

**LOCATION:** Fethael Hundred, Kaldor

**STATUS:** Manor

**GOVERNMENT:** Sir Eadwin Lournay

**LIEGE:** Baron of Getha

**POPULATION:** Village 115; Manor 21

**D**rilen is a small but wealthy manor, at least by the standards of Fethael Hundred. The old manor house stands to the north of the village near the fork in the road, with the creek on one side and the common on the other. Aside from the tower, the Peonian chapel is the only other stone structure on the manor.

## GOVERNMENT

Sir Eadwin Lournay holds Drilen Manor from the Baron of Getha. The Lournays have been vassals of the Indamas for many generations and have held Drilen for centuries. Sir Eadwin has been the lord of Drilen and its vassal manors for 24 years. Before he assumed the manor, he had roamed Harn as a member of the Royal High Guard under Torastra and Miginath. His wealth of experience makes him a wise counsel to many in the Shire.



*Lournay – Argent, per chevron azure,  
three talbots guardant counterchanged.*

Sir Eadwin is one of the Baron's confidants and, because of this; Sir Harapa Indama (q.v., Bidow) treats him with more deference and respect than might be expected between an heir and his father's vassal. Sir Harapa is especially attentive to Sir Eadwin's thoughts on governing, preferring to nurture and empower the lower classes rather than direct their actions.

Sir Harapa's brother, Sir Haradoc Indama is the Hundred's Bailiff and he derides Sir Eadwin for the same reasons Harapa respects the old man. Conversations between the old knight and the young Bailiff of the Hundred are cordial but brief. Sir Eadwin knows of Sir Haradoc's ambitions and has reservations about Haradoc's harsh tactics.

Sir Eadwin is a kind and generous lord, often remitting fees to help a needy tenant make ends meet. The peasants view him as a benevolent lord who keeps their best interests close to his heart. His Hall Moot has the same atmosphere as a village picnic. Since few criminal cases are ever heard in Drilen most of the business during the moot involves marriages or births.

## ECONOMICS

Drilen's 1,410 acres lie in the fertile valley (LQ 1.11) between the Chyle Forest and the Omin River. Farms export flax products like cordage, thread, and linseed oil to Getha. Surplus flax seed is used in inks and paints or is pressed into cakes for trail rations for pack animals.

## CREDITS

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# DRILEN 2

The inhabitants have no shortage of meat for sale or personal consumption. Swine, goats, and cattle are the most common livestock. Venison and wild boar are plentiful in the forests south of the manor for the nobles and Sir Eadwin encourages rabbit snaring amongst his peasants.

Drilen manor is widely known for a type of soft, white cheese called *ylina*. Farmers make this creamy delicacy from the milk of their cattle and sell small wheels (1/4 lb.) encased in willow boxes. The cheese travels well but should be eaten within 3 – 4 months or it will harden to an inedible mass.

Hard woods from the nearby forests are used for a wide variety of locally produced commercial products. Oak, pine, and chestnut board timber is exported for use throughout eastern Kaldor. Smaller markets are found providing materials to furniture and cabinet makers.

Furs from the mountains in the Chyle Forest are also exported. Bear fur, which is thick and heavy, is sold for bedding and rugs. Wolf and fox fur are sold for use in clothing. Sable pelts, found in the higher elevations, are sought after for the wealthier customers while rabbit and squirrel adorn the wardrobe of the middle classes.

## RELIGION

The religious climate of Drilen is similar to the rest of Kaldor. Worship of Agrik, Morgath, or Naveh is a capital offence. Other religions are tolerated but not encouraged. Services for Larani are held in the chapel at Hakstyn. Peonian rites are held in the village temple. Most villagers worship Peoni but the craftsmen and their families travel to Getha for Halean services.

## CURRENT EVENTS

The mill was recently burned by Tordai, the miller's son. The boy raped a girl from Denwald and his family refused to pay the fine, meaning that Tordai was due to be flogged by her family. Instead, the lad escaped from the manor's dog kennel [B] (the makeshift jail cell). Seeking revenge on his family for abandoning him to the

law, Tordai set fire to his family's business before escaping into the forest only three days ago.

## LOCAL MAP KEY

### *The Village*

The houses in the village are wattle and daub. Roofs are thatched with reeds found along the Omin River. All of the dwellings are single story and consist of two main areas. The family uses one side of the house as space for cooking and eating. The other side is used as a byre for the animals. Mud and stick chimneys provide a place for heating and cooking. Interior walls, if any, are also wattle and daub.

#### **1 Merkan Enten Cottar (Beadle)**

Merkan tried to drive a bear away from his family's sheep but paid a heavy price. Grievously wounded by the bear's claws, he has lain in a deep sleep for the entire winter. Now, as spring comes to the village, his mother Artirgen [16] has begun trying any old wives' tale in the hope that she can make Merkan wake.

While he lays comatose, his wife and four children struggle to do the spring planting. A favorite in the village, Merkan's family has received some charity but, if Sir Eadwin gives the beadle's office to another, Merkan's family will not be able to pay their fees and might lose their land.

#### **2 Mubel Etine Miller Size: 3 Quality: \*\* Prices: Avg**

People often point out the miller Mubel as a cheerful man and this is not a compliment. The man, they will tell you without lowering their voices, is an idiot. His wife is running his business into the ground and his son is a criminal, but Mubel's smile has never slipped from his face.

Late last winter, Mubel's son Tordai was arrested by Sir Udet of Denwald and charged with raping one of the girls of the village. Sir Eadwin had arranged for the boy to be brought to

Drilen and asked the Miller to pay a token fine to the girl's family.

To the surprise of one and all, Mubel declined and shrugged the matter off. Sir Eadwin, publicly embarrassed, sentenced Tordai to be flogged. Before the sentence could be carried out, the boy escaped and set fire to the mill. He is now an outlaw in the Chyle Forest, south of the manor.

Since the mill is out of commission, Sir Eadwin has had to allow the peasants to purchase quern licenses to grind their own grain. The loss of production capacity has hurt Sir Eadwin's purse the hardest, as the mill also ground flour for farmers in Emerule. Sir Eadwin has given Mubel half of his annual fee back to help rebuild the mill as soon as possible.

### **3 Deril Nelt Half-Villein**

Deril and her husband Nils are the village idiots. Strikingly good-looking, both of them are also lazy and not a little thick between the ears. They are popular throughout the village for their sense of humor.

### **4 Tireal the Harper Yeoman**

Late last winter, a man arrived in the village with two followers. He said that his name was Tireal and introduced his companions as Eäs, his cook, and Syriam, his bodyguard. After a brief interview with Sir Eadwin, he was granted a house and some land, leasing the fields to Koron Oralis [17] to farm while he whiles away his time practicing with a lute. He tells people that he is a wandering harper, searching for inspiration in the quiet village. Few believe him because Tireal can't sing, Eäs is a large, powerful man, and Syriam is a petite woman. No one has had the courage to question his story, however, since Syriam attends militia drill and is competent with a bow.

In truth, Tireal is the proverbial prodigal son. He chose to take his inheritance (his father is the bailiff of Gratima in Navintas Hundred) and see the world. After living hard and fast in Tashal, Burzyn, and Thay for a few years, Tireal exhausted his funds but was unwilling to return

home to his disapproving parents. He wrote to his favorite aunt Tommasina and she invited him to live in Drilen.

Lady Tommasina is actually his great aunt on his father's side (the lord of Sycound is her grandson and Tireal's uncle) but she felt that she should honor her family bond with the young wastrel. On her instructions, he gathered up his few goods and came to Drilen. Lady Tommasina arranged for Tireal to be granted a yeoman's fee for a modest consideration and the lad became the local eccentric in the small community. He is still a bit of a wastrel and a rake but, since Drilen is small and out of the way, there is little trouble for him to get into.

As far as the other villagers are concerned, Tireal's companions are as enigmatic as their master. Eäs is actually a Savoryan Mavari (apprentice Shek P'var,) hiding from his master after a misunderstanding. Syriam was a barmaid in Thay that found young Tireal face down in a gutter and took pity on him. He invited her to live with him in Drilen, but she agreed only on the condition that she wouldn't have to cook. Hence Eäs pretends to be the cook and Syriam plays Tireal's protector. Tireal hopes to hire a real cook soon as Eäs can only make burnt porridge. He has approached Calan Gwynten [5] with the job offer.

### **5 Calan Gwynten Cottar**

Calan and her husband Sciorda came to the village two years ago after surviving the horrors of a gargûn swarm. Since coming to the village, they have been active in the militia and Sciorda often helps with the lord's hunts.

### **6 Sirnan Dyren Half-Villein**

This slim, short woman has the miraculous ability to bring gloom and despair into any room she enters. Sirnan is thankful that Peoni has blessed her with a handsome husband and four rambunctious sons, but she has little time for men that do not do what she tells them. She treats all males like overgrown children who make demands on her precious time and energy.

## **DRILEN 4**

### **7 Senis Awensel Cottar**

Senis is as content as any peasant can be. His wife loves him, his four children (2 girls and 2 boys) are hale and helpful, and his lands are productive. Standing a lean 6 ft. tall, he often finds employment as a beater in the Lord's hunts but is of little use in a fight.

### **8 Landar Haral Cottar (Reeve)**

Landar is dying slowly and is leaving his clan in turmoil. He has resisted his children's pleas to name an heir and the reeve's position, if not the future of the clan, hangs in the balance. If a successor is not named, the family is likely to split into several factions, each quarreling and scheming for power.

### **9 Ornyn Haral Villein**

Ornyn is one of the wealthiest peasants in the village. He is called "Old Ornyn" to differentiate him from his cousin and namesake [21]. An open-handed man, he often makes extravagant loans to poorer peasants in exchange for light labor in his house or fields.

### **10 Karis Nelt Villein**

Karis is a happy old man. His children are all grown, so now he and his wife sit around their cottage and play with the village children while others work in the fields. Karis is the clan head of the Nelts and is a very influential old codger.

### **11 Nazarant Dyren Villein**

Nazarant is scheming to become the Reeve, a position that he sees as a chance for graft and power. He views the Chamberlain (pg 8) as his path to power and sees to it that Sherin is well supplied with the sweets and the meads that old man loves.

### **12 Seskal Haral Villein**

Seskal is Oryn's [9] son and Karis' [10] grandson. He, like his father, is generous to a

fault. A busy, middle-aged man, he devotes a lot of his free time to keeping contact with clan members that have left the village. Built like an oak stump, he is the leader of the village militia and is extremely skilled with a quarterstaff.

### **13 Sereth Loyril Cottar (Woodward)**

A trapper by trade, his family helps farm and works in the household of Ornyn Haral [9]. His daughter Irla (age 15) is carrying on an affair with Ithar Dyren [22]. Her father would kill them both if he ever found out. Since Ithar has promised to leave his wife, Irla would like to marry the big woodsman and move away.

### **14 Daergan Loyril Half-Villein**

The morning the gods handed out beauty, Daergan slept in. Both she and her husband are often unfavorably compared with the south end of a north-bound mule. Her looks aside, she is a tall (70 inches), large (14 stone) woman. Her four children have inherited both her looks and her size. She likes attending militia training but the others avoid her, as she never pulls her blows.

### **15 Gulis the Scarecrow Cottar (Herder)**

Scarecrow Gulis is tall, thin and scatter-brained. His daughter is the village goose girl. After the miller's son abused her, Gulis was ashamed that he wished harm to come to the boy. He is a dedicated Peonian and, now that Tordai has left the manor, Gulis is trying to rebuild peace in his life. Many in the village admire his quiet strength and piety.

### **16 Artirgen Enten Cottar**

Artirgen prays constantly to Peoni but her son Merkan [1] still lies in a coma. She has beseeched the Ebasethe for remedies and medicines to save her son but healing Merkan's hurts are beyond Brother Crarond's skills. The old lady's grief has driven her near madness and the Ebasethe is sure to feel her wrath should Merkan die.

**17 Koron Oralis  
Cottar**

Koron (23) is a man who could be successful as a farmer but prefers to be a criminal instead. He works hard on his farm and now works Tireal's land [4] as well. Despite his material success, Koron loves to feel superior to others and nothing thrills him more than seeing a weaker person beg him for mercy. He sates this thrill as Tordai's [2] accomplice. The pair often creep through the forest at night, sneaking into their neighbor's barns and stealing whatever they thought valuable. Since the local peasants are not a wealthy lot, their loot is usually measured in tools or pelts that the pair resold in Hyzevel or Jenkald.

Although Koron is a grown man, Todai was the undisputed leader. The two made an unusual pair of thugs but Koron enjoyed the excitement of beating up others and taking what he wanted. A thorough-going sociopath, he helped Tordai rape the girl in Denwald. In fact, Koron suggested the idea as a way to divert the young arsonist's lust away from his wife.

Many of the villagers know that Koron is a bad lot but choose to ignore or avoid him rather than start a feud. His wife, having been beaten down since their wedding night, is happiest when Koron is off bothering someone else.

**18 Irdar Loyril  
Half-Villein**

The other villagers count their fingers after shaking hands with Irdar. A tall, good looking, and smooth-talking man, people leave his presence with the nagging feeling that they've been taken advantage of. His wife is a completely gullible tart who is trying hard to have children, sometimes practicing with her neighbors.

**Bredan Darion  
19 Woodcrafter  
Size: 3 Quality: \*\*\* Prices: Avg**

Bredan is a joiner. He makes furniture and boxes. His youngest son is a soldier at Getha Keep [Getha 0-4c]. He is popular in the village but is known to be a bit scatterbrained.

**20 Pulinla Dyren  
Half-Villein**

Pulinla is attractive, intelligent, and rich. She has charmed everyone in the village, including Sir Eadwin. She and her husband have set wolf traps, pits with stakes at the bottom, around the pastures and fallow fields by license from the lord. The bounties they collect from the wolf pelts, some 80d so far, are saved under a floorboard in their bedroom.

**21 Ornyn Haral  
Villein**

Young Ornyn is a hard working young man, eager to make his way up in the world and not afraid to call on family connections to help him on his way. He is called "Young Ornyn" to differentiate him from his cousin [9].

**22 Ithar Dyren  
Half-Villein**

Ithar (age 19) is a poacher. A large, active man, he intimidates other people easily despite his youth. He and his wife are constantly bickering. After they have a fight, he usually goes looking for solace in Sereth Loyril's house [13].

**23 Father Crarond (Ebasethe)  
Chapel of Peoni**

Crarond is the Ebasethe (priest) of the manor's Peonian chapel. He also ministers and preaches in Hakstyn and Jenkald as well. He is always looking for donations and is apt to accost prospective donors. Even though he is as big and burly as any of the knights in the Hundred, he refrains from physical violence of any sort. He prefers riddle contests to best opponents that fail to be swayed by his glib tongue.

**24 Husanë Asaka  
Charcoaler  
Size: 2 Quality: \*\* Prices: Avg**

Husanë is stooped and weather worn, as if life has washed away any humor and vitality he might have had. His business depends on the weather and his drinking. He has seen signs of bandits in the forest and has been trying to find a way to turn this knowledge to his profit.

# DRILEN 6

## *The Manor House*

The old fortification has stood guard over the river for years. The tower was rebuilt in stone over 100 years ago but the buildings in the courtyard have been torn down and renovated at least once or twice a decade, depending on weather and fire.

### **A**      **The Gatehouse**

A1. One of the lord's men at arms stands here guarding the gate during the day but the gate is closed at night. The drawbridge hasn't been raised in years.

### **B**      **The Kennels and Mews**

One of Ketta Charlirien's (see pg. 8) duties is to care for Sir Eadwin's falcons. Ketta has turned the Beadle's son, Chelbai [1], into a decent falconer. If the boy's family can spare him from the fields, Ketta plans to train him to take over the mews permanently.

### **C**      **The Tithe Barn**

Taxes, usually paid in kind, are stored here. Only Sir Eadwin and the Chamberlain, Sherin Asane, have keys to this building.

### **D**      **The Smithy**

Chargin Ailt is the manor's only bonded craftsman. His family is wealthy enough that he could purchase a franchise elsewhere but he loves Fethael and would rather work in Drilen than leave for parts unknown.

### **E**      **The Stable**

E1. Stable: Sir Wogan's warhorse is here, beside the family's four hunters and Lady Tommasina's palfrey. Sir Eadwin is proud of his horses and is quick to criticize the groom, Selshen Loyril, for any problems.

E2. The Smith's Chamber: Chargin Ailt and his family live here. Chargin's forge [D] is the only smithy in the area and does a brisk business.

E3. The Brewhouse is where Aitta works. Whenever she has a batch ready for consumption, she hangs a bunch of broom straw over her doorway.

E4. The Latrine

### **F**      **The Kitchen**

The kitchen staff sleeps here, leaving the Great Hall to the others. In addition to her brewing, Kirian Ailt, cares for the manor's ducks and chickens in the yard behind the kitchen.

### **G**      **The Great Hall**

The manor house's staff and servants live and eat here. The general rule is that the higher ranking servants sleep closer to the fireplace. Ketta, the huntsman, proudly takes his place directly in front of the fire every evening. This room is a lively place, full of sounds and smells of life. Sir Eadwin usually takes his meals here with his wife and children. The tapestry at the eastern end of the hall shows the Baron of Getha granting the lands of Drilen, Emerule, and Ominstru to the Lournay clan. The tapestry on the western end depicts Larani and her court.

### **H**      **The Tower**

H1. The Storeroom and Armory: Here is where Sir Eadwin keeps the manor's daily necessities. The western end holds the militia's weapons and salted rations. Sir Wogon is responsible for the militia. He rotates the ration stores annually.

H2. The Heir's Chamber: Sir Wogon and his family sleep in this room. His tapestry shows a hunting scene.

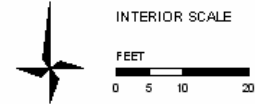
H3. The Lord's Chambers belong to Sir Eadwin, his wife, and their servants.

H4. Lady Tommasina uses the roof as a solar during nice weather.

H5. Look out tower.

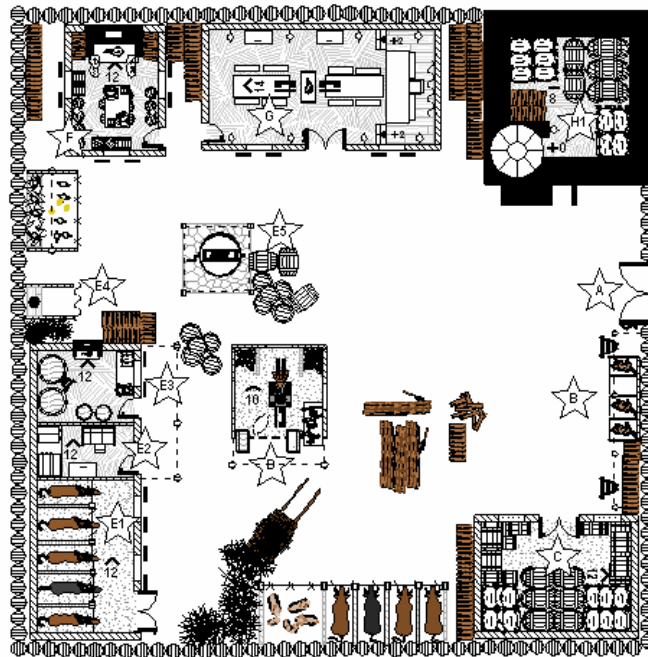
## DRILEN

COMMON MAP

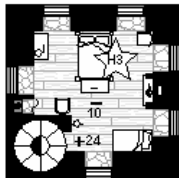


### Legend

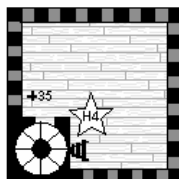
- A. Main Gate
- B. Kennels
- C. Barn
- D. Blacksmith
- E1. Stables
- E2. Smith's Quarters
- E3. Brewery
- E4. Garderobe
- E5. Well
- F. Kitchen
- G. Great Hall
- H1. Storeroom
- H2. Sir Worgon's Quarters
- H3. Sir Eadwin's Quarters
- H4. Roof
- H5. The Look Out



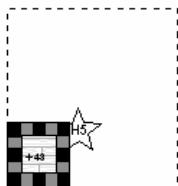
Ground Floor



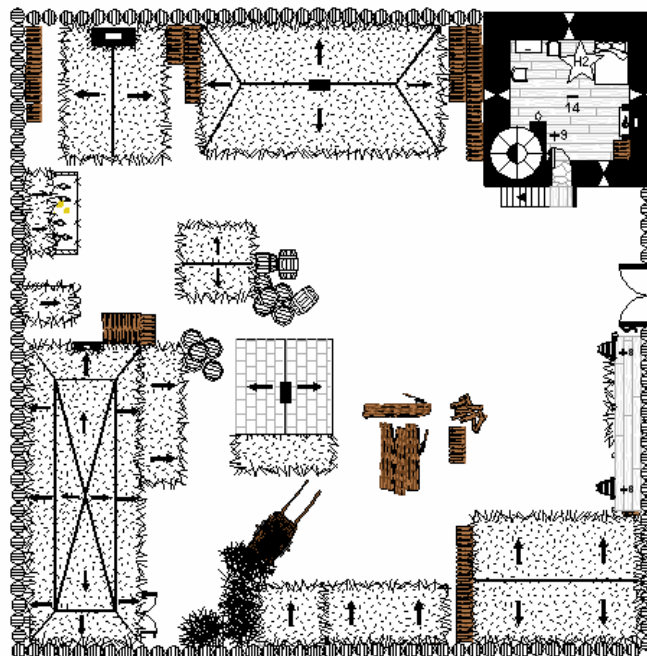
Second Floor



Roof



Upper Roof



First Floor

## *The Manor Household*

**Sir Eadwin Lournay** is a 65 year old, grandfatherly knight of the realm. He is the lord of Drilen and clan head of the Lournay. He has worked for his entire life to increase the land and the prestige for his family. They have served the Indama clan as knights and soldiers for generations and Sir Eadwin feels that the best path is to continue to do so.

Sir Eadwin was born in 655 to the junior branch of the Lournay clan. Eadwin squired at Getha before receiving a position in the Royal High Guard. As a young man, Sir Eadwin rode in King Torastra's bloody wars and later guarded King Miginath's royal progress. He was raising a family in Tashal when Fate intervened.

While Sir Eadwin served the King, his cousin Aelmere was lost while hunting in the Chyle Forest. Aelmere was the Lournay heir and bailiff of Emerule. Eadwin was recalled from royal service and became lord of Drilen upon the clanhead's death

Eadwin's first act was to appoint his brother Marby as bailiff of Emerule. Eadwin has been a good lord. His son and heir Worgan administers the manor while Sir Eadwin looks out for the family's interests in Getha, Hundholt, and Tashal. He is embarrassed by the banditry of a fellow noble but is more humiliated by his inability to bring the bandits to justice. The appearance of Gladyk Onaret and his band of outlaws (q.v., Getha 24-25 and Emerule 2) has given him the excuse to request assistance from the Baron without completely admitting his shortcomings.

Sir Eadwin is of medium height and build. Since his lack of size impaired his performance as a jousting knight, he devoted his energies and great skill to becoming a consummate diplomat, warrior, and hunter. He wishes that Gladyk had asked him for guidance before turning to outlawry, but now he would deliver the bandit chief to his liege, the Baron, in shackles for the ultimate punishment.

**Lady Tommasina Lournay**, nee Kressenta, is 67 years old and still beautiful, witty, and charming. Lady Tommasina treats every child of the clan as if he or she were her own. She often requires younger daughters of the clan to wait upon her before they leave to become ladies-in-waiting at other, grander houses.

## **Inhabitants of the Great Hall**

Huntsman **Ketta Charlirien** (male, 36) is a dashing, middle aged knight. He has hopes of landing a wealthy widow at one of the fairs. He cuts a swath at regional jousts and can be quite the courtier. Although he has the skills, and indeed has been trained as a knight, he lacks the funds for a knight's upkeep and hopes that Sir Eadwin will leave him the money as a bequest.

The Chamberlain, **Sherin Asane** (male, 53), is a member of a minor, non-landholding noble family of eastern Nephshire. His capacity for remembering facts and figures is astonishing.

The manor employs three men at arms. Each is armed as light infantry and takes turns guarding the bailey gate. When called upon for fairs and tournaments, these soldiers also act as horseholders and bodyguards. **Latin Berma** (male, 46) is the eldest and the leader. He is related to the innkeeper in Getha [Getha 35]. His distant cousin, **Meren Berma** (male, 44) is from the Denwald branch of the clan. **Burevis Haral** (male, 40) is called the Bull, both for his size and his quick temper. He is related to the Hundred's traveling peddler [Getha 27] and was a caravan guard for years before finding employment in Drilen.

## **Inhabitants of the Manor House**

**Sir Worgan Lournay**, Sir Eadwin's eldest son. At 43, he has seen much of Melderyn as a tournament knight and caravan guard. He isn't in a great hurry to inherit the manor, being happy to attend the odd regional tournament as a marshal. His daughter Pelycia is a lady-in-waiting at Getha keep [Getha page 27] and is the joy of his wife's life.

**Lady Lirain Lournay**, nee Ieald, (age 40), Sir Worgan's wife, carps about being at her mother-in-law's beck and call but she is Lady Tommasina's closest friend.

**Gesel Lournay** (age 14) is Sir Eadwin's youngest grand-daughter and will soon go to Bidow as a lady in waiting.

**Habar Lournay** (age 12), is Sir Eadwin's youngest grandson. He doesn't want to leave home to start training as a squire and is spoiled by his mother.

Sir Eadwin's squire is **Hanis Haunty** (age 18), son of Sir Falstan Haunty, Lord of Ominstru. Hanis stands in his father's shadow in every way. He is slender, quiet, and timid. The other residents call him "the Mouse." Sir Eadwin despairs about the boy and has arranged a place for him with the Holy Oak College of Heralds in Tashal.

**Selshen Loyril** (male, age 20) is Sir Eadwin's groom and the closest person Drilen (or indeed any manor west of Haksytn) has to a trained ostler. Selshen is very good with horses but refuses to work with mules.

Lady Tommasina's maid is **Uldin Enten**. Uldin (age 32) was widowed almost 10 years ago and is the Beadle's sister.

**Sildain Kleve** (age 59) is Sir Eadwin's man servant, a position he has held since he was 15. Sildain is considered the manor's historian and can even read.

**Shinaer Oralis**, (male, age 46) cares for the kennels. When he is not working with the dogs, he is supposed to be busy with repairs and cleaning but always seems to find time to sleep in the store room. Sinaer took a bribe from his cousin Koron [17] to leave the kennel's latch undone so that Tordai could escape.

## Inhabitants of the Manor Kitchen

**Milan Astal** (male, freeman, age 36) is the cook. He has been enjoying Kirian's favors for years but has never bothered to ask her to marry him.

The Alewife **Kirian Ailt** (female, spinster, age 36) is completely in love with Milan but, after sharing his bed for almost 20 years without issue, is convinced that she is barren.

The baker **Krod Haral** (male, age 44) is ugly as sin but has a great sense of humor. He is constantly teasing Milan about taking Kirian away from the reluctant cook.

## Inhabitants of the Manor Bailey

Metalsmith **Chargin Ailt** (male, age 39), is related to the litigant in Hundholt. He thinks Jorisi Ailt [Hundholt 13] is a stuck up cow and left Hundholt to get away from her. He is so distantly related to the alewife, he does not bother to call her kin, although he would assist her if she asked. His eldest son (he has four ranging in age from 4 to 14) helps him in the smithy. His wife works in the kitchens with Krod Panda.

## ADVENTURE HOOKS

### *Vengeance shall be mine!*<sup>1</sup>

The mill at Drilen is still smouldering. Sir Eadwin Lournay and some of his retainers (or maybe his brother, the special bailiff from Hundholt) are going into the Chyle Forest after the bandits. The group meets them on the road or in the village. Sir Eadwin calls on the PCs to accompany him. His woodsmen have tracked the bandits to a camp several miles into the hilly forests. His plan is to either assault the camp, have the PCs sneak into camp and capture the leader of the bandits, or masquerade as bandits and join the bandit group. Sir Eadwin offers to split the 500d bounty with them. The bandit leader is wanted dead or alive.

- 1) If the PCs refuse, Sir Eadwin will call them cowards but not hinder them. They will later learn that Sir Eadwin and his companion are being held captive for ransom – which could be used to revisit this encounter.

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<sup>1</sup> Inspired by Harn Encounter 7 in 101 Harn Encounters by Aaron Kavli, Lythia.com

# DRILEN 10

- 2) If the PCs agree to an assault, Sir Eadwin will lead the assault. The party must overcome a group of about 10 bandits (see Bandits of Chyle for the composition of the bandit group.) While lightly armed and poorly fed, the bandits are crafty and skilled at arms.
- 3) If the PCs try to sneak into camp, they will have a hard time sneaking past the guards, who are relaxed but not stupid.
- 4) If the PCs attempt to hire on to the gang, they will have to convince the bandits they are really interested (prosperous looking PCs will not be believed). Sooner or later, they will get the chance to get alone with their prey.
- 5) If the PCs manage to get the brigand or his head, Sir Eadwin will escort them to Getha to collect their reward. Sir Eadwin will split the reward as promised.

## *A Disturbing Letter<sup>2</sup>*

The PCs happen upon a grievously wounded knight east of Drilen. He is sprawled against a tree, bleeding from several wounds. His horse lies dead nearby, impaled by two spears. The corpses of four, conspicuously unidentified, soldiers litter the small clearing. Although mortally wounded, the knight has made his attackers pay dearly.

The knight weakly motions to the PCs. He paws at a pouch on his belt and charges them to deliver a letter of the gravest sensitivity to the Baron of Getha. He finishes with, "Deliver it or she will die. Fail and I shall collect from beyond, I swear my soul to it!" The exertion causes the knight to lapse into unconsciousness and he succumbs to his wounds several minutes later.

In the pouch is a letter from Lady Erila Kobarney (q.v., Hyzevel), to the Bailiff of the Hundred, Sir Haradoc Indama (q.v., Hundholt). In the letter, the lady pleads to be released from their affair and threatens to do herself some unspecified harm in her despair. Alternatively, the letter has plans for Lady Erila to run away from Hyzevel to join Sir Haradoc permanently, at the GM's discretion.

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<sup>2</sup> Inspired by Harn Encounter 9 in 101 Harn Encounters by Aaron Kavli, Lythia.com

- 1) If the PCs do not deliver the message, they will hear about the Lady following through on the course of action she described in the letter.
- 2) If the PCs take the letter to Sir Haradoc, he will arrange a meeting east of Hundholt. At the meeting, the PCs will be given a 1000d promissory note for their silence. Sir Haradoc's warders will then ambush them. If the PCs manage to escape, they will find that the note is worthless, bearing the name of a fictitious usurer and an obviously forged seal.
- 3) If the PCs make their way to Getha keep and demand an audience with the Baron, they will have to wait at least a week before meeting the Baron or the Constable, though they will not know how long it will actually take.
  - a. A page in the Baron's livery summons them to an audience in the Baron's Hall [Getha Keep, 2-1]. If the PCs follow the page, the garrison will ambush them (Sir Chimin will not be there). Assuming the PCs survive, they will be incarcerated in the basement of the keep. The Baron will get the note and announce his intention to try the PCs for sedition.
  - b. While the PCs languish in the cells, they hear word of the knight's death. The keep buzzes with the news and the baron is unavailable for some time. Upon his return, the PCs are released without apology. The Constable remarks that it is best they leave the Shire, if not the kingdom.
- 4) If the PCs speak of the letter discreetly to Sir Eadwin, they will be granted an audience with the Baron. If the PCs can convince the baron they had nothing to do with his knight's death (easily done by presenting the note), he will give his thanks and a reward of 50d each. Later, the PCs hear rumors of the Baron visiting Hundholt and Sir Haradoc's sudden (and surprising) devotion to the Laranian Rites of Contrition in the Keep's Chapel.
- 5) If the PCs approach the Sir Tommas Kobarney with the letter, he will arrange a meeting west of Hyzevel and ambush them. Survivors will hear of raids on Hundholt soon after. They should realize that the Kobarneys will hunt them, as they know Lady Erila's shameful secret.



# DRILEN 11

## DRILEN

**Lord:** Sir Eadwin Lournay

**Owes Fealty to:** Baron of Getha

**Acres:** 1,410

**LQ:** 1.11

**Market Day** - \_\_\_\_ Sixth-day of each ten-day

### Imports:

Horses

Copper, Iron

Salt

### Exports

Charcoal

Lumber (Oak, pine, & Chestnut)

Fur

Cheese (ylina)

Flax oil & seed

### Business

(\* = bonded)

Charcoaler

Metalsmith

Miller

Wood-crafter

### clan/location

Asaka [24]

Ailt\*

Etine [2]

Darion [19]

### Place of Worship

### Religion/location

Peoni [23]

### Public Buildings

H/H (pop)	UF	RF	SF
23 (115)		3	20

Muster	Kts	Yeo	Men
	1	3	5

### VIP

Clanhead

### clan/location

Nelt [10]

## General Feel

Happy little town shattered by a recent tragedy.

The lord is an "old school," chivalrous knight who is widely respected.



## Plot Hooks:

[1] [16] Peasant mauled by a bear and lies dying. His mother is desperate to cure him and is likely to take revenge against the Ebasethe if he does not survive.

[2] Tordai the Miller's son is an escaped rapist. On his way out of town, he set fire to his father's mill.

[4] Tirael is not who he claims to be. He is more closely connected to the Manor house than most would believe. His two servants are, likewise, more than they appear to be.

[8] Reeve is dying without naming an heir.

[13] Daughter is carrying on an affair with a married man [22].

[17] Full time thug and petty criminal, he is in contact with the Chyle Forest bandits.

## Schedule of Events

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

..Week...	Baron Indama	Events
Nuzy 1	Drilen	
2		
3		
Peon 1	Lethyl	(3)
2	Drilen	
3		
Kele.1		<i>Wool Fair</i>
2	Getha	<i>Getha Fair</i>
3	Drilen	
Nolu. 1		<i>Tashal Fair</i>
2		
3	Tashal	
Lara. 1	Olokand	<i>Chelbin Tourney</i>
2	Tashal	
3	Kiban	
Agra. 1	Jenkald	(2)
2	Drilen	
3		
Azur. 1		<i>Kiban Fair</i>
2		
3		
Hala. 1		
2		
3	Getha	(4)
Savo. 1	Lethyl	(3)
2	Emerule	(1)
3	Drilen	
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. Lords like Sir Eadwin meet with their vassals and then all proceed to Getha to meet with the Baron