his lands again.





DENWALD 11

DENWALD

Lord: Sir Udet Tardally

Owes Fealty to: Serolan of Lethyl Abbey

Acres: 1,170

LQ: 1.10

Market Day - fourth-day of each ten-day

Imports:

Horses

Copper, Iron, Tin

Salt

Exports

Charcoal

Fruit (Apples & Plums)

Salted beef and pork

Linen thread

H/H (pop)	UF	RF	SF
20 (121)		3	17

Muster	Kts	Yeo	Men
	1	2	0

Business

(* = bonded)

Clothier*

Metalsmith

Miller

Salter

clan/location

Darion/G

Berma/5

Etine/11

Andin/15

Place of Worship

Religion/location

Public Buildings

VIP

clan/location

General Feel

Denwald is a muddy little town where things seem quiet. It is a place that people travel from but few travelers come through.

The old feud between the Berma and Haral clans has re-erupted. Orian Berma [12] claims Irkel Haral {Lethyl #15} insulted his daughter Lesa. Irkel denies this but by the time the argument ended, Orian had bloodied Irkel's nose, blackened Jurlis Haral's eye, and knocked Rena Haral in the mud. This behavior, while undeniably boorish, has stirred up old animosities between the families throughout the Hundred.



Plot Hooks:

[3] Tordai Etine, the son of Drilen's miller, raped his daughter.

[5] Cousin of Getha's smith [Getha #33]. He does not see the point in the Berma-Haral feud.

[8] Swineherd found mauled to death in the woods. The Lord thinks wolves attacked the man but an observant hunter would note that the bites are more human-like.

[9] Daughter is now a widow and he is looking for a match so that she can keep her lands in Lethyl.

[10] Brother is a man-at-arms in Drilen. He does not see the point in the Berma-Haral feud.

[11] His business is failing and his family may refuse to pay his debts.

[12] Has reignited the feud with the Haral clan because on an insult to his daughter. He swears h will thrash every Haral he meets until he gets the apology he is due.

[13, 19] Involved in the lord's plot to hoard the manor's produce.

[17] The lord's willing mistress.

[Manor G] Sells thread to her cousin in Getha [Getha #26]

[Manor H1] The drain in the southern corner of the room leads to an old bandit hideout.

[Manor H2] The relationship between lord and lady is turning vicious and may erupt into violence.

Sir Udet has been cheating on his taxes and is afraid of the Serekela's plans for an audit. He is converting some of his loot and hiding it.

Schedule of Events

Hall moot held on the first Second Day (day 2) of each month.

..Week...	Sir Udet (Denwald)	Events
Nuzy 1	Denwald	
2		
3		
Peon 1	Lethyl	(3)
2	Denwald	
3		
Kele.1		Wool Fair
2	Getha	Getha Fair
3	Denwald	
Nolu. 1		Tashal Fair
2		
3		
Lara. 1		Chelbin Tourney
2	Denwald	
3		
Agra. 1	Jenkald	(2)
2	Denwald	
3		
Azur. 1		Kiban Fair
2		
3		
Hala. 1		
2		
3	Brynd	(4)
Savo. 1	Lethyl	(3)
2		(1)
3	Denwald	
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
- (4) The annual tax recording is done during the end of Halane/beginning of Savor. The Reblenas and Sir Udet make their payments at Lethyl. The Reverend Father then goes to Brynd to pay his taxes.