

LOCATION: Fethael Hundred, Kaldor
STATUS: Manor
GOVERNMENT: Sir Talnin Dolastar
LIEGE: Sir Tommas Kobarney (Hyzevel)
POPULATION: Village 150; Manor 21

The Lethyl road enters the manor from the east and climbs the slope, through the gaggle of thatched houses, to the square stone tower. Streams and creeks criss-cross the area. The village is divided to some extent by the Nolan River, but most peasants have built stout, comfortable crofts on the northern side of the river. The tower stands inside a tall palisade on the southern side of the river.

HISTORY

Elmeze was founded in 173 TR by Börne Asan, a vassal of Ebryn Kobarney (q.v., Hyzevel and Knights of Kaldor). The first manor house was little more than a rough wooden palisade and a simple hall atop the low granite outcroppings on the western side of the Nolan River. The original settlers were made up of hardy Jarin stock drawn from the frontier manors of Kirsta Forest.



Dolastar: Argent, a bordure and gryphon guardant vert.

Sainted by the Laranian Church for his piety and chivalry during the Migration Wars, Saint Börne returned to Elmeze a wounded and troubled man (q.v., Helm of Börne). When he died in 181, the manor passed to his cousins, the Asane clan.

Despite its rather remote setting, Elmeze was ravaged by Kaldor's turbulent spasms of civil war. The wooden tower was burned and rebuilt in 371 and again in 425. After the wooden tower was burned in 435, the Asane clan constructed a short stone tower in its place, which stood guard over the growing village for decades.

For almost 500 years, the bailiff's office passed from the Asane back to the Kobarneys as marriages and deaths blurred the division between the lords and their vassals. Throughout these years, Elmeze became the home of the Asane clan and the seat of its clanhead. Their comfortable position came to an abrupt end in 673.

King Torastra called an army to help him fight the Salt War in 672. This muster stripped the manors of the kingdom of their fighting strength. The Asane and Kobarneys, in particular, volunteered their knights and retainers for the Baron of Uldien's retinue. Bandits and raiders flourished, as predators will, and the western Hundred suffered.

CREDITS

WRITER

Joe Adams

MAPS

George Kelln

HERALDRY

Matthias Janssen

CONTRIBUTORS

Dan Bell, Brian McNeilly
Matt Marsicek, &
Allan Prewett



ELMEZE 2

Trees were still in bud at the beginning of spring of 673TR when a great force of brigands appeared out of the Kirsta Forest and attacked at dawn. Eye witnesses such as Hirl Enten [28] spin stories of how the raiders threw fire and drove wind with glowing whips. The old stone tower was no match for the eldritch flames and it toppled into a smoking heap before the sun had cleared the tree tops.

The Kobarneys were alarmed by the threat on their northern flank. The clan head, Lady Galswinth, blamed the bailiff of Elmeze, Sir Ioan Asane, for the loss of the tower and publicly humiliated him by dismissing him. The shame killed Sir Ioan, whose heart burst the same night he was stripped of his office.

In his place, she installed Sir Hannin Dolastar in the summer of 673. A champion joustier and an aggressive melee fighter, Sir Hannin was rumored to be Lady Glaswinth's lover after the death of her husband. In any event, she quickly arranged for his family to be installed in Elmeze.

Sir Hannin took the manor by storm. He convinced the Baron of Uldien to construct a £10 Tower (q.v., Chewintin) at Elmeze. Sir Hannin's celebrity also helped gain the Sheriff's required endorsement for the fortification. The naked tower was completed in 678 on the northern side of the Nolan River to provide better protection from the threats of the Forest.

Hannin continued to improve the manor throughout his life. He used his connections in Tashal to market Elmeze's smooth, dry plum wine. In addition to the craftsmen he bonded to the manor, he added a palisade and some outbuildings to the tower in 687TR. By his death in 693, Hannin had not only rebuilt the manor's defense but had restored its economic lifeblood.

Sir Talnin married Elisandra Kobarney in 675TR but continued to live in his family's home in Tashal's Medrik district until his brother Arond's untimely death in 686. Moving to Elmeze, Sir Talnin continued to indulge his passion for jousting and chivalric sports by sponsoring some tourney knights [34].

GOVERNMENT

Sir Talnin Dolastar holds Elmeze in fief from his brother-in-law, Sir Tommas Kobarney of Hyzevel. He leaves most of the day to day operation of his lands to his reeve Tezed Panda [6], but is scrupulous in reviewing the accounts. While the reeve finds Sir Talnin's attention to detail burdensome, the frequent suggestions and interference from Sir Talnin's son-in-law, Sir Zunart Lartyne [D3] drive him to distraction.

ECONOMICS

The manor itself is one of the largest in Fethael Hundred, holding 1,890 acres. It is well managed and fertile (LQ 1.12). The market is small and very local because of the village's location off the main road. Varybis the Peddler [Getha 27] does not come to the manor but delivers goods at the crossroads of the Hyzevel road.

The manor is known for its fertile, open meadows and good water. Beef cattle graze in the forest meadows north and west of the village. The animals are rounded up every Nulus and driven to Hyzevel for the Festival of Saint Ebryn (q.v., Hyzevel).

Sir Talnin's agent, Tonatar Krabel [Getha 19], promotes the manor's produce from Uldien to Tashal. Plums and apples come from the manor's orchards. The plum wine made from this manor is coveted in Tashal as a dessert wine.

RELIGION

Worship of Agrik, Morgath and Naveh is punishable by death. Other religions are viewed as oddities, as the locals have never seen the like. The lord and his family travel to Hyzevel for services in the Laranian chapel. Peonians celebrate services in the small chapel that stands near the river bridge [24].

The craftsmen working on the tower's expansion have asked Sir Talnin's permission to celebrate Shesneala, a Hanean mass, in Elmeze in the near future. Given the amount of money he was forced to borrow from the Hanean church for the expansion, he is hardly in a position to refuse.

CURRENT EVENTS

The village herds have always suffered from small scale rustling but cattle raiders have become bolder in the last few years. The herdsman [22] frets because mature animals are being stolen despite his best efforts, each representing a huge financial loss to the manor.

After several years of delicate family negotiations, Sir Talnin formally asked Sir Tommas for permission to expand the manor house with an additional tower. Not only does Sir Talnin dislike having to supplicate to his wife's family, he is also very thrifty. It is only at his wife's insistence that he is even considering spending money for labor, materials, and the gifts necessary to gain the royal approvals.

Villagers are abuzz with the news that priestesses from the Hlean temple in Getha are planning on visiting the village as they travel through the Hundred. The event has people debating whether the festival will be a show of rampant lewdness, an exploration of religious beliefs, or a welcome diversion from their dull routine.

LOCAL MAP KEY

The village has a bridge over the Nolan River but, since few visitors come this far down the road, the lords of Elmeze have never found it worth their time to collect tolls at the bridge

The Village

Half-timbered cottages are scattered around the village, their thatch or shingle roofs small patches of color amidst the green meadows. Cattle byres are north and west of the village, their locations offering better access to the pastures.

Elmeze is the site of many springs and small streams. The bridge across the Nolan is not very convenient for farmers, so most people jump the smaller waterways and wade through the others. "Just keep your feet dry" is the way local mothers tell their children to take their time and be patient.

**1 Colinë Enten
Villein**

Colinë hires Atryn Panda and his children [8] to work his fields and tend his fruit trees. A devout Peonian, Colinë is an old man who lives alone and is happy to spend his remaining days tending his wife's grave and drinking Lidal Panda's ale [12]. The two widowers pass the days together fishing and telling stories to the children.

**2 Thendin Awensel
Yeoman**

Thendin works hard to be a good example of a yeoman. His handsome, six-foot frame carries 14 stone of muscle hardened by daily weapons drill and a life of farming. He embodies the Laranian virtues of thrift, duty, and honor. Despite his good qualities, he is unpopular among the other farmers because of his habit of taking charge and ordering them around.

**3 Saunë Panda
Villein**

Saunë is one of the wealthiest peasants in the village. His two sons are of marriageable age and he has taken the remarkable step of asking Sir Talnin to permit his boys to assart land of their own rather than divide his current holding.

**4 Datren Trysemet
Half-Villein**

Datren and his wife Lyrria are the village healers. His brother is an ostler [Hakstyn #6]. While Lyrria's gifts are strictly mundane, Datren's abilities are different. A higher than average number of the Trysemet clan possess psionic powers, but none are more gifted than Datren.

Uldien wishes he did not have the gift of precognition, calling it a curse. He sees flashes or murky scenes of people's future upon contact. Because of this, he rarely touches other people. He especially avoids Tyban Evalyr [23], sensing evil around the farmer.

The lack of physical contact has worn on Lyrria over the years. She loves her husband but has occasionally sought comfort with others. She is currently enamored with the Peonian Ebasethe, Jisen Gwyffid [24]. She discovered a secret about

ELMEZE 4

the priest during a visit to Getha but has yet to use this information to force the priest to consummate her infatuation.

5 Uldin Trysemet Villein

Uldin is Datren's [4] cousin. A devout Peonian, Uldin worries about the burden that Datren carries. Uldin's son Hildin is showing signs of having the family gift. The 14 year old boy suffers from devastating headaches. Datren has realized that Hildin's gift is *Mental Bolt*

6 Tezed Panda Villein (Reeve)

Tezed's intelligence and wit have made his life as the village reeve bearable. He finds Sir Talnin to be a demanding lord but despises Sir Zunart [D3] as a toadying sycophant. He dreads the day Sir Talnin's son-in-law runs the manor.

Tezed is worried that the work on the tower will distract the other peasants from their labor days and that the "outsiders" will trample the fields and scare the milk cows. Tezed's fears are the result of his deep seated distrust of anyone outside of his village. Even members of his own clan are usually viewed with suspicion until some he knows can vouch for them.

7 Charancë Tyune Half-Villein

There is something wrong with Charancë. She and her husband Selmar, have the attention span of small songbirds. They hop from task to task, rarely completing anything. The family of four stays fed only because Tezed the Reeve [6] constantly works to keep them at their chores.

8 Atryn Panda Cottar (woodward)

Atryn is called "the Bullock" by his family and friends. Tall and heavyset, with thick dark hair and dull brown eyes, he bears a great physical resemblance to his nickname. Despite his appearance, his mind is anything but bovine and he is a quick judge of character even if he keeps his own counsel. His four children are growing into slow-witted, strong laborers.

9 Fandar Awensel Yeoman

Fandar should be a happy man. His sons Thendin [2] and Karnis [11] are prosperous. Outside his home, this handsome and dynamic yeoman is well-liked. He leads the village militia and has even helped a few of his clansmen find employment with Sir Talnin's tourney knights.

Although Fandar farms the land, his father has yet to name him as heir to the clan's leadership. His wife, a proud woman, is always pushing him to take the position of clan head, as his father and his father's father held. His father, Tradigan, is a patient in Lethyl Abbey's infirmary [Lethyl F2]. Fandar visits him every ten-day and takes the old man to Soratir. Fandar's gloomy disposition stems from the dispute that he is having with his southern cousins who want to use the clan's assets as a dower for their ugly daughters.

10 Marores Tyune Half-Villein (Beadle)

Marores is like a terrier. He and his four children are active, hard workers but the other villagers always complain that he talks too much while working. In fact, Marores delights in delivering lengthy lectures on the virtues of honest labor to his neighbors.

11 Karnis Awensel Cottar

Like the rest of his family, Karnis is a loyal militia man. He works hard at everything he does but can never achieve the distinction his cousin Thendin [2] reaps so easily. Because he cannot find the respect he seeks at home, Karnis has been seeking a place with mercenary units, even though this would mean leaving his young wife and their three small children alone.

12 Lidal Panda Cottar

A life of hard labor sapped Lidal's strength and took his wife, but he refuses to become morose or cynical. He is often found wandering the river bank fishing or talking with his friend Atryn [1] about the old days. A talented brewer, his main room is the village alehouse.

**13 Margaen Loyril
Half-Villein**

A thick-witted, repulsive-looking man, none of Margaen's neighbors trust him out of their sight. His many schemes often land him in the lord's hallmoot and he usually tries to blame someone else for his failings. His six children are very much like their father, so when items are missing or broken, many are quick to blame the Loyrils. The trouble is that they are usually right.

**14 Sign of a Pig's Head
Salter (Sorgin Andin)**

Size: 3 Quality: * Prices: Avg**

The salter of Elmeze specializes in smoked meat and sausages. Sorgin is an open and cheerful man. His neighbors enjoy his clever jokes and his gossip.

Because his children are still too young to work at his trade, Sorgin uses two of his cousins as his journeymen. Lergil is only 15 and is fresh out of apprenticeship. Bortta is the elder, almost 30 years old and ready for his master's exam. He is betrothed to one of the Arandin girls from Hyzevel. This arrangement is part of the Andin clan's plan to become landowners as well as tradesmen.

**15 Branin Dyren
Half-Villein**

When the sages say that "Ignorance is bliss," they are describing Branin. He knows that he is not a good farmer. He often talks about leaving the village to seek his fortune elsewhere but his natural temerity always leads him back to his hearth and his dreams. His wife Arista lost patience with him long ago and has been consoling herself with Branin's brother Aerlan [17] for almost a year.

**16 Sorn Armothyl
Cottar**

The Armothyl clan is originally from Orbaal, near Lorkin. They fled southward before the Geldesaars returned (q.v., Lorkin) and enjoyed the support of the Earl of Neph. While most of the family lives in the hamlet of Tasthult, near Hyzevel, old Sorn petitioned for land in Elmeze

over twenty years ago. His wife and two daughters help him work in the fields and kitchens of the wealthier peasants.

**17 Aerlan Dyren
Half-Villein**

Aerlan works hard and expects others to do the same. He thinks that his brother Branin [15] lacks backbone. He is tired of working hard just to make sure his brother's family does not starve. He was seduced by his sister-in-law Arista during a drunken evening last spring. He regrets the affair but cannot seem to find a way to stop it.

**18 No Sign
Charcoaler (Ornan Asaka)
Size: 4 Quality: *** Prices: Avg**

Ornan and his three journeymen spend most of the year in the Kirsta forest making charcoal for sale to the smiths and craftsmen throughout the area. While Ornan's charcoal is first rate, the cost to bring his goods to market makes it hard for him to compete against his cousins in the eastern manors of the Hundred.

Ornan knows the forests very well. He is suspicious of travelers and runs away from anyone he meets in the woods.

**19 Sign of a Wheat Sheaf
Miller (Kild Etine)
Size: 2 Quality: *** Prices: Avg**

Kild's life is a happy one. Although his franchise in this remote, rural corner of Kaldor will never make him wealthy, it allows him to be independent and live far enough away from his quarrelsome family.

He has always been a devout Hlean. In his youth, he worshiped the more physical aspects of the Golden Handmaiden. As he aged, his interests turned more toward her lessons in business. He travels to Getha every month, enduring his uncle's lecherous advances on his pretty young wife to participate in the Hlean temple's services.

The water-driven mill grinds the manor's grains, as well as provides ovens to bake bread and pastries for villagers. Despite his best efforts, Kild fights an endless battle against mice and rats.

ELMEZE 6

20

Harand Arandin
Villein

Scion of a yeoman clan, Harand would like to trade some of his labor days for military service but Sir Talnin claims that he has enough spears to guard his tower. He and his four children still practice with their bows, ready to serve.

21

Naben Evalyr
Half-Villein

The eldest of the three Evalyr brothers, Naben loves working his cattle. The Festival of Saint Ebryn (q.v., Hyzevel) is the highlight of his year and he proudly displays the ribbons he has won. Like his brothers, Naben is medium height and heavily built. He is completely loyal to his brother Tyban [23] and thinks nothing of purchasing odd items when he is asked.

22

Taerq Evalyr
Half-Villein (herdsman)

The village herder, Taerq helps mix the livestock his cousin Tyban [23] finds in the forest with the clan's herds. He is not clever enough to wonder how Tybran is so lucky to find so many healthy animals in the forest but is a genius at altering their marks to hide their origins.

23

Tyban Evalyr
Half-Villein

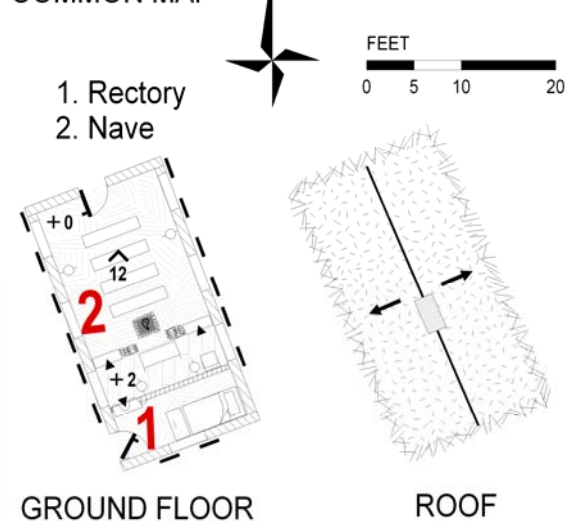
Two years ago, the village was visited by a spell of bad luck. Tyban Evalyr tried to put food on his table by poaching in the forest. On one trip, he met a small group of strangely dressed warriors while tending his traps. He was shocked when they offered him a bargain instead of killing him. With their help, Tyban brings home "wild" cattle and swine. In return, he purchases salt, cloth, and metal implements, smuggling them into the forest for the outlaws to take back to their hideout.

Since the rest of his family are dumber than rocks, his average intelligence makes Tyban the leader. The outlaws often give him silver pennies to buy goods, a rarity in any rural village. Tyban has cleverly thought to hide his affluence from inquiring neighbors by hiding the coins with his cousin in Hakstyn, Haeri [Hakstyn #5].

CHAPEL OF PEONI

COMMON MAP

INTERIOR SCALE



24

Chapel of Peoni
Ebasethe (Jisen Gwyffid)

The Peonian Ebasethe, Jisen Gwyffid, has a secret. In his youth, Jisen was a bandit and a mercenary. He was part of a group that attacked a wagon train in the Kirsta Forest in 699. The caravan guards put up a stiff fight. His comrades all died, but Jisen was able to escape. Wandering through the forest, he came upon the Lethyl road and followed it west to Elmeze.

Arriving in the dead of night, he took shelter in a small, decrepit building and hid his weapons and armor. The next morning, he found that he had slept in the village's chapel. The peasants mistook him for the new Ebasethe that they had been waiting for. Wanting only to hide from the law, Jisen assumed the role of the priest.

Jisen led the villagers in renovating the chapel. With a sturdy shingle roof, the solid stone structure stands beside the small bridge over the Nolan River. Services are held in the main part of the building, a large open space for worshippers to sit or stand on the hard packed earth.

Jisen lives in the rear of the building in a simple cell. His weapons and armor are now hidden in the chapel's rafters.

Datren Trysetmet [4] discovered Jisen's secret last year. She overheard an innocent comment made by an Ebasethe of the Getha temple at the Getha Fair and realized that Elmeze's priest was not the man the Temple had sent to the village those many years ago. She has kept Jisen's secret because she is in love with the priest. Jisen knows that Datren is enamored with him but has chosen to remain celibate. Sometimes he wonders if the Gentle Lady did not lead him to Elmeze as some sort of penance.

25 **Arian Weylnes Cottar**

Arian is the most intelligent person in the village. He and his family apply their talents to making the village's famous wine under the direction of Master Farius (see page 13). The winery is adjacent to their cottage.

26 **The Graveyard Skinny Pytor**

A: Pytor's House. No one remembers when the withered little man took up residence in the village or even if Skinny Pytor is his real name. Bone thin, with a bald pate and owlish eyes, he looks like a scarecrow that has fallen off of its stake. He cares for the graveyard and digs graves for the clanless. People leave him gifts of food as charity or alms for his service, even though he has never attended the Peonian service and is rarely seen in the village.

If anyone were to ask, Pytor desperately wants to get married. Since people ignore him, he sees and hears a lot of things that others would rather no one else knew about. Pytor will only trade his secrets for things he can use to woo a bride.

B: The Barrow. Peonian gravesites are simple and it is customary for families to bury their loved ones near their homes. Because of the devastation of the Red Death in the later half of the sixth century TR, however, the survivors dug a common grave for all of the dead and built a barrow to mark the place. In later years, more people chose to be laid to rest in the barrow field until the small meadow became a graveyard.

27 **Darbain Weylnes Villein**

The matriarch of the small Weylnes clan, Darbain is happy with her lot in life. She has already seen fifty years and two husbands but she is still witty and flirtatious. Gramma Darbain minds the village children while their parents work. Most of the women in Elmeze learned how to keep house and cook under Darbain's tutelage.

28 **Hirl Enten Cottar**

Hirl hears ghosts at night. He earns drinks telling stories to his neighbors in Lidal's house [12]. Hirl grew up in this cottage and remembers the night the old tower fell. Since he was ten years old at the time, his stories are plausible and his account has gained a measure of authenticity.

29 **Ruins of the Old Tower**

The old ruined tower was destroyed during a brigand attack in 673TR. The attack is still remembered for the violent and eldritch fire that burned the tower's walls and caused it to crumble. Wild stories about terrible veiled warriors and flaming whips are now commonly told to scare children.

Many of the old exterior stones are charred and brittle, but Master Tarabrakan Haral [Getha 16] sees the heap as a ready source of rubble to fill the new walls. Workers sort usable stones from rubble. Anaë Drelin [31] hauls the stones to the worksite, leaving the rest in a growing pile.

30 **Haes Weylnes Half-Villein**

Haes claims to be rebuilding the Weylnes clan. His eight children fill his rambling house and Haes has been reprimanded several times for foraging in the lord's demesne and forest. Sir Talnin has been lenient so far, trading Haes assart labor for punishment. For his part, Haes takes his lord's attitude as tacit permission to continue to clear land for his family's use.

31 Anaë Drelin Cottar

Tightfisted and arrogant, Anaë has a hard time finding work in the village. Usually he manages to feed his wife and four children by gathering food in the forest while tending his trap lines. The work keeps his family from starving but Anaë would do anything for an employer who will pay. He has made himself very useful to the master craftsmen who have come to expand the tower.

32 Kenalda Tyun Half-Villein

Although she was widowed last year, Kenalda is still cheerful. A handsome woman, she intelligently manages to care for her farm and her family without losing any sleep. Her availability has drawn many offers from Saunë Panda [3] but she is not ready to marry one of his sons. She is thankful that her husband's clanhead, Tazar Tyun [Getha 42] has been unsuccessful in finding a clan member for her to marry.

33 Work Site

Master Tarabrakan Haral [Getha 16], the mason of Getha, hired a timberwright and a stonecutter to begin work on the tower's expansion. These masters live in a small cabin on the southern edge of the site and supervise the preparatory work.

Master Rerbal is the project's timberwright. He is assisted by two journeymen, who live in a stone hut. They are busy cutting, dressing, and drying lumber for the new tower's interior. The saw pit to the west of the main site is kept stocked by the Drelins [31] and the manor's woodward [8].

The stonemason is Master Medrin of Brynd. His four journeymen stone cutters live in the other stone hut. They have worked through the winter turning rough granite into rectangular blocks. Since there is no quarry in the Hundred, the stone is brought all the way from northern Nephshire in raw form by wagon.

34 Sign of a Sun in Splendour Tourney Knight Training Camp Sir Hilbern Asane

When Sir Talnin returned home from Tashal in 686, he had the idea of sponsoring several knights on the tournament circuit of eastern Harn. He renovated this ramshackle house and installed Sir Hilbern as a trainer.

Since 718, Sir Talnin has sponsored three knights, five squires, and six varlets. These men are only in Elmeze during the winter. The rest of the year, they are traveling a circuit between various tournaments through Kaldor, Chybisa, and northern Melderyn.

The knights relinquish two of every three pennies of their winnings to Sir Talnin in return for equipment, training, and winter lodging. Since the life of a tournament circuit does not lend itself to a steady income, most of the knights are indebted to Sir Talnin for a variety of loans, which further decreases their earnings.

While the knights travel, Sir Hilbern remains in the village. Hopeful prospects come to visit him, hoping that he will accept them for the Dolastar team. Otherwise he only socializes with the folk in the manor house, treating the villagers as if he were the lord of the manor rather than just a tenant. He is often in the company of Sir Zunart and the Radvern brothers (see pp 12 -13), helping them train.

Prospective knights arrive at the camp throughout the year. If Sir Hilbern thinks a knight has some promise, the young man is given an audition against the quintain. Usually, Sir Talnin will take new knights on just before a local tournament. He will loan them the entry fees, using their equipment as collateral.

Knights that show promise are offered places at the camp. Unless a knight is amazingly talented, he is usually offered only a one year contract. This, as the situation implies, is a legal contract drawn up by the litigant in Getha [Getha 24]. Additionally, Sir Talnin requires all of the knights to swear an oath of obedience and loyalty to him in the chapel of Lethyl Abbey.

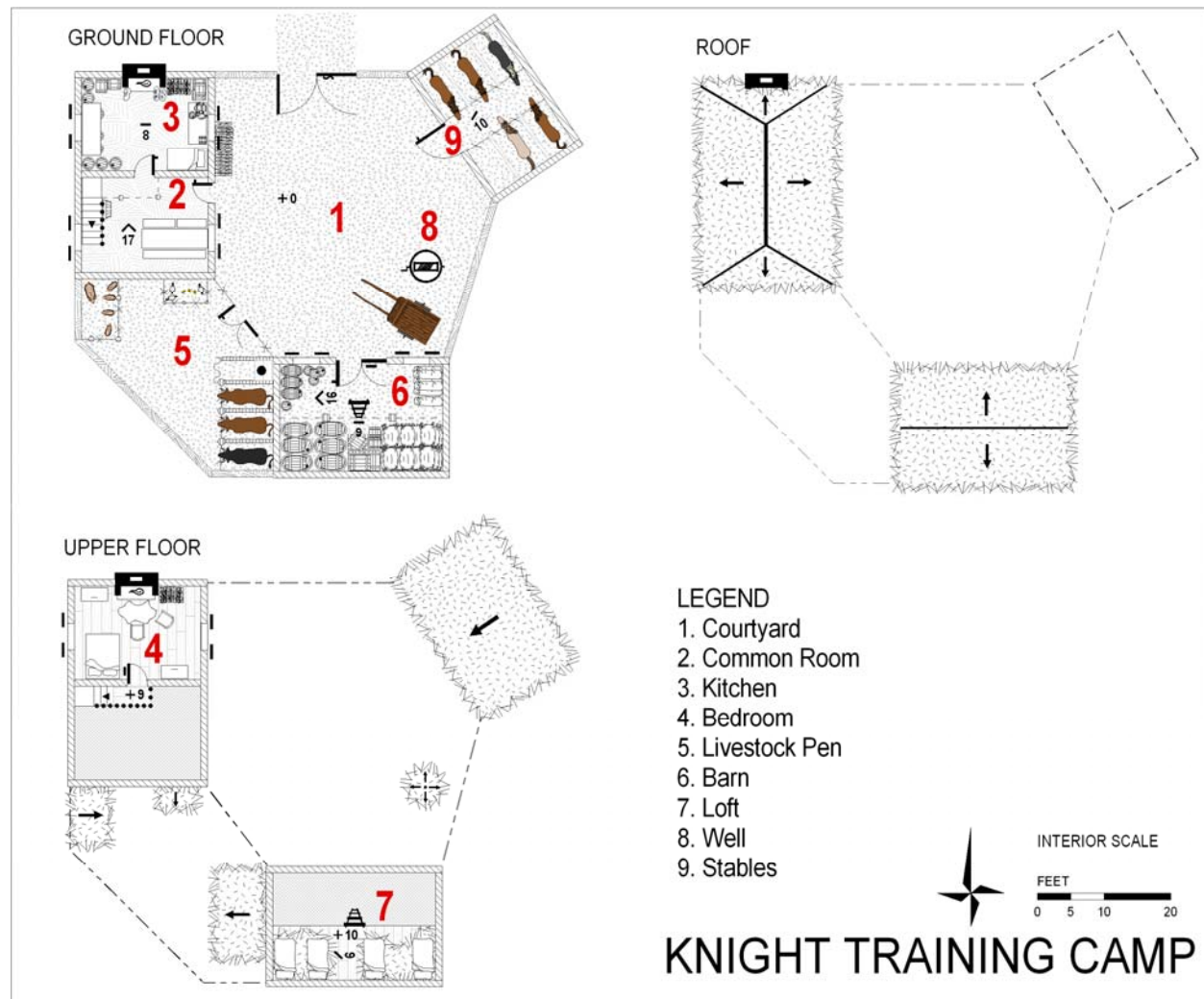
Rather than rest during the winter months, the knights train in the camp's muddy courtyard or on the small tiltyard immediately to the west of the house. They tilt against each other with blunt lances and fight small melees with rebated weapons.

Today, the training camp looks like a small house with an attached barn. The kitchen and staff live in the lower floor in the house. Sir Hilbern lives in the top floor. The knights and their squires occupy the common room, leaving the barn loft to their servants.

1. Courtyard: Muddy when it rains and dusty when the weather is dry. New recruits often spar or learn close order tactics in the courtyard's confined space.

2. Common Room: The knights and squires sleep here when they are not traveling on the road. Currently Liram of Kiban is visiting. He usually travels through Meselyn and northern Nephshire looking for prospects and scouting out adversaries. Sir Talnin pays him a retainer for his services plus a "finder's fee" for any new recruits that end up joining the team.

3. Kitchen: The domestics stay in this room. Meals and their preparation are orderly. The cook, Cerdic the Fat, allows no disruption to his kitchen.



ELMEZE 10

4. Bedroom: Sir Hilbern lives here. As the eldest son of Sir Ioan Asane, he feels that the manor is his birthright but is careful to keep this opinion to himself. He shares the room with his old friend and servant, Glammar. The two men squabble like old hens but are true friends despite appearances.

5. Livestock: Sir Talnin expects the camp to turn a profit. At a minimum, Sir Hibern must maintain enough stocks to feed the knights and their attendants when they return to Elmeze.

7. Loft: The varlets sleep here. These boys are being trained as squires. As such, they are treated like apprentices and are just below the manor house's domestic servants in the camp's social structure.

8. Well: The well is old and not maintained. In the rainy season, the water tastes foul. No one has gotten sick but everyone complains none the less.

9. Stables: Sir Hibern only rides a hunter these days, so any warhorse kept here belongs to one of the tourney knights. These animals are usually mounts that have been won in a tournament and will be sold as soon as practicable.

The Manor

The manor tower is an example of a £10 tower, built in the unsettled times after the Salt War. The need to expand the family's living space has all but consumed the manor's entire courtyard.

A **The Stable**

Sir Talnin's small stable houses his prize warhorse and two palfreys. The western end of the building is the manor's tithe barn, where goods are stored before being shipped to Hyzevel.

B **The Byre**

Old Roger, the manor's bull is this building's usual inhabitant. The herdsman will occasionally bring a milk cow here if she is about to give birth.

C **The Kitchen**

Sir Talnin's father added this small building to the manor house. Previously, all the cooking was done in the Great Hall but Sir Hannin decided that the heat and the smells made the small tower unbearable. This building now functions as a servants' hall in the evenings.

D **The Manor Tower**

D1: The storage cellar holds the manor house's stores of food and wine.

D2: The Great Hall is decorated with tournament trophies and shields of vanquished opponents. Only noble or free-born guests are allowed to eat here. At night, Sir Talnin's vassals sleep on pallets between the tables. The chamberlain, Lady Haranda, rules this area with an iron hand, forbidding any canoodling between unmarried individuals.

The clothier Bainin lives and works in southeastern quarter of the hall. He is a fussy little man who does not allow any of the servants to disturb his cloth or tools.

Lady Irial and her family sleep close to the fireplace. She has built and rebuilt the new tower in her mind, always enlarging the rooms she and her husband will have and putting her sister's family in the draftiest hall.

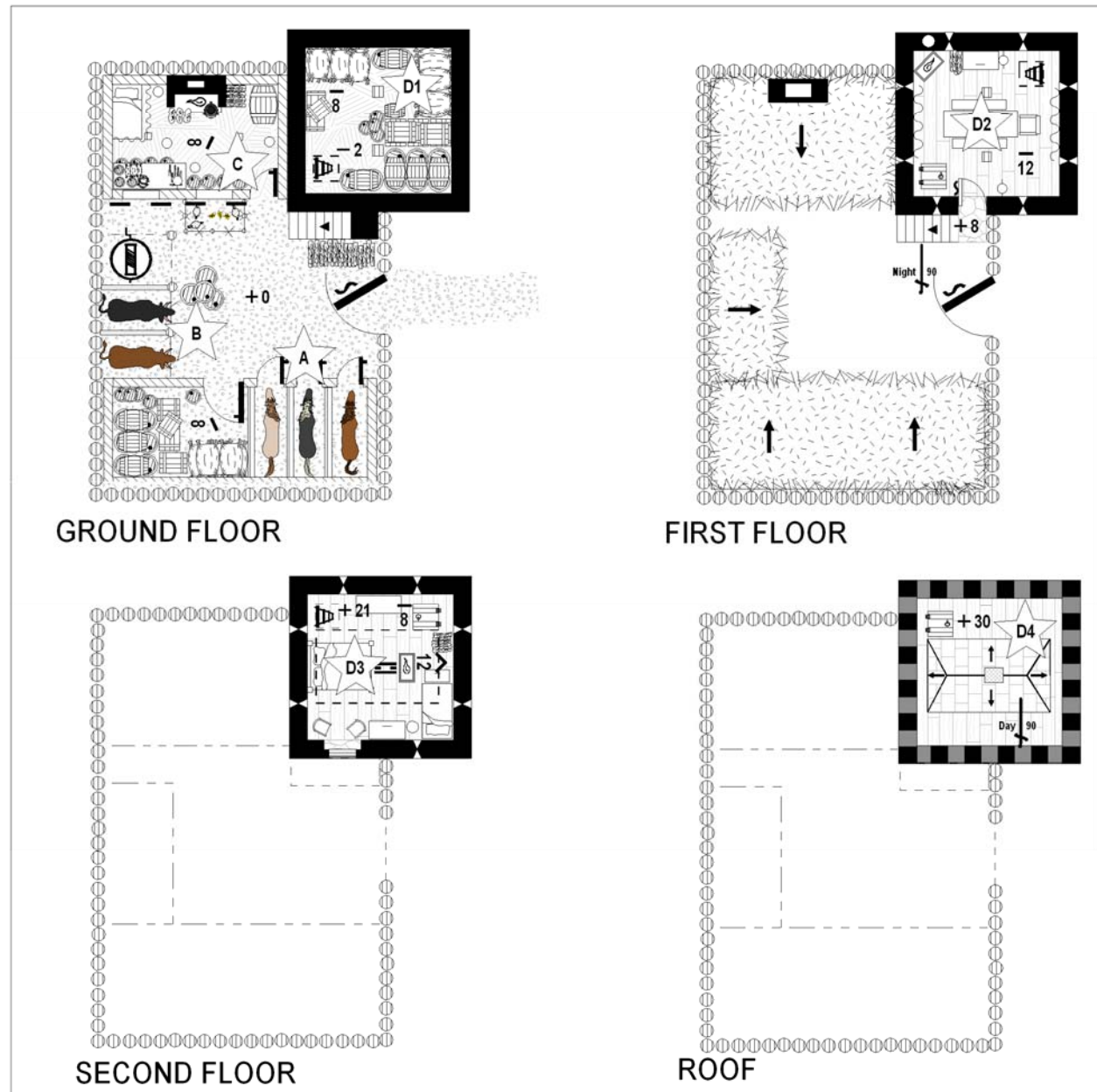
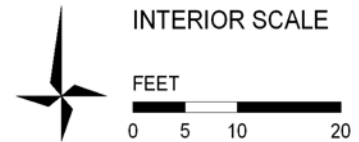
Lady Cybraela and Sir Zunart Lartyne share the small cot in the southwestern corner of the room. She finds the room cold and noisy. When the new tower is built, Cybraela plans to take over an entire floor of the gatehouse for her privacy.

D3: Sir Talnin and Lady Elisandra share their room with the minstrel, Basca Ailt. Sir Talnin's grand-daughter Melkëa Lartyne acts as Lady Elisandra's maid and sleeps on a pallet next to the brazier.

D4: Tower roof and Lookout: A lookout, part of the original naked tower, rises above the third floor.

ELMEZE TOWER

TEN POUND TOWER COMMON MAP



The Planned Expansion

Sir Talnin plans to build a new three story tower along the east wall of the existing tower. This new tower would become the gatehouse for the palisade, protecting the exposed doorway that is the Achilles' heel of the £10 tower's design. The development will move the well, which is

currently against the palisade's west wall, nearer the center of the new courtyard. His plans also include a larger stable, a dedicated brewery, and more storage for the manor's wines.

He will construct a small house within the new courtyard for his daughters' families, if his funds allow.

The Manor Inhabitants

Sir Talnin Dolastar (m, 64) is an ex-tourney knight and a good ruler. He inherited a wealthy manor and works hard to build a privy purse that can pay for the construction that his wife has been steadily lobbying for. Sir Talnin's connection with Tonatar Krabel [Getha 19] is the key to the manor's economic success.

Sir Talnin maintains a measure of independence from his liege Sir Tommas Kobarney, just as his father did. There is a large measure of personal dislike between Talnin and Tommas. Much of it is because of Sir Tommas' pious and patronizing attitude. There is also Sir Tommas' opposition to Talnin's marriage into the family. Privately, Sir Talnin feels that Sir Tommas' treatment of Lady Galswinth after he became lord of Hyzevel was ungentlemanly and mean (q.v., Hyzevel).

Sir Talnin's biggest worry is that one of his dead brother's reputed legions of bastards will show up on his doorstep and place a drain on his purse.

Elisandra Dolastar (nee Kobarney) (f, 60) is a nice lady but is rather vain. She met her husband in Olokand while he was on the tourney circuit and she was lady in waiting to Lady Cheselyne Hosath in 674 TR. She prevailed upon her dowager mother to arrange the marriage before her brother, Sir Tommas assumed his majority, a fact he still complains about on occasion.

Sir Starin Dolastar (m, 42) is Sir Talnin's eldest son and heir. He is a tourney knight who tours primarily in Semethshire. Starin maintains the Dolastar house in Tashal's Medrik district when not out on the tourney circuit. His consort is a highly skilled courtesan employed by the Floating World of the Three Heavens [Tashal H5].

Sir Starin has no love for Elmeze. He prefers the city's cultured pace to the rustic saunter of Fethael Hundred. When he inherits, he is likely to spend as little time as possible at his manor, making his brother-in-law Zunart the bailiff while he remains in Tashal.

Lady Cybrael Lartyne (f, 36) is Sir Talnin's second child and is married to **Sir Zunart Lartyne**, son of the lord of Kithald. Sir Talnin has made his son-in-law the steward. Sir Zunart is happy to have the position and thinks that he may be made heir in time. Lady Cybael is afraid that her father will follow custom and leave the manor to her older brother, disappointing her husband.

Only one of Sir Talnin's seven grandchildren remains in Elmeze. Two of Sir Zunart's sons **Myrakin** (16) and **Raerin** (13), have both been well received at Uldien, where they are squired to vassals of the Baron Ubael. Young **Melkëa** (f, 11), Zunart and Cybael's only daughter, will leave in a year or two to become a lady-in-waiting in Hyzevel.

Lady Irial Yaronne (f, 34) is Sir Talnin's youngest child. Like her mother, she is vain and fiercely loyal to her husband. She is often at odds with her mother. The clash of their strong, similar personalities often leads to threats, ultimatums, and screeching lectures delivered at full volume.

Lady Irial's husband, **Sir Ulvaen Yaronne** (m, 40) is from Deldbar in Anvusen Hundred. A spendthrift and a gambler, he has fallen into debt to the moneylenders of Getha, Uldien, and Tashal. He has managed to keep the true amount of his obligations secret but knows that he must act soon. He plans to ask Sir Tommas' leave to manage the Kobarney's affairs in Uldien. If the old man says no, he will ask Krabel the merchant for a post as caravan guard. If his wife wants to stay in Elmeze, he will not force her to leave.

Sir Ulvaen's son, **Kaern** (16), is squired to the Sir Lordan Kobarney in Hyzevel and his youngest son **Ferdai** (11) is a page at Fisen. His daughters are married to nobles in the Anvusen hundred.

Squire Thadotes Radvern (m, 17) is an ambitious, petty young man. His father holds Tyve in Miona Hundred. Thadotes hates Lady Julyla Abel, an inhabitant of Lethyl Abbey's infirmary [Lethyl F3] because of a failed marriage negotiation. He takes every opportunity to make fun of Julyla's impoverished condition, her miserly brother, and her poor prospects.

Squire Erlis Radvern (m, 16) is Thadotes' cousin. His prospects are fewer, so he has taken a different route to securing his future. He is Lady Irial's lover and has recently been seduced by Lady Elisandra. Trying to satisfy both women, while making sure that they do not find out about each other and that their husbands do not find out about him, is wearing him out.

Squire Cendil Asane (m, 14) is the nephew of the Baron of Getha's Herald, Master Ildon [Getha #1-5]. His brother is a squire in Emerule [Emerule #G] and both young men intend on becoming tourney knights. Cendil spends most of his time running errands or carrying messages for Lord Talnin, tasks that he enjoys because they require his absence from the crowded manor house.

Sir Uganár Oris (m, 53) is the manor's huntsman and general overseer. He was Sir Talnin's squire and it is not an exaggeration to say that he knows more about Sir Talnin than anyone else. Uganár has no illusions about the life of a tournament knight. He competed alongside Sir Talnin until 683TR, fighting as the lord's shield man in most melees. Uganár became Elmeze's huntsman after Sir Talnin won his second Royal Chelebin Tournament.

Lady Haranda Charlirien Chamberlain (f, 54) runs the household without much input from Lady Erlisandra. While she directly controls the four maidservants, she leaves the kitchen operations to **Feriam Astalar**, the cook. The two women have heated arguments over the kitchen's budget, especially before Sir Talnin hosts a feast.

Undila Awensel (f, 23) is the manor house's alewife. Her brother Thendin [2] is a yeoman. She tries to stay out of the household squabbles, but will take Feriam's side if forced to.

Feriam Astalar (f, 34) cooks for the tower. She traveled the Silver Way from Gardiren to Pedwar as a cook in a mule train. In 704, she saw a terrible fire-breathing lizard devour several of her colleagues and carry off a mule in its claws. She decided that life as a bonded servant was preferable to death on the trail. She has worked for Lord Talnin ever since and will fight to stay.

Bainin Cybela clothier (m, 36) works hard to keep the nobles of the manor dressed in the current styles. He carries on a steady correspondence with other guild members in Tashal and Burzyn to stay abreast of fashion.

Bainin has begun to suspect Sir Ulvaen's financial difficulties. First, Lady Irial often customizes Lady Erlisandra's old gowns. Second, his relatives in Getha have mentioned mounting bills owed to them by the young nobleman. Since they have extended credit on the understanding that Sir Talnin will make good on the debt, the merchants are contemplating approaching the lord for complete payment.

Basca Ailt (f, 24) ran away from her family in Hakstyn [Hakstyn #1] last year and became a minstrel. After bearing her husband six children, she felt that she needed to leave her home village and find herself. She wandered the Silver Way to Tashal, leading the hard life of an entertainer. Along the way, she met Lady Irial, who invited her to Elmeze to perform for the lord's family. Basca would like to stay in Elmeze but she knows that a minstrel's life is far from steady. She has begun to feel pangs of guilt about the way she left her children, although she would never admit it, especially to her husband.

Master **Farius Sermel** is an artistic force. While he offers Undila suggestions on the manor's ales and ciders, he prefers to spend his time crafting dry dessert wine made from the dark black plums grown in Sir Talnin's orchards.

Farius is a master innkeeper and is scrupulous about keeping his credentials up to date. His brother Olmael owns Getha's Gatehouse Inn [Getha 4] and Farius makes sure that his family is well stocked with Elmeze's finest wines. Farius is unique in his clan because he faithfully observes Hlean traditions. Officially, he asked Sir Talnin's permission for the Hlean temple to celebrate mass in the village square. Secretly, he has been promised "future considerations" for his help from the Mistress' temple in Getha.

ELMEZE 14

THE CLAN ASANE

The history of Elmeze is inextricably linked to that of the Clan Asane. They have been present at the manor since its founding but recent setbacks have challenged the clan. First, their ancestral holding of Elmeze was taken away from them by Glaswinth Kobarney in 673. Landless and mourning his father's early death, Sir Hilbern Asane [Elmeze 34] was crushed when he was passed over for the position of clan head.

The clan's succession council revealed a chasm between those that wished to remain nobles and regain Elmeze and those who wanted to devote the clan's resources to buying guild franchises and economic influence. Led by a faction of wealthy, urban guild masters, they selected the jeweler of Tashal, Jarlath Asane [Tashal 76].

Jarlath emphasized his connections with the Chancellor of the Exchequer, Earl Troda Dariune. Although he lured the council with money and promises of prestige, he lost the license to mint Kaldoric pennies in 719 to the bonded master jeweler of the Royal Mint.

Despite its setbacks, the clan remains wealthy and influential in certain circles. It retains its noble, if humble, mantle and arranges for younger sons to be squired and knighted. The clan is represented in the Order of the Lady of Paladins and many mercenary groups throughout the east.

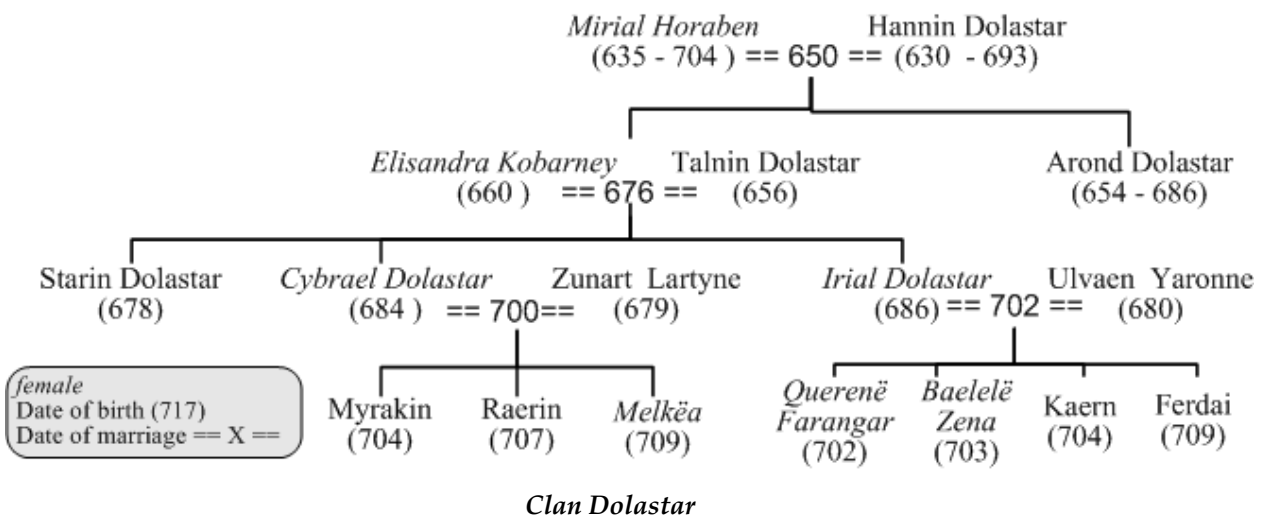
THE CLAN DOLASTAR

Clan Dolastar has never been blessed with members who were saints, bishops, or royalty. They pride themselves on winning what they have by the strength of their arms and on improving their lot with the quickness of their brains. They only became landowners in 673TR, making them the junior members of the Hundred's ancient nobility.

No one sings of the origins of the clan but the Dolastars have been huntsmen and mercenaries, or traveled eastern Harn as tournament jousters and melee knights. Sir Talnin's father, Hannin, was the family's first champion joustier.

Hannin's fame was such that he became a favorite of Lady Glaswinth and Sir Bartold, Sir Tommas' parents. Hannin retired to become Hyzevel's Constable. Lady Galswinth selected Hannin to replace Sir Ioan Asane, Elmeze's bailiff, after the disastrous brigand raid that destroyed the manor's tower.

Over the last 47 years, Sir Hannin and his son Talnin have used their energy and creativity to make Elmeze flourish. Sir Hannin's only regret was the premature death of his first son, Arond, at the age of 27 in the Treasure War. Sir Talnin's loved his brother but regrets that Arond sired a small army of bastards while a joustier and a campaigner.





ELMEZE 15

ELMEZE

Lord: Sir Talnin Dolastar

Owes Fealty to: Sir Tommas Kobarney (Hyzevel)

Acres: 1,890

LQ: 1.12

Market Day – afternoon of the fourth-day of each ten-day

Imports:

Cloth

Salt

Exports

Charcoal

Fur

Herbs

Cattle

Timber

H/H (pop)	UF	RF	SF
30 (150)		5	25

Muster	Kts	Yeo	Men
	1	4	0

General Feel

Elmeze is a rural manor, tucked under the eaves of the Kirsta Forest. The manor starts the new year getting ready for two big projects.

The one-quiet village is about to get invaded by workmen hired to build a new tower at the manor house. Strange men and their odd accents filter into town along the Lethyl Road. Some drive heavily laden wagons but others come with little more than a sack of tools over their shoulder.

At the same time, the conservative villagers expect a visit from an even more bizarre group. The Halean temple in Getha has let everyone know that they will be traveling through the Hundred. The thought of scantily clad women performing outlandish things has the gossips twittering.

Business **clan/location**

(* = bonded)

Salter Andin [14]

Charcoaler Asaka [18]

Miller Etine [19]

Clothier* Cybela [D]

Innkeeper* Sermel [D]

Place of Worship **Religion/location**

Chapel Peoni [24]

Public Buildings

VIP **clan/location**



Plot Hooks:

[3] Has asked the lord for assart land to expand his family holding

[4] Sees the future when he touches people. His wife knows the priest's secret [24]

[5] His son is a budding psionic talent. Unfortunately, the talent of Mental Bolt is dangerous for the untrained

[9] Wants his father to name an heir before the clan starts a dispute over land

[11] Planning to leave to seek his fortune

[17] Having an unwanted and stress inducing affair with his sister-in-law

[21] Buys items for his brother, who then sells them to bandits

[22] Mixes stolen animals into the family herd

[23] A part-time poacher, he is now a fence for the bandits that roam the Kirsta forest

[24] A bandit in hiding, his cover as an Ebasethe has led him to a new and fulfilling life

[25] An eccentric recluse, he sees everything that goes on but no one pays any attention to him

[28] Hears ghosts in the ruins of the old manor tower

[35] New knights and squires are routinely arriving to try for sponsorship

[D] Sir Ulvaen is deeply in debt and trying to work out a plan to run away before anyone finds out

[D] The harper ran away from her family in Hakstyn

Schedule of Events

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

Week	Sir Talnin (Elmeze)	Events
Nuzy. 1	Elmeze	
2		
3		
Peon. 1	Lethyl	
2	Elmeze	
3		
Kele. 1		<i>Wool Fair</i>
2	Getha	<i>Getha Fair</i>
3	Elmeze	
Nolu. 1		<i>Tashal Fair</i>
2	Hyzevel	<i>Saint Ebryn's Day</i>
3		
Lara. 1	Olokand	<i>Chelbin Tourney</i>
2	Tashal	
3		
Agra. 1	Jenkald	<i>Saint Orthas' Day</i>
2	Elmeze	
3		
Azur. 1	Kiban	<i>Kiban Fair</i>
2	Elmeze	
3		
Hala. 1		
2		
3	Getha	(1)
Savo. 1	Lethyl	<i>Saint Syrele's Day</i>
2	Uldien	(2)
3		
Ilvin. 1	Tashal	<i>Winter Tournament</i>
2		
3		
Nave. 1		
2		
3	Elmeze	
Morg. 1		
2		
3		

- (1) Sir Talnin and his sons-in-law attend Sir Tommas Kobarney as they pay their taxes to the Sheriff.
- (2) Sir Talnin and his sons-in-law accompany Sir Tommas Kobarney to Uldien to make their payments to the Baron of Uldien