

LOCATION: Fethael Hundred, Kaldor

STATUS: Manor

GOVERNMENT: Sir Marby Lournay

LIEGE: Sir Eadwin Lournay (Drilen)

POPULATION: Village 72; Manor 15

Emerule is a tiny manor, tucked under the eaves of the wooded mountains of the Chyle Forest. This quiet little hamlet is home to the hunting lodge of the Baron of Getha. For most of the year, nothing of note happens but the month of Savor sees many of the noblest families of the kingdom visiting the manor green as guests of the Baron for the Indama clan's annual hunt.

HISTORY

Emerule was established to guard the crossing of the Omin River. At one time the manor was one of the hunting lodges of the King of Serelind. The manor passed to the Indama clan when they became Barons of Getha. In 573, the Baron gifted the lodge to the Lournay family in recognition of their long service, although the Baron retained the hunting and forest rights.



Lournay – Argent, a chevron and three talbots guardant azure.

GOVERNMENT

Sir Marby Lournay is the bailiff of the manor and owes fealty to his older brother, Sir Eadwin, Lord of Drilen. The two brothers are very close and Sir Marby is completely loyal to his brother. He has little interaction with the Kobarneys of Hyzevel, having felt the sting of their polite snobbery once too often.

Sir Marby runs the manor with a light hand. He prefers sitting in a saddle hunting to sitting in a chair listening to his peasants squabble, so he is happy that Taran Krandar, the Reeve, handles most of the minor disputes.

ECONOMICS

Most of the hard currency in the village comes from the Indama Clan's annual hunt. Villagers call this ten-day period "the Big Hunt" and earn much needed money for marriages and extra livestock working for the noble guests. Always adept at sensing an opportunity for graft, the Reeve has a stranglehold on the jobs at the Hunt. Everyone knows that a discreet gift to Taran is the only way to work as a server during the meals or as a groom in the Hunt's stable yard, both being the positions that earn the highest tips.

Throughout the rest of the year, coin is earned from the export of Anderin the Charcoaler's [7] wares to Drilen and from Sir Marby's sale of wolf pelts in Ominstru. Varybis Haral (q.v. FHG.) periodically delivers manufactured items.

CREDITS

WRITER

Joe Adams

MAPS

George Kelln

HERALDRY

Matthias Janssen

CONTRIBUTORS

Robert Barfield &
Allan Prewett



EMERULE 2

RELIGION

The religious climate of Emerule is similar to the rest of Kaldor. Sir Marby attends Laranian services at the Abbey at Lethyl. An Ebasethe visits from Hyzevel and holds Peonian rites for the villagers near the well.

CURRENT EVENTS

Lysella Indama came to live at Emerule in Savor 719 after her parents discovered that she had been having a romantic liaison with one of the Baron's squires, Galdyk Onaret (see Getha 24). Faced with the horrifying possibility that Lysella might surrender her chastity before being properly wed, the Baron and Baroness arranged for the sixteen-year old daughter to stay at the family's hunting lodge with her governess.

Sir Marby has done all he can to make Lysella's stay pleasant and, while the relationship between the two is cordial, each resents the other's presence in "their" manor. Sir Marby can't wait for "the brat" to get married so that he can see her off to her husband's lands and get on with his life.

For her part, Lady Lysella spends as much time as possible in Getha, even if this means being near her mother. She dislikes the rustic manor and vents her frustration on "the old fossil" of a Bailiff that her father "saddled her with." The servants (especially Petry) always see her off when she leaves, eager to enjoy a respite from her sharp tongue and yelgri-like disposition.



LOCAL MAP KEY

The tiny manor sits on a small rise above the Omin River. The wattle and daub dwellings cluster in a thin line along the riverside of the rutted track. A small bridge is used when spring rains wash out the much larger ford.

The Village

1 Durel Arsarl Cottar

Durel believes that he is truly blessed by Peoni. His eldest daughter, Mena, has visions of the goddess and those that come to visit his home experience a soothing feeling in her presence. Durel sees nothing wrong in asking for small donations from visitors. He would like nothing more than to take Mena to Thay to meet the Pontiff and leave the farming to others.

What no one has realized is that Mena's latent psionic powers give the little girl her particular aura. Her powers are benevolent at her current age but, as she enters puberty, her untrained mental energies will become more confused and dangerous, possibly lethal to those nearby.

2 Netokra Haral Half-Villein

Netokra is a woman with two lives. She doesn't mind her lump of a husband; he leaves her alone and helps care for their four children. Her favorite time of year is Savor, when a detachment of guardsmen arrives from Getha Keep to help with the Big Hunt. While her husband earns extra money helping with the hounds, she carries on an affair with the melbrin of the guard, Vorkel Darion (q.v., Getha pg. 21).

3 Aratha Krandar Half-Villein

Aratha is a victim of his uncle Taran's [14] blackmail. Last year Ledis Haral [11] started a dispute about a piece of wooded land south of the village. Aratha had planned to use that land as his daughter's dowry and he asked his uncle to help settle the matter as the reeve. What Aratha had not counted on was that the price for Taran's help was that Aratha's daughter Rosynnë (14) had to marry Taran's son Ursen (age 15) with the

EMERULE 3

woodlot as dowry. To add insult to injury, Taran offered a pittance for a brideprice, knowing that Aratha had little choice but to accept.

Aratha knows that he will have to go through with the marriage, since Taran has never let one of his victims go. Aratha is bitter and has begun entertaining thoughts of arranging his uncle's accidental demise.

4 Gerl Tyun Half-Villein (Woodward)

The large muscular Gerl is called "the Swan." He has a certain quality that ladies admire and cuts a wide swath through the servant's quarters during the Big Hunt. His wife, on the other hand, is as attractive as a festering boil and is barren to boot.

5 Alona Dyren Half-Villein

Alona is the local alewife and her front porch is the village gathering spot. She is an incurable gossip and storyteller. While she refuses to extend credit (even to her neighbors), she is well liked in the village. She brews about 50 gallons of ale every ten-day. Everyone in the area prizes her rosemary-spiced ale; even Sir Marby enjoys a mug or two on a warm evening.

Alona has arranged her schedule so that a batch of fresh brew is ready for the Sapelah

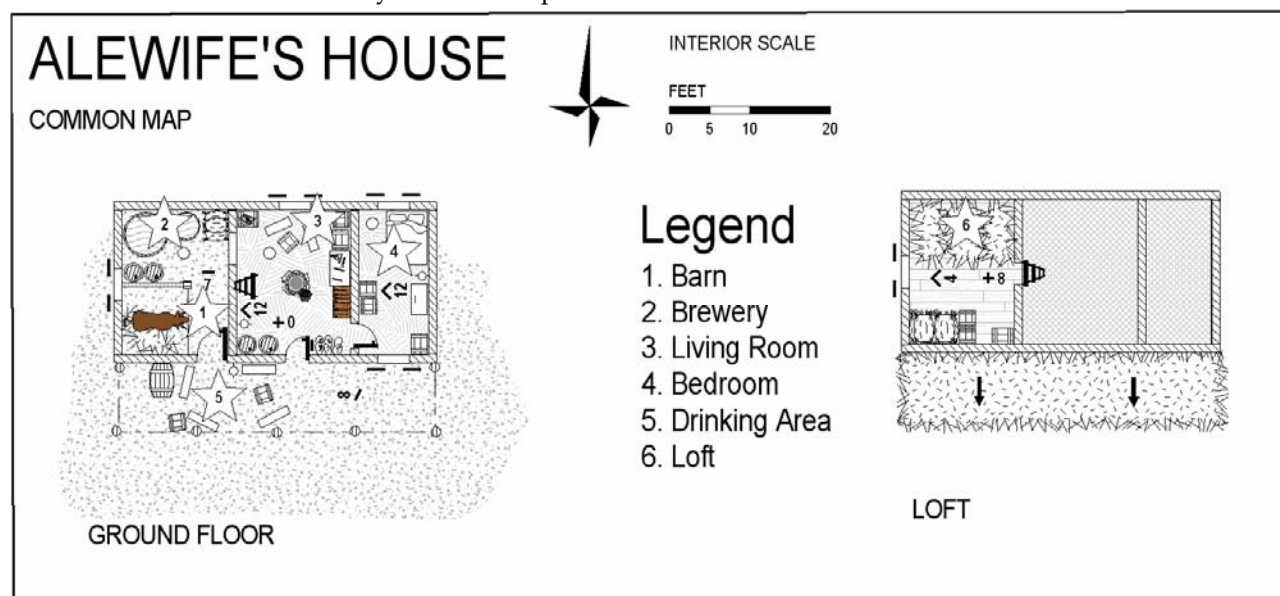
(Peonian lay mass). The morning the ale is ready, she sends an "ale tithe" to the manor. She knows that she is infringing on guild privileges by selling her ale and does what she can to stay in Sir Marby's good graces. For his part, Marby turns a blind eye to Alona's commerce since the nearest inn is in Hyzevel, too far for the farmers to walk.

After Father Birard's service [Hyzevel 15], villagers congregate on Alona's front porch to sample her brew and relax. She makes sure that the Beadle, Lanasai Nelt [13] is on hand to quell the inevitable quarrel between Ledis Haral [11] and Tokra Berma [8], each defending their family honor in a feud that everyone wants to forget.

Alona sells three gallons of ale for a penny, as dictated by tradition. Her neighbors arrive with buckets and small casks to take their weekly ale home with them. Since many of the villagers lack pennies, Alona is never without a surplus of eggs, cheese, or meat that she has taken in trade.

6 Wasinila Nelt Half-Villein

Wasinila is called "Mother of Cats". This old lady has hordes of the furry felines around her dwelling. Parents tell stories that she is a witch and that the cats are misbehaving children that have been taken by the old lady as punishment.



EMERULE 4

7 **Anderin Asaka** **Charcoaler (No Sign)**

Size: 3 Quality: * Prices: Avg**

Struggling to feed his large family, Anderin fulfills yeoman's labor to help pay their fees. Although the smith in Drilen buys most of his charcoal, Anderin is always worried about competition from other charcoalers and frequently airs his concerns after Shesneala (the Hlean service.) Since all of the charcoalers in the Hundred are his kin, most of his clan considers him something of a bore.

His eldest son, Chakrin, has no future in the family business. Because the boy is feckless and poor at figures, Anderin despairs that Chakrin might one day inherit the franchise that he's worked so hard to build. Chakrin's only good qualities are his stunning good looks and clear, strong singing voice. To save his business, Anderin has arranged for the lad to serve as a solithar at the Hlean Temple in Getha. With Chakrin serving Hlea, Anderin's second son, Pilar, will inherit the business.

8 **Torrynë Berma** **Half-Villein**

Torrynë would be completely unremarkable except that her son Urgil (age 14) is the village idiot and possibly the world's best thief. Urgil likes shiny things and doesn't understand why people won't give them to him. He has an amazing talent for stealing things no matter how well they are guarded or hidden. All of the villagers know that Urgil takes things, so they come to his mother whenever items go missing.

Urgil gained a measure of notoriety in 717 when he stole the stirrup buckle from the saddle of Sir Luisan Kelic, Reblena of Jenkald. The boy made off with the buckle, despite the presence of several attentive melana, tucking the strap under the saddle skirt. The theft was discovered only after the stirrup strap slipped and deposited the Reblena in the cold mud.

Rather than punish the poor boy, Sir Luisan makes sure that he gives Urgil a small trinket on the first day of the hunt. The gift seems to satisfy

Urgil and he stays away from the Reblena's horse, although others are not so lucky. Sir Luisan will personally intervene if anyone tries to harm the boy and the melana have come to treat Urgil like a mascot during the hunt's ten-day.

9 **Thadotes Faleren** **Villein**

Thadotes is the head of the Faleren Clan and a benevolent patriarch. Now that his children are grown and married, he hires others to work in his fields and spends most of his time gossiping over ale with Alona's husband [5]. His days are filled with arranging marriage contracts and settling family issues. He often travels to Getha to visit his relatives there.

10 **Arnil Krandar** **Villein**

Everyone that knows Arnil calls him "the Terrier." This short, energetic man has amazing luck and inextinguishable good humor. He is open-handed, sharing his good fortune with his relatives and this trait keeps others from holding grudges against him. In a recent incident, Arnil's oldest boy, Angus (age 16), was to be engaged to his cousin [3] but the arrangement of the dowry fell through. Rather than cry over what might have been, Arnil made a more profitable match with a distant cousin in Hakstyn that will enable the boy to farm his own land.

11 **Ledis Arsarl** **Half-Villein**

Bitter over a land dispute, Ledis has been feuding over part of a woodlot with Aratha Krandar [3] for the past year. Since Aratha's uncle is the Reeve [14], Ledis thinks he's being cheated. The fact is that Aratha's daughter recently got engaged to Taran's son and the woodlot in question is her dowry.

Ledis does not want the land for timber but for what is hidden in the dense brush. He found an old shrine in the woods, which is not an unusual occurrence. The dozen silver pennies and the finely wrought golden brooch that he found under the altar stone were more of a surprise. Even more surprising is that the small cache

seems to grow. Every time Ledis removes a penny, another takes its place. He thinks that the altar is magical or that fairies inhabit the site, so he was trying to gain ownership of the property and ensure his access to the riches of the old shrine forever.

The cache actually represents the wealth of Borin the Red, one of the bandits living in Chyle Forest (see Bandits of Chyle 16). Borin has noticed the disappearance of some of his money but has not had the opportunity to disappear from the group long enough to investigate the matter and punish the thief.

12 Erphis Berma Yeoman

Erphis is a good father and loving husband. He is the village's champion bowman and enjoys being in charge of the beaters during the hunts. Rather than worship Larani, as most yeomen do, Erphis and his family follow their family's tradition and are devout Haleans.

13 Lanasai Nelt Half-Villein (Beadle)

Lanasai spends most of his time helping his neighbors find lost animals and stray children. He walks through the village whistling and chatting with one and all.

14 Taran Krandar Villein (Reeve)

Taran is a lazy, manipulative man. He uses his gift of intelligence to find new and subtle ways of squeezing "gifts" from the other villagers to feather his own nest. He thinks of himself as a practical man and never asks for a bribe that is larger than the giver can afford. His neighbors tolerate this unfortunate trait during years of good harvest but avoid Taran during lean years for fear of being invited to donate to his table.



The Manor House

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

Sir Marby keeps the manor and its hall clean, ready for the Baron's next hunting trip or Lady Lysella's next suitor.

A The Gatehouse

The gate stands open and unguarded during the day but is closed at night.

B The Stable

Sir Marby's warhorse is here, beside his two hunters and Lady Lysella's palfrey.

C The Smithy

Clas Gweren is a bonded Master Smith. He and his two sons, Bargaen and Sholiam, care for the animals and make items for sale in the village. Clas fashions workable boar spears, traps, and arrowheads for the manor's guests.

D The Tower

D1. The tower is built upon a small, manmade hill in the center of the courtyard.

D2. The tower cellar holds the finer things for the Baron's table as well as emergency stocks of food and wine for the garrison.

D3. Sir Marby's Chamber: In an effort to have some respite from Lady Lysella's tart wit and poisonous barbs, Sir Marby has temporarily moved out of the Great Hall. His quarters are spartan. He shares this space with his squire, Gaibin, and the page, Wilan. Sir Marby is an old bachelor. Having spent his life working and traveling he has never had the time nor the money to contemplate marriage. He is starting to notice Lady Erlyn's shy smiles, however, and endures Lysella just to spend the afternoon with her.

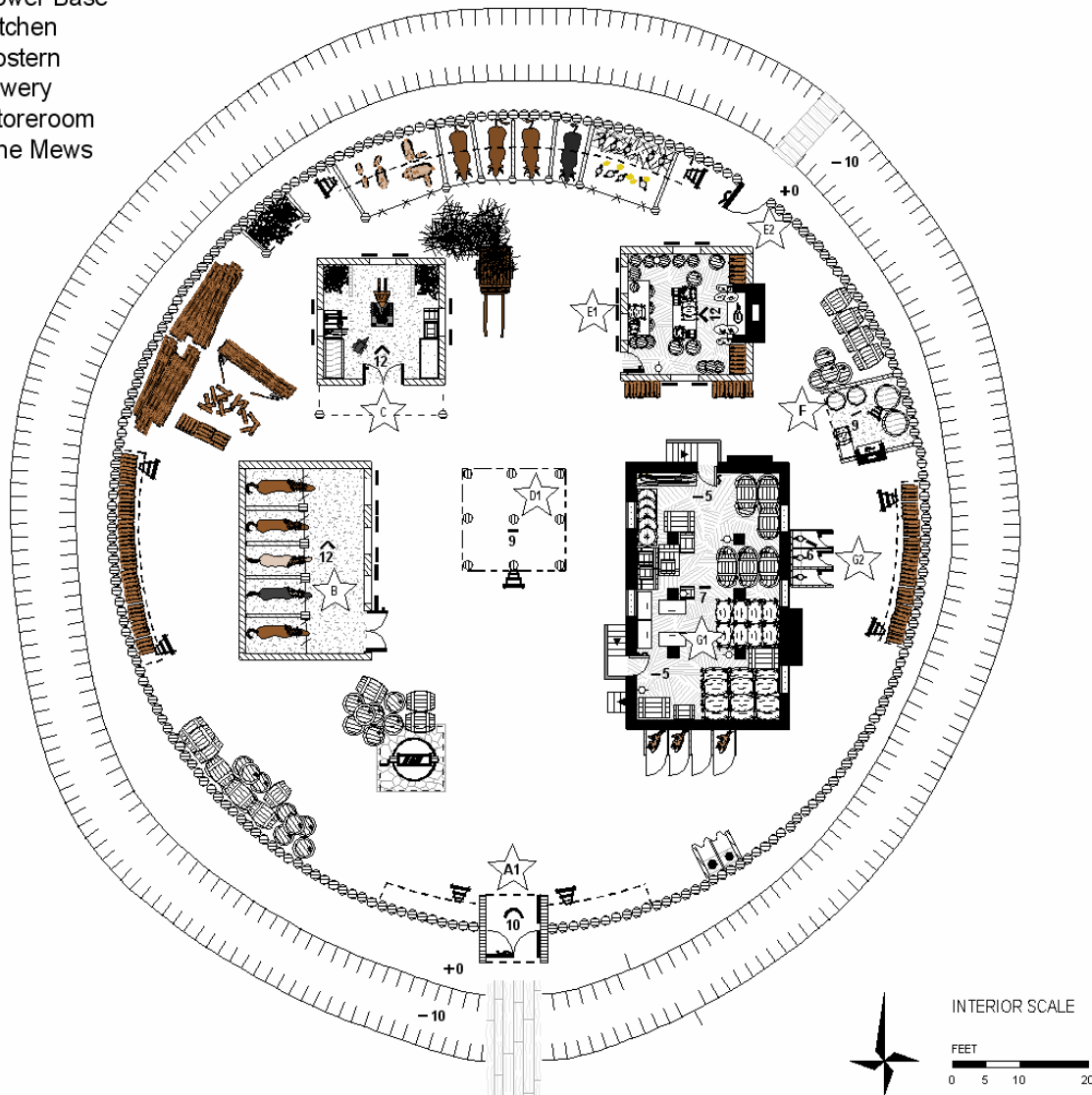
EMERULE 6

GROUND FLOOR

- A1. The Gatehouse
- B. Stables
- C. Smithy
- D1. Tower Base
- E1. Kitchen
- E2. Postern
- F. Brewery
- G1. Storeroom
- G2. The Mews

EMERULE

COMMON MAP



E

The Kitchen

E1. The kitchen staff sleeps here, leaving the Great Hall to the others. Klarlin cares for the manor's ducks and chickens in the yard behind the kitchen.

E2. Klarlin uses the postern to get to her garden.

F

The Brewhouse

Jilenia Gweren is the smith's wife and the manor's alewife. Rather than compete with Alona [5], the two women share recipes and often trade kegs of brew. This friendship comes in handy in Savor, when the lodge's ale consumption quadruples.

EMERULE 7

G The Manor House

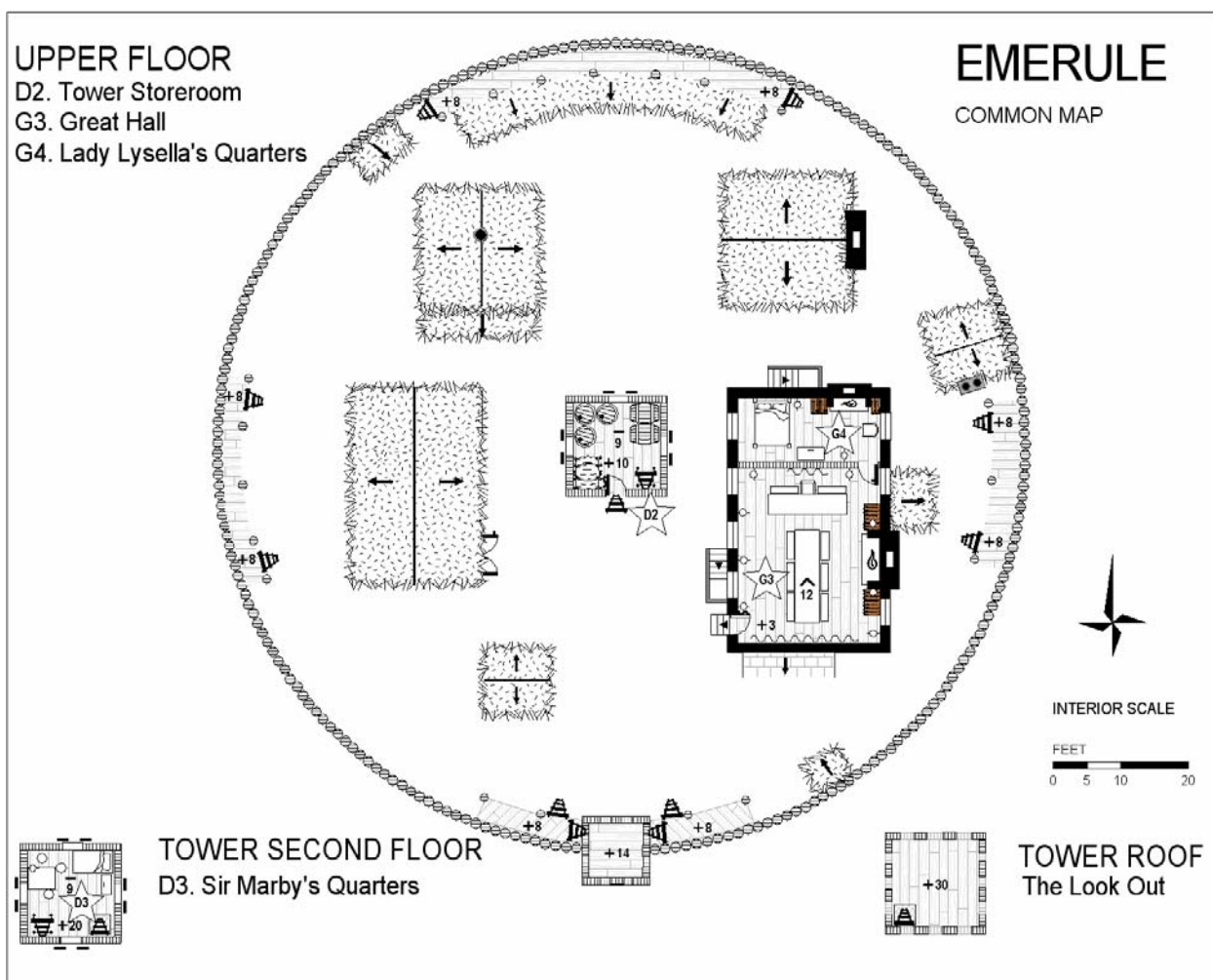
G1. The Storeroom and Armory: Sir Marby keeps the manor's daily necessities at one end of the room and holds the militia's weapons and salted rations at the other. The ration stores are rotated annually. Clas Gweren [C] is responsible for maintaining the weapons. The kennels hold Sir Marby's three coursing hounds.

G2. The Mews: The Mews hold Lady Lysella's two sparrowhawks and the goshawk that is Sir Marby's prize possession. Sir Marby often invites the ladies to go hawking with him, as is the only time that Lysella is not being churlish or spiteful.

G3. The Great Hall: The manor house's staff and servants sleep and eat here. Hunting trophies cover the wall.

G4. Sir Marby has surrendered the Lord's Chambers to his guest, Lady Lysella, and her governess. Lady Erlyn Immen shares the bed with her charge. Lysella chafes under the watchful eyes of Lady Erlyn. The ladies travel to Getha about once a month to see the Baron and discuss possible suitors with the Baroness.

Unknown to anyone, Lysella keeps a lock of her lover's hair in a locket, hidden in a hole between the stones behind the bedpost. She dreams of riding off with Galdyk to a life of landed splendor, far away from her controlling parents and the demands of being a Baron's daughter. She dreads the prospect of an arranged marriage and has sworn to run away before walking into a temple to become shackled with some noble-born brute her mother chooses.



The Manor Household

Sir Marby “Blue Dog” Lournay (male, 57) is an ex-adventurer who became the bailiff of Emerule after his brother finally deposed their spendthrift uncle. He spent over 20 years as a mercenary along Kaldor’s trade routes and now looks only for a rich widow who will marry him. He is an avid hunter but, like his brother, lacks the physical size to excel at jousting.

He thinks that Galdyk Onaret is a young, proud lad who has let his emotions get in the way of better judgment. Despite his personal feelings, if Sir Marby captures Galdyk, the young squire will be delivered to Drilen in shackles as a traitor to the Laranian ideals of his class.

Lady Lysella Indama is the young (16 year old) flirtatious daughter of the Baron of Getha. She looks like a younger version of her mother, Baroness Myrtis Indama. She is voluptuous and fair skinned with dark hair. Her eyes are striking. They are light brown, some might say golden, a family trait. Thoroughly imbued with tales of chivalric romance, she is in love with being in love. She dreams of being swept off her feet by a dashing knight who will take her to a beautiful manor draped with roses and sweet alyssum.

She feels that Galdyk is her prince charming. He is a poet, a warrior, and has the strength to stand up to her father. She wants to run away with Galdyk and live her dream. The hard life of a bandit chieftain’s woman has never entered her mind and she might have second thoughts if her dream house turned out to be a musty cave in the wilderness.

Lady Erlyn Immen is a 30-something widow selected to “look after Lysella” when Sir Chimin gave her husband’s lands (Pethasum in Dobraine Hundred) to another vassal. She receives a slight income from her dower but is content living in Emerule. She never complains and is starting to take a shine to Sir Marby.

Squire **Gaibin Asane** (male, 17) has been well warned to avoid the manor’s guest, which suits him fine. He is planning to become a tournament knight after his training is done and spends all of

his free time tilting at a makeshift quintain hung in the woods north of the lodge.

Lady Lysella’s Page, **Wilan Baral** (male, 12), counts himself lucky to be sent to Emerule. His work is easy since Lady Erlyn won’t let him anywhere near Lysella. Sir Marby treats him as a junior squire and the boy is usually in the company of Kordin the Huntsman.

The Manor Staff

Klarlin Berma is the cook and head housekeeper. A sprightly lady of advancing years (she admits to 60), she is set in her ways. Since her ways seem to work year in and year out, Petry the chamberlain stays out of her way.

Nesnia Urdel is the baker. Her husband died of a fever almost ten years ago. She hasn’t remarried because her position as Sir Marby’s lover keeps her and her son, Ovrik, sheltered and fed. As she approaches thirty, however, she has started to yearn to be a mother again. Ovrik works as a general domestic in the manor house.

Clas Gweren was a farrier for wagon trains that traded along Genin’s Trail. He heard of Sir Marby’s good fortune and offered his services as a blacksmith. Clas (male, 43) is slowing down as arthritis makes his joints ache but he hopes to pass his franchise on to his sons Bergen (20) and Sholiam (19). The boys help their father with the forge. Both are in love with Amrenë, and she enjoys leading them on a merry chase.

Jilenia Gweren (female, 35) keeps the lodge’s brewhouse. She is the “heir apparent” to the kitchen, as she likes to joke, and is very popular amongst the other servants and the villagers.

Amrenë Kleve (female, 23) makes the household’s butter and is a general scullery maid.

Kordin Artusiel (male, 37) hails from Harden and served with Sir Marby as a caravan guard along Genin’s Trail. When Sir Marby, or “Blue Dog” as Kordin and the boys used to call him, announced his retirement, Kordin was the first to ask if he could come along as well. Kordin is the manor’s resident huntsman. He scouts for game throughout the year in the forest.

Petry Ekutoshi (male, 54) was the chief clerk of the mercantylar company that Sir Marby worked for. Tired of sleeping under canvas, he asked for a job at Emerule. Sir Marby was overjoyed at the prospect of having such an experienced and honest man as his chamberlain.

ADVENTURE SEEDS

Rescuing Lady Lysella

Lady Lysella's love, Galdyk Onaret, has become the leader of an outlaw band in Chyle Forest (see Bandits of Chyle 4). He is planning to attack the manor, save his beloved, and escape to a life of simple blissful romance in Chybisa or Melderyn where he plans to sustain them by working as a mercenary or as the steward of a manor. One of the girls in the bandit gang acts as a messenger and carries missives between the two to arrange their escape.

BOAR HUNTING WITH THE INDAMA CLAN

The manor hosts an annual boar hunt during a ten-day in Savor when the entire Indama clan and a number of their important guests descend on the little manor to chase the wild game that live in the hills surrounding the hamlet. While the deer are hunted on horseback with the help of beaters, the Baron insists that the boar be hunted on foot with spears and dogs. Only the hardest hunters enjoy walking for hours in the cold, wet forest, waiting to see if a dangerous tusked beast will burst from the thick underbrush. Truth be told, there is as much eating and drinking as hunting during this period but the villagers and vassals spend many hours scouting the forest for game suitable for the spectacle.

The small manor house is usually filled with the Baron and special guests so most of the hunt's participants camp in the village green. The little settlement takes on a festive air as the rows between the pavilions are lit with torches and the musicians brought by the family from Gardiren and Bidow fill the night with song. Villagers often work for the hunt's guests, as bearers and grooms,

and this provides a valuable addition to their meager incomes.

The Schedule of the Hunt

Each day is divided into phases. The members of the hunt arise early, breakfasting in the gloom of pre-dawn as their grooms prepare weapons and horses. A quick prayer service is held (Sir Luisan Kelic, Reblena of Jenkald, always attends the Hunt and brings a chaplain with him) and, with a stirring horn cry, the group rides out into the forest.

Since boars are hunted in thick forest with spears, the grooms make a small camp and picket the horses while the hunters and their hounds continue on foot. The huntsmen loose their dogs and the chase ranges far over hill and through dale. During this phase of the hunt, hunters become winded, have accidents while running through the underbrush, or even get lost.

When the dogs flush a boar, the beast will either run or attack if cornered. A wild boar is a formidable opponent; dogs die as a matter of routine and it is not uncommon for a hunter to fall to the sharp tusks of the beast as well. It is considered polite to allow the highest ranking noble (the host or an honored guest) the first strike at the beast but, if the animal charges, it is best to strike hard and true.

Once the beast is killed, the huntsmen butcher the carcass and feed the dogs while the hunters share a stirrup cup. The walk back to the horses is filled with stories and shared jests. Huntsmen drag the beast back to the manor house and drive the dogs back to their kennels.

Each evening starts with a lavish meal, with dancing and singing afterwards. Because of the small size of the hunting lodge, most of the entertainment is staged in large pavilions that have been pitched in the village common. Characters can hone their skills at the art of courtly romance or indulge in the baser pleasures of the flesh in the shadows and amongst the tents that cover the common.

EMERULE 10

Participating in the Hunt

Peasants vie for the jobs that bring them into direct contact with the nobles. Yeomen are given the responsibility of leading the hounds or caring for the sites during the hunt. They know that the nobles often tip with silver pennies!

Nobles will join the hunt. Invitations come from the Baron and he is not amused when uninvited persons appear. In addition to family members (all of whom are invited, without exception), Sir Chimin selects several "special guests" to be the center of the hunt's social activities. Previous guests have included the Earl of Neph, the Sheriff of Thel, and the Rekela of Brynd. In 720, Sir Chimin has invited the Earl of Vemion and his son as part of a plan to arrange a marriage between Sir Urian Caldeh and Lady Lysella Indama.

Other Activities during the Hunt

The Day Before the Hunt (10 Savor)

The participants of the hunt attend the Feast of Saint Syrele at Lethyl Abbey. The huntsmen scout the woods one final time for game and finalize preparations at the sites for luncheons, often positioning large heavy items for later use.

Day 1 (11 Savor)

The participants ride to Emerule in the morning. After a light lunch while the servants pitch tents and unpack, the nobles "ride the ground" with Sir Chimin and take note of the hunting areas that have been scouted.

Days 2 – 4 (12 – 14 Savor)

These days are devoted to the boar hunt. While the men hunt boar, the ladies hawk for ducks or heron along the river. The ladies strike out in a different direction each day. Over the last ten years, a tradition has grown of taking luncheon with Lady Tommasina Lournay at the manor of Drilen on 14 Savor.

Day 5 (15 Savor)

It is customary that one of the clerics holds Soratir in the morning. In the years before his unexpected death, the Rekela of Nurez celebrated

Soratir in the village green and gave thanks for the good hunting and the lack of casualties among man, horse, and hound. Since the Rekela's death in 714, this duty has fallen to the most senior cleric at the hunt; usually the chaplain of Getha or Jenkald but occasionally the Serolan of Lethyl will offer the service.

Because the hunt starts too late in the morning to hunt boar, this is generally taken as a day of rest. Lords escort their ladies for a day of hawking along the river. Sir Marby hangs a scarecrow from a tall oak branch along the Ominstru Road and knights lie in the shade chatting and waiting their turn to tilt at the swinging target.

Day 6 – 8 (16 – 18 Savor)

The die-hard hunters continue their pursuit of boar in the woods south of the manor while other knight take the ladies and ride after deer in the woods to the west toward Ominstru. Sir Marby always accompanies the deer hunters, as he is charged with ensuring that no one chases game across the Kobarney family lands and causes an incident, as happened in 715.

Day 9 (19 Savor)

The Farewell Feast is held this evening. In preparation for the annual hunt, Sir Marby orders a bullock from Getha. The animal is kept just in case the hunting is poor and the kitchens need meat to supplement the catch. Sir Marby is always very proud when he can introduce the last night's dinner with the cry, "M'Lord, dinner is served and the bullock is safe in his byre!" meaning that the hunting was good enough that they didn't need to slaughter it. Baron Chimin's father found this custom amusing and allowed Sir Marby to keep the bullock, which is slaughtered and shared amongst those villagers that helped with the hunt.

Day 10 (20 Savor)

After a light meal, most of the hunt's participants depart Emerule.



EMERULE 11

EMERULE

Lord: Sir Marby Lournay (Bailiff)

Owes Fealty to: Sir Eadwin Lournay (Drilen)

Acres: 900

LQ: 1.11

Market Day - Sixth-day of each ten-day

Imports:

Copper, Iron, Tin

Salt

Exports

Charcoal

Fur

Herbs

H/H (pop)	UF	RF	SF
14 (70)		2	12

Muster	Kts	Yeo	Men
	1	2	

General Feel

Musty hunting lodge

Scene of the annual Indama Boar Hunt, a place to mix and mingle with the cream of the kingdom.

Old bachelors babysitting the spoiled little princess

Business **clan/location**

(* = bonded)

Charcoaler Asaka [7]

Metalsmith Gweren* [C]

Place of Worship **Religion/location**

Public Buildings

VIP **clan/location**

Clanhead

Faleren [9]



Plot Hooks:

[1] Little girl has a soothing “aura” due to her natural psionic power. As she grows older, however, she will need training.

[2] Housewife having an affair with a guardsman who visits during the Big Hunt.

[3] Serf being blackmailed by his Uncle the Reeve. He is being forced to marry his daughter to the Reeve’s son.

[5] Alewife runs the local equivalent of a tavern for the villagers.

[8] Village idiot is also the best thief in the world. He likes shiny things and doesn’t know right from wrong, so he doesn’t mind “picking them up” from other people’s things.

[11] Man has found a secret (magical) cache of coins in an old forest shrine. His plan to possess the shrine is disrupted by the Reeve. The cache actually belongs to a violent bandit who will kill to get his loot back.

[14] Reeve has made many enemies in the village and in his clan. He might have an accident.

[G4] Lady Lysella has been banished from Getha for a scandalous romance with one of her father’s squires.

[G4] Lady Erlyn is getting sweet on Sir Marby

Bandits of Chyle are planning a raid to kidnap Lady Lysella.

Schedule of Events

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

..Week...	Sir Marby (Emerule)	Events
Nuzy 1	Emerule	
2		
3		
Peon 1	Lethyl	(3)
2	Emerule	
3		
Kele.1		<i>Wool Fair</i>
2	Getha	<i>Getha Fair</i>
3	Emerule	
Nolu. 1	Drilen	<i>Tashal Fair</i>
2	Jenkald	
3	Tashal	
Lara. 1	Olokand	<i>Chelbin Tourney</i>
2		
3		
Agra. 1	Jenkald	(2)
2	Emerule	
3		
Azur. 1		<i>Kiban Fair</i>
2		
3		
Hala. 1		
2		
3	Getha	(4)
Savo. 1	Lethyl	(3)
2	Emerule	(1)
3		
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