

**LOCATION:** Fethael Hundred, Kaldor  
**STATUS:** Chapter House of the Order of  
the Lady of Paladins  
**GOVERNMENT:** Sir Ralf Termlin  
(Reblena)  
**LIEGE:** Serolan of Lethyl Abbey  
**POPULATION:** Village 115; Chapter 24

**H**akstyn is a Manor Chapter of the Order of the Lady of Paladins. As a Manor Chapter, this house supports the Sword Chapter at Jenkald and provides security and protection for the Laranian Abbey at Lethyl, Fethael Hundred, and the Silver Way from the barbarian and gargûn hordes that plague Kaldor's eastern borders.

## GOVERNMENT

Sir Ralf Termlin is the Reblena and has governed the Chapter House for the last eight years. As the Reblena of a Manor Chapter, Sir Ralf is a member of the Solyana, the Order's senior advisory council. He is more influential inside the Order than his remote posting might lead a casual observer to perceive. Although he spends many hours corresponding with his fellow Reblenas, talking with leaders of the Sword Chapters, and socializing with influential secular noblemen, he always has time to speak with his reeve.

Sir Ralf is very organized and the way he conducts the Chapter's business reflects this personal trait. Nothing makes him angrier than having to wait while someone shuffles through their notes or labors through a lengthy explanation. Sir Ralf likes living in Fethael Hundred and intends on retiring in the village within the next five years.

## ECONOMICS

This small farming community (1,340 acres, LQ 1.09) provides food and services for the nearby Sword Chapter in Jenkald. Additionally, Hakstyn house often serves as a hostel, hosting any overflow of guests from Jenkald or Lethyl.

## RELIGION

The Chapter and the worship of Larani dominate the religious climate of Hakstyn. The martial tone of the services is a stern counterpoint to the more theologically minded clerics in the nearby abbey of Lethyl. To the paladins, it makes no sense for the melana and meken to go into the wild to convert heathens and then return home to ignore the impious on their doorsteps.

Nobles from Drilen, Emerule, and Ominstru often travel to the chapter's chapel to attend soratir (Laranian mass) and usually stay in the hostel overnight before returning to their homes. Father Crarond, an Ebasethe from Drilen, ministers to the villagers of the Peonian faith. He visits at least once each ten-day.

## CURRENT EVENTS

A huge wolf-like beast has attacked several of the manor's livestock. Hunters report that they have seen the tracks of a large bipedal creature near the sites of kills. Sir Brisán Hawen [U3] has started a quest to find and kill the beast.

Sir Ralf is a strong advocate in the Kaldoric Patriot movement. He has served three times in the Soloran Crusade, each time becoming more and more disillusioned with the cause and the leaders of his order. Although Sir Ralf tries to hide it, he would move mountains to support Sir Luisan and the work to establish an independent order in Kaldor.

## CREDITS

### WRITERS

Joe Adams & George Kelln

### MAPS

George Kelln

### CONTRIBUTORS

Robert Barfield &  
Allan Prewett



# HAKSTYN 2

## LOCAL MAP KEY

The village straddles the Fethryn River along the road that connects the Hundred's southern manors to the Silver Way. Most of the houses are sturdy half-timbered buildings with shingled roofs. It is common for villagers to decorate their front doorways with flowering vines and roses.

### 1 **Ragnyl Ailt Metalsmith**

Despite his financial success, Ragnyl is a gloomy man. His wife, Basca, left him and now lives in Elmeze as a minstrel (q.v., Elmeze). He has tried to live with the shame and not give into the rage that has been growing inside him. While his eldest daughter has managed to keep the house and her five siblings clean and neat, Ragnyl has found some measure of solace in his friendship with Marsi Churil [13].

Ragnyl keeps his forge inside the Chapter House's walls [G6] and is bonded to the Order. He enjoys working for the paladins, especially the Seneschal, Sir Boph.

### 2 **Sortin Dyren Half-Villein**

Sortin's fields lie along the Omin River near Denwald. He has found signs of a wolf-beast and often accompanies Sir Brisán [U3] into the woods to scout for the animal. His obsession with the forest demon, as he calls the animal, has made him paranoid and he rarely ventures outside of his cottage after dusk.

### 3 **Tolval Urdel Villien (Reeve)**

Tolval is a veniken (retired meken) and a member of the large and influential Urdel clan. He is very efficient, even gathering praise from Sir Ralf. He seems to be constantly in motion, walking the manor's fields and woodlots from dawn to dusk.

Tolval has a secret, however. He contracted lycanthropy four years ago while trying to apprehend a poacher in the hills south of the manor. His condition only controls him during full moon but it transforms him into a savage and

cunning carnivore. He is desperately seeking a cure and attempts to ward off the effects of the disease with wards and charms.

His anguished double life may soon end. While in his wolf-form during the last full moon, Tolval mauled a young hunter from Denwald. He knows that the young man probably carries the same disease he has and will find him during the next moon to fight for dominance.

### 4 **Lerilis Asaka Half-Villein**

Lerilis was the charcoaler in Lethyl for years before leaving his franchise to his eldest son and retiring to Hakstyn. He is a cheerful fixture in the village, helping his wife brew her ales and fishing in the river.

Over the years, Lerilis developed a strange skin condition that causes his skin to blister and peel in direct sunlight. As he grew older, the condition became worse. He has visited the physicians at Lethyl and Jenkald with no relief. He is planning a trip to Getha in the spring to visit the physician, who is reputed to work wonders.

### 5 **Haeri Evalyr Villein**

Haeri's hearty laugh and jovial façade hide a furtive man. He used to be a cheery person but, since he hid a small box for his cousin Tyban [Elmeze #23] last year, he has been a nervous wreck. Haeri peeked inside the box before hiding it. He was astonished to see a pile of bright silver pennies inside and quickly hid the box at the base of an old tree in his field near the Drilen Road.

Haeri knows that Tyban did not earn this money honestly. His worrying has turned to paranoia and he feels that he is being watched. Tyban has sent word that he will be visiting in the spring but Haeri is afraid to go to the hiding place. He is looking for someone trustworthy to retrieve the box and bring it back to the village but does not know whom to trust or how to make sure the courier does not open the box.

## 6 Daen Trysemet Ostler

The ostler's barn and forge sit on the edge of the small clearing near the village's well. Daen and his family live behind the forge in a large, well-appointed house. The barn has room to stable 20 horses, leaving room for their handlers to sleep in the hayloft above.

Daen is a good ostler [G12] but his irascible temperament makes him a burden to work with. He left Elmeze twenty years ago to see travel and see something other than the road between Elmeze and Getha. His adventures took him the length of the Silver Way as he learned his trade as muleskinner in a pack train. The work was hard and years of mountain trails and gargûn ambushes led him to settle down as Hakstyn's bonded ostler in 714.

Years of rough living have left their mark on Daen. While he is a patient with horses, he abuses his journeymen and apprentices with profane insults, the back of his hand, and occasionally a leather strap. His journeymen count the days until they can leave and more than one apprentice has run away rather than take his mistreatment.

## 7 Sign of an Urn Potter (Jorisi Haral)

**Size: 5 Quality: \*\*\* Prices: Avg**

Jorisi is the Hundred's best potter. She is a short, plump woman who always smells of wood smoke and has mud perpetually stuck under her fingernails. Aside from making normal household goods, Jorisi makes large urns for the distillery in Jenkald [Jenkald #39].

Her husband, Petros, takes household items to Aras Desa the chandler [Getha #29], but some goods are shipped to Senis Sermel [Hyzevel #14] as well. Her cousin Varybis [Getha #27] often brings her orders from other villages.

## 8 Baidis Arandin Squire (retired)

Baidis Arandin is a retired Ataken (common squire) of the Lady of Paladins. After leaving the order, he gained a farm hold and married a pretty young wife. He prefers to live here rather than his

home village of Hyzevel because he finds that he no longer has the patience for his kin's provincial prejudices or petty squabbles.

He is a law-abiding man and is on very good terms with Sir Ralf and the melana of the Order. He often recruits young freemen and women from the western manors of the Hundred to serve as meken in the Order of the Lady of Paladins.

## 9 Aratha Loyril Villein (Beekeeper)

Aratha is the manor's beekeeper. He learned his trade during a four-year apprenticeship with his father, succeeding him after his death in 716. Aratha tends the 6-8 skeps (beehives) that are located near the orchards and large meadows. These hives produce 18 to 24 gallons (96 to 128 lbs) of honey and 42 to 56 lbs of beeswax each year. Aratha is responsible for placing the skeps and protecting them throughout the winter. In return for reduced fees and rents, he gathers the honey during the growing seasons and catches swarms if the manor needs more bees. The gardener [G19] prepares the honey for consumption, while the candlemaker [G3] uses the beeswax for tapers to be used in the chapel.

## 10 Tyban Churil Half-Villein

As the village thatcher, Tyban is known by one and all as a gloomy and often profane man. He has been fined several times by the beadle [16] for his more imaginative expletives and other impious behavior. Tyban's reaction to the beadle's discipline is to wish Badaen a leaky roof.

## 11 Selis Loyril Cottar

Selis is the victim of a spiteful gossip. He was accused of adultery with Clardil Tyun [15] at the last hall moot. Since Clardil's husband did not refute the charge when paying the fine, Serlis was also forced to pay even though he protested his innocence. His wife is the only one who believed him, however, and now Selis is hunting for clues to his accuser's identity. He wants to clear his name and see the malicious gossip flogged for smearing his good reputation.

## 12 Baran Oralis Cottar (woodward)

Baran has the interesting notion that the gods have made all men equal. He will lecture for hours on his theories of a society where there are no lords and no paupers. He claims to have heard that there are actually places like this but no one believes him. Baran's ideas have gotten him in trouble with the Urdel clan in the past. Squire Baidis [8] is particularly quick to shout Baran down and ridicule his definitely un-Laranian notions of the natural ordering of life.

## 13 Saran Churil Half-Villein

Saran is trying to drink himself to death. No one knows why this handsome man would abandon his loving wife and four hearty children to become a drunken wastrel but each season sees Saran drinking more and working less. His wife, Marsi, has nearly worked herself to death caring for the fields and the children. She found a friend in Ragnyl Ailt [1]. Marsi and the smith often end the day chatting beside the warm forge.

## 14 No Sign Miller (Orgal Etine) Size: 4 Quality: \*\*\* Prices: Avg

The mill is a half-stone, half-timber building with a pitched roof. It is located on the east bank of the Fethryn River about 50 yards south of the millpond. An entry and exit water channel links the millpond with the river. A sluice gate, located at the south end of the millpond controls the rate of water flow through the millrace past the undershot wheel before rejoining the Fethryn.

Orgal is the richest man in the village. He charges one part in twelve to grind the other villagers' grain. In addition, the local women use the mill's two large ovens to bake their bread each morning. He takes payment in kind in return for the use of the ovens - half-dozen eggs from one, a bucket of nuts from another.

The mill also earns revenue from the millpond. Orgal keeps it stocked with brown trout and lampreys, using a large net trap to haul in his catch. Orgal sells the pond's bulrushes to the local

thatcher [10] for roofing material and to the Chapter House chamberlain for floor covering in the Great Hall and Chapel.

Last summer, Orgal built a rabbit warren on the small island between the river and mill's water channels. His eldest daughter Ilias (f, 15) maintains the warren, which produces the meat enjoyed by villagers in a dish known locally as *Kukli*. Since *Kukli* is a baked dish, essentially a rabbit pie, Orgal profits twice from the meal.

An unexpected result of the millpond was the flooding of the area east of the pond. Two years ago, Orgal was fined six shillings by the Seneschal and forced to rebuild the road that leads to the manor's northern fields. Now, there is some resentment between Orgal and the Reeve, Tolval Urdel [3], who regularly inspects the the road.

Orgal has also started holding ratting competitions. Villagers bring their dogs, usually terriers, and wager on the number of rats their dog can kill in a set amount of time. The sport helps control the rats in the mill's storage bins as well as being a raucous sporting event.

## 15 Thedrik and Clardil Tyun Cottar (herder)

Thedrik is insanely jealous of anyone who looks or speaks with his wife, Clardil. When she was accused of adultery with Serlis Loyril [11], he flew into a rage and beat her with a wooden rod. No one has seen her in almost a month and Thedrik will allow no visitors past the threshold.

## 16 Badaen Dyren Cottar (beadle)

Villagers call him "Bump" but Badaen is anything but dull or stupid. He is incredibly intelligent and very attentive to his duties. His neighbors used to ostracize him because of this diligence but, as he matured, he has shown that he can be fair as well as strict.

Sometimes he has trouble sleeping and wanders the village carrying a lantern and a staff until dawn. He worries about his neighbor Clardil [15] and loiters around her house to catch a glimpse of her.

## WATER MILL

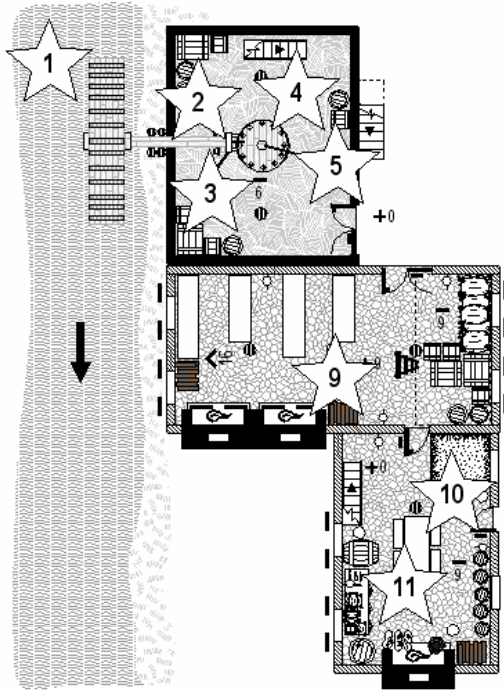
COMMON MAP

INTERIOR SCALE

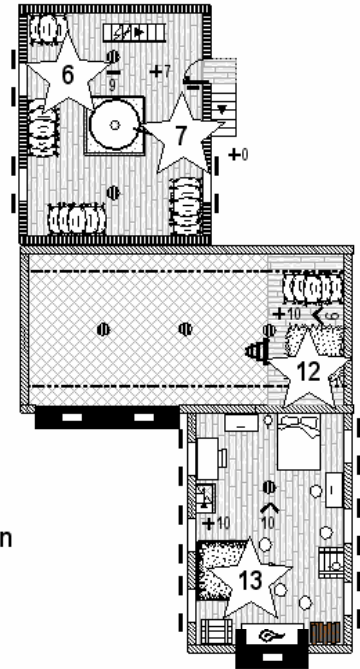


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GROUND LEVEL



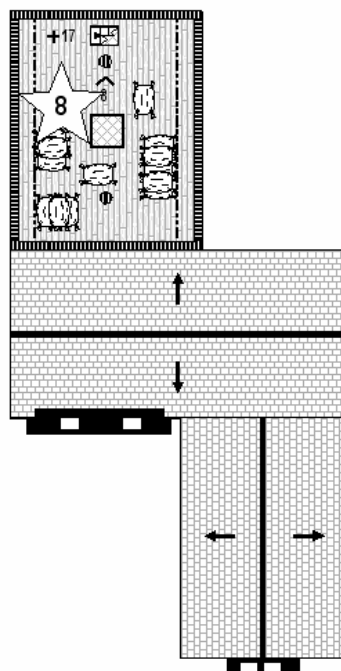
FIRST LEVEL



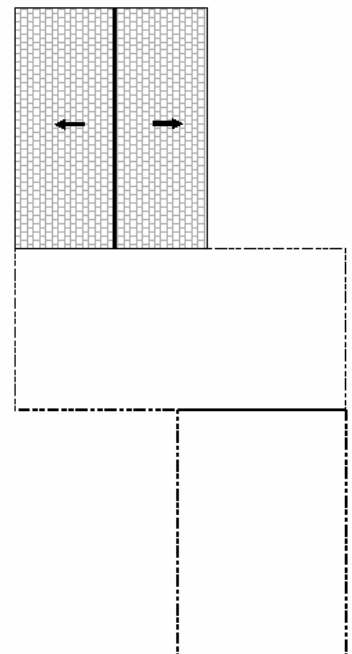
### LEGEND

1. Water Driven Capstan
2. Drive Shaft
3. Vertical Gear
4. Lantern Gear
5. Spindle
6. Output Hopper
7. Millstones
8. Input Hopper
9. Bakery
10. Common Room
11. Kitchen
12. Loft
13. Bedroom

UPPER LEVEL



ROOF



## 17 Torrynë Tyun Cottar

Torrynë is an extremely intelligent and eminently practical woman. When her husband ceased to express an interest in their marital bed, she found other companions. When his laziness resulted in fines and lost acres, she found the children employment to put food on the table.

Torrynë is three months pregnant with the child of Father Carbgor [G14]. Although the liaison is adulterous, Torrynë feels no shame and is only interested in making sure that the child is cared for. Carbgor, who is common born, has promised to pay support and later sponsor the child into a Laranian or Peonian temple.

## 18 Lorna Tolonan Half-Villein

Lorna's beauty and intelligence have survived the passage of time and this 44-year-old wife and mother of four is easily the most desirable woman in the village. Despite these qualities, she is not above holding grudges over petty issues and imagined slights. After she felt insulted by Clardil Tyun [15], she hinted at the possibility of a liaison between Clardil and Serlis Loyril [11], intending nothing more than to besmirch Clardil's reputation. When Clardil's husband responded by savagely beating the poor woman, Lorna's guilt was overwhelming but she could not bring herself to confess that she made it all up.

Her son, Claus (m, 17) is the Reblena's kennel master.

## 19 Serai Tolonan Half-Villein

Serai saw something in the forest that robbed her of her senses. Once she was just a gloomy peasant woman who toiled in her fields. Now she is a ranting crone whose screeches fill the night. She accosts strangers and neighbors with her foul prophecies and profane outbursts. Her husband Wered cares for her out of pity, much as anyone would care for a wounded animal. Secretly, he hopes she will die soon and end the misery for both of them.

## 20 Harasis Arsarl Half-Villein

Harasis is the most optimistic man in the village. As the local gong farmer, he is paid to empty the chapter house's cesspits and cart the contents into the local fields for use as fertilizer. Over the years, he has developed a sense of humor about the job, ridiculing the dainty sensibilities of others as he stands over a hole full of reeking sewage and proclaims, "Smell that? Smells like money, don't it?"

Folks in the village enjoy Harasis and he does not mind helping them move things with his cart.

## 21 Datren Krandar Villein

Datren wants to become a kept man. He wants to sit in the sun, play his rebec, and compose songs. His ugly wife nags him to do his work in the fields but he spends every hour of the evening with his music. He often composes songs and rhymes about people that visit the village. He used to sing about his neighbors but stopped after Thedrik Tyun [15] took offense to a ditty about his wife Clardil's hair.

His daughter is engaged to be married to his cousin in Emerule [Emerule #10]. Datren is hoping to be able to use their home as a hideout from his wife.

## 22 Dorilëa Enten Cottar

Dorilëa mopes through her daily chores. The cloud of depression hangs over her like a cold, winter fog. She had been Father Carbgor's [G14] lover for over a year when she discovered that he was also carrying on with Torrynë Tyun [17]. When Dorilëa discovered that Torrynë was pregnant, she severed her relationship with the chaplain but is now overcome with loneliness.

Her husband ignores her moods and rarely speaks to her unless his food is not prepared on time. The couple only has a single child and are unlikely to have any more. Unless her home life improves dramatically, Dorilëa is likely to find another lover in the near future.

## 23 Lycia Tolonan Cottar

Lycia works in the chapter house as a scullery maid. She prefers indoor work to farming and especially likes being around the meken. She is an attractive young lady but has never gone beyond flirting with the paladins. The men like her because she often keeps their food warm when their duties keep them from eating meals at the regular time.

## 24 Eredir Dyren Villein

Eredir is a large man who seems to be in constant motion. He has managed to make himself quite comfortable in the village. His fields and animals are productive and fertile. His wife is as well, being the mother of six children.

If Eredir has a fault, it is that he pines for the experiences of travel. Although he has never been farther than Getha, he has a stockpile of tales that he has gathered from visitors. He often plies travelers with a beer or two, soaking up anecdotes of their home and journey. Once the visitor has left, Eredir inserts himself into their stories and vicariously lives beyond the borders of the Hundred in the repeated telling.

## The Chapter House

The Manor Chapter House in Hakstyn is strongly fortified, similar to other secular manors houses but with a more militaristic bearing about it. The chapter house is a fortified stronghold with a stone gatehouse. A three-foot thick, rubble-filled outer wall surrounds it to a height of fourteen feet. Its 10-foot high parapet is patrolled regularly. Despite these protective features, the manor would not be able to withstand an assault with siege engines.

The following descriptions detail the locations and people of the manor house. Each sub-section is labeled according to its location: Cellar (C), Ground (G), Upper (U), and Roof (R) levels. Locations without a label are in the village.

### [C1] Storeroom

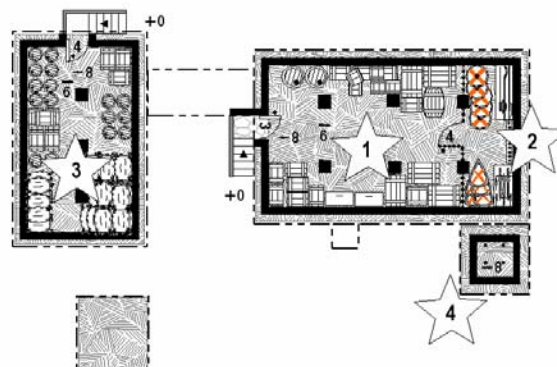
This room is located beneath the manor house and is used by the Seneschal for storage.

### [C2] Armory

The armory not only holds the Chapter House's weapons, but also the weapons belonging to local village militia. Twice a month, the militia gathers on the practice field under the command the Baulana, Sir Alvis Karrine. The drills are conducted under the watchful eye of the Turlana or Reblena from the gatehouse tower.

## HAKSTYN

COMMON MAP



### Cellar Level- Legend

1. Storeroom
2. Armoury
3. Kitchen Storeroom
4. Dungeon



# HAKSTYN 8

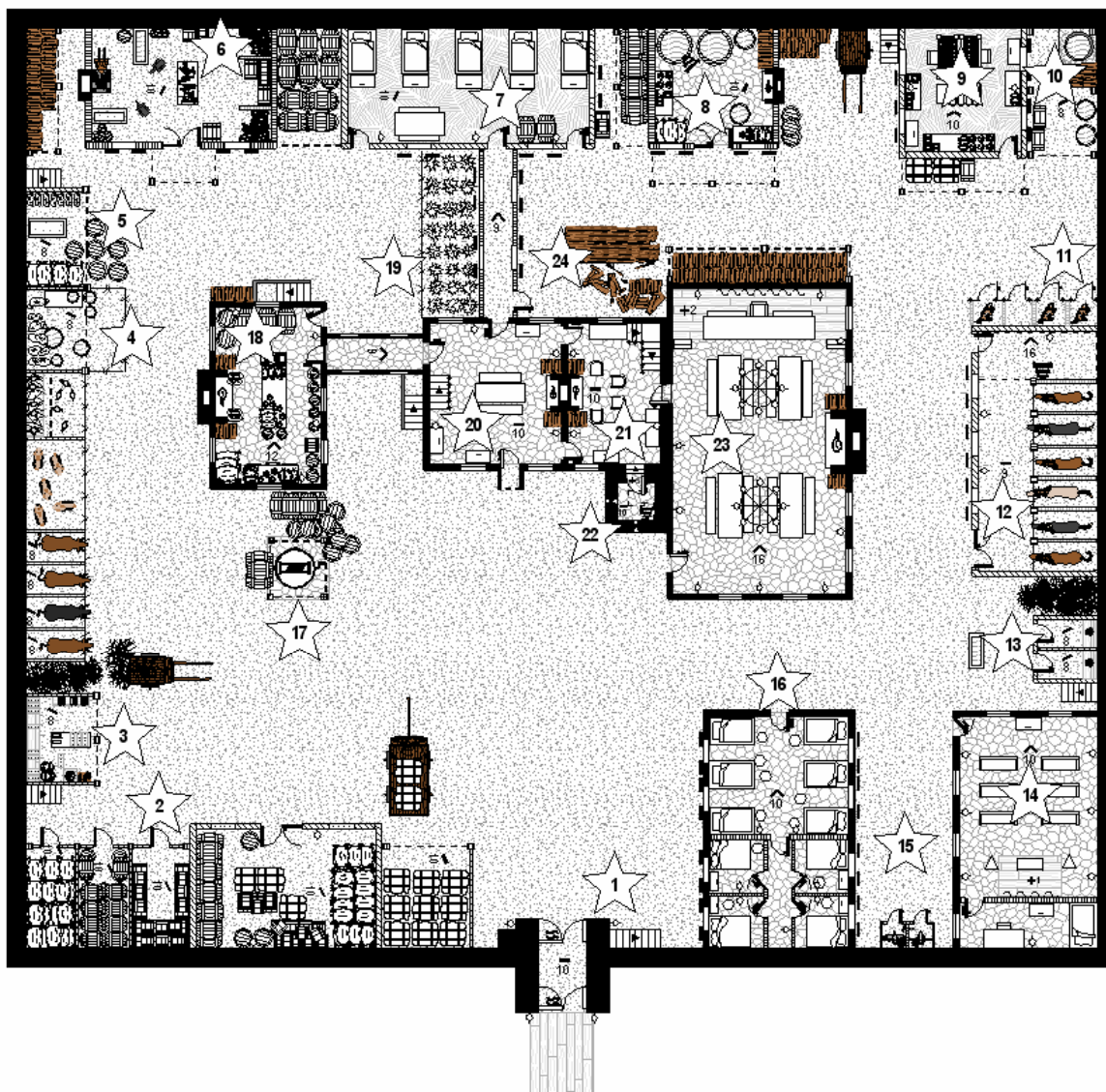
## HAKSTYN

COMMON MAP



INTERIOR SCALE

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### Ground Level- Legend

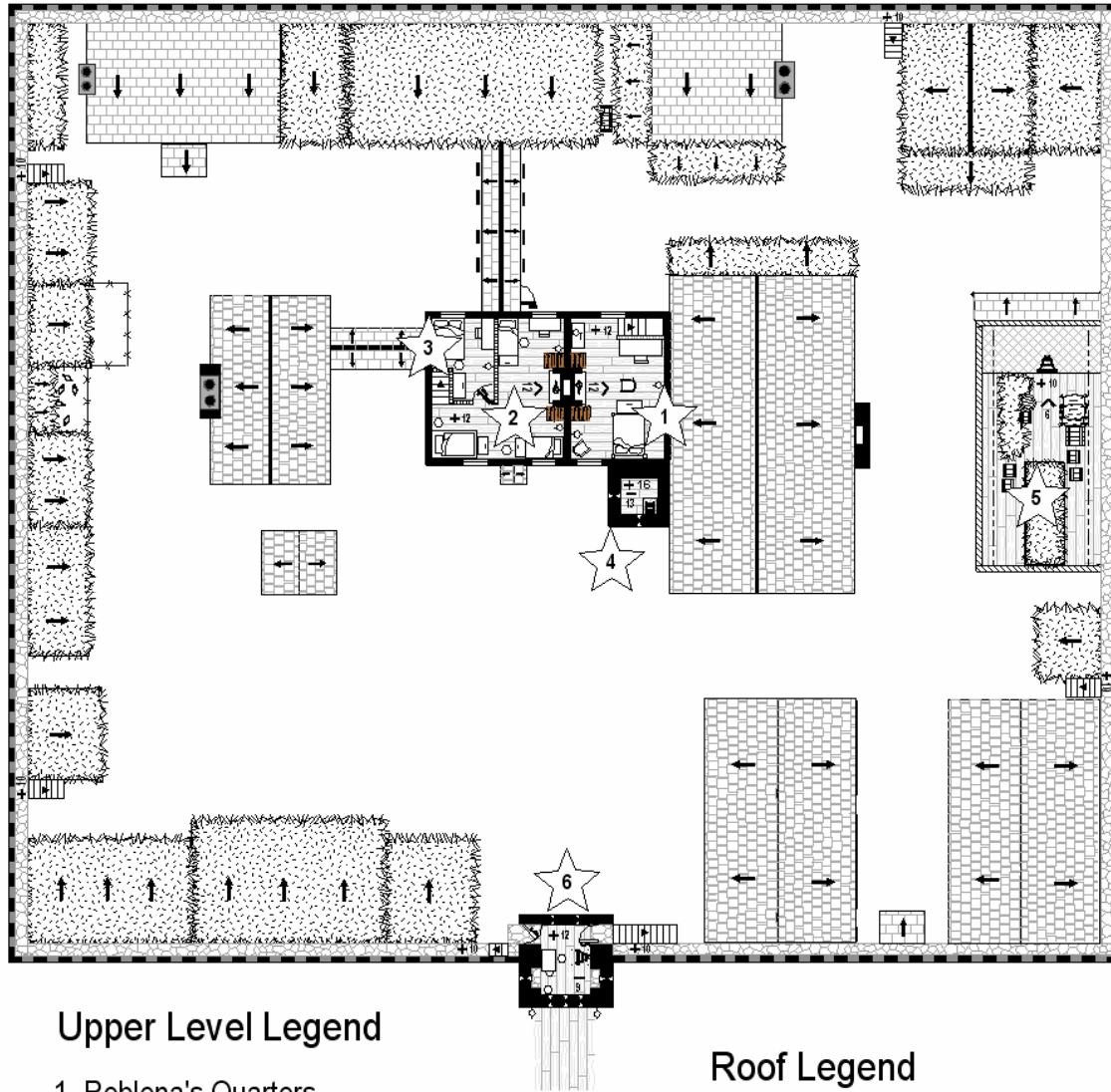
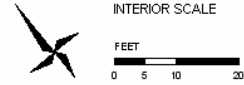
- |                    |                |                 |                    |
|--------------------|----------------|-----------------|--------------------|
| 1. Gate House      | 8. Brewery     | 15. The Mews    | 22. Tower          |
| 2. Barn/Storerooms | 9. Clothier    | 16. Hostel      | 23. Greathall      |
| 3. Candlemaker     | 10. Hideworker | 17. Well        | 24. Firewood Block |
| 4. Salter          | 11. Kennels    | 18. Kitchen     |                    |
| 5. Butcher         | 12. Stables    | 19. Herb Garden |                    |
| 6. Smithy          | 13. Garderobe  | 20. Common Room |                    |
| 7. Meken Barracks  | 14. Chapel     | 21. Antechamber |                    |



# HAKSTYN 9

## HAKSTYN

COMMON MAP



### Upper Level Legend

1. Reblena's Quarters
2. Melanas' Quarters
3. Turlana's Quarters
4. Watch Tower
5. Hayloft
6. Guardroom

### Roof Legend

1. The Look Out and Tocsin Bell
2. Gatehouse



## **[G] Courtyard**

The large irregular-shaped dirt courtyard is a constant source of grief for the Reblena, especially after a heavy rainstorm turns it into a muddy quagmire. Thatched pens housing cows, pigs, and chickens line the courtyard. The livestock provides a steady food source for the kitchen. The ostler's workers and hired villagers muck out the stables and the courtyard on a daily basis. The local gong farmer, Harasis Arsarl [5] hauls the manure out to the Order's pastures.

## **[G1] [U6] [R2] Gatehouse**

A two-story stone tower, pierced by arrow slits and crowned with a parapet and crenellations, overlooks the gate. The narrow entrance is protected by two sets of heavy oak ironbound doors and the wooden bridge spanning 10-foot wide dry moat is removable.

The Gatehouse also houses the guardroom for the Watch on the upper floor and a Look Out located a top its roof that provides an excellent view of the practice grounds. The chapter's tocsin bell is on the Look Out. It is sounded to mark the hours (see page 15).

## **[G2] Barn/Storerooms**

The Chapter House regularly produces more than it consumes and ships the excess foodstuff to the nearby Sword Chapter at Jenkald. The Seneschal ensures that Hakstyn maintains at least three months' supplies on hand and rotates the stock to ensure minimal spoilage. Patrols escort supply caravans to and from Jenkald. The chapter members welcome the escort duty as a change from dull routine. The opportunity to occasionally skirmish with brigands or outlaws is an added benefit.

## **[G3] Candlemaker**

The Chapter House uses about 200 lbs of candles each day. The Master Chandler, Razan of Cunl, and his journeyman meet this requirement by producing approximately 75 large (2' high by 4" in diameter) tallow candles each day. In addition, Master Razan uses beeswax from the local fields to produce tapers for the Chapel.

## **[G4] [G5] Salter**

The Salter, Master Kedin of Palis, is bonded to the Chapter House. He slaughters, dresses, and prepares livestock for immediate consumption by the Chapter House. He works closely with the head cook, Natha of Silba [G18] and Sir Boph Labinas [G21] to ensure an adequate amount of food in storage within the Chapter House. Other foodstuffs are salted, brined, or smoked before they are shipped to Jenkald. A very small portion of his work is available for sale to the villagers.

Swine provide the chapter with the most meat. A full-grown animal provides about 150-lbs of meat on average, in addition to lard and fat for tallow. Kedin also butchers the game the melana kill during hunts, usually venison and wild boar.

Kedin's wife, Mades, makes a moist, mild-flavored, white cheese that derives its distinct character from the salt produced in Sezaze.

## **[G6] Metalsmith**

The forge belongs to the bonded smith, Master Ragnyl Ailt [1]. Master Ragnyl and his journeyman produce tools and metal implements required by the chapter and the village.

## **[G7] Meken Barracks**

The barracks have enough bunks to sleep ten Meken although there are only six present currently. The Meken keep the barracks to a high standard, as Turlana inspects daily.

## **[G8] Brewery**

The Chapter House consumes approximately 25 gallons of ale per day. The Chapter's alewife Katta of Manin and her two assistants produce a thick, robust-tasting porter called Dark Yael. It is characterized by its rich, malty taste. Katta also ferments vinegar from the local orchards for use in the kitchens and the salter's wares.

## **[G9] Clothier**

Master Canur of Holth is bonded to the Chapter House. He and his three journeymen make and repair clothing, pennants, banners, and numerous other cloth artifacts required by the Chapter House. He works closely with the hideworker, Master Baram Tuca [G10], to produce tunics, gloves, boots, and the like.

## [G10] Hideworker

Master Baram Tuca is bonded to the Chapter House. He and his journeyman mainly repair horse tack (e.g., bridles and saddles) but they also mend clothing (e.g., boots and belts). He works closely with Master Canur the Clothier [G9].

## [G11] Kennels

The kennels are home to the Reblena's pack of hunting dogs. Ivinian wolfhounds occupy three of the four pens. The fourth wolfhound can usually be found at the Reblena's side and sleeps in his quarters at night. Claus Tolonan [18] cares for the dogs and has a close relationship with them.

## [G12] [U4] Stables

The stable is a one and half story, timber framed building with a pitched roof. The Chapter House stables the melanas' horses (3 warhorses and 3 palfreys) here in roomy, heavy-walled stalls. The remainder of the Chapter House's horses (3 palfreys and 3 packhorses) are housed in ostler's stables [6] due to the limited room.

The hayloft is also the sleeping quarters for the two journeymen ostlers, while the pair of apprentices sleep on the workshop's floor. These men prefer to sleep in the stable, away from Master Daen [6] and his constant criticism.

## [G13] Garderobes

The garderobes in the Chapter House are remarkably clean and free of smell. This is because there are always squires working while they contemplate their sins or Meken on extra duties cleaning them out under the watchful eye of the Turken. The gong farmer, Harasis Arsarl [20], hauls the manure out to the pastures daily.

## [G14] Chapel

The Laranian Chapel is a single story stone building with a pitched slate roof. The chaplain is a matakea (priest) assigned from the Abbey at Lethyl, Carbgor of Heretan. He is assisted by an ashesha (acolyte) Aerus of Sannant and resides in the rectory located at the rear of the chapel.

The nave consists an elaborately carved altar of dark wood, which stands in front of an old tapestry of the chapel's patron saints venerating Larani in Dolithar. Dark stone statues of Saint

Branik the Compassionate and Saint Ranunth the Loyal flank the altar. Six wooden pews provide seating for about eighteen worshippers. The front pews are reserved for the Reblena and other distinguished nobility.

## [G15] Mews

The mews are Sir Ralf's favorite place. While he enjoys all forms of hunting, whether on horseback in chase of deer or on foot in search of boar during the Baron's annual hunt, he enjoys hawking with his falcons most. He possesses two male lanner falcons that are the marvel of the Hundred. These birds are so successful that they regularly upstage the Baron of Getha's larger gyrfalcons during their monthly hunting forays.

One reason for Sir Ralf's success is his falconer, Aliasa of Nable (f, 39). Aliasa was trained by her father in the art of falconry and is a keen observer of birds. She knows that, while each of the Baron's gyrfalcon is larger and more powerful, Sir Ralf's smaller lanners are more maneuverable. She raised and trained his falcons from birth to hunt as a team. While one distracts the prey, the other swoops in for the kill.

Armed with this knowledge, she advises Sir Ralf to guide the hunt away from large open areas and into the small meadows near the wood line. There the lanners' small size and maneuverability prevails over the Baron's gyrfalcon's larger size and speed. Her advice has never failed her master and the falcons catch a brace of coneys or a duck or two on every outing.

The Baron has been very impressed by the lanners and always tries to gamble on the outcome of some contest to win them. Sir Ralf refuses to wager his falcons, citing an obscure religious precedent that he claims prevents him from doing so. This attitude has not settled well with the Baron, who has made several appeals to Valric Belgine, Serolan of Lethyl, and Sir Luisan Kelic, the Reblena of Jenkald, to intervene and force Sir Ralf into wagering his falcons.

Sir Ralf calmly states, "My reward is just being able to watch my falcons hunt, and for that I am wealthy enough."

# HAKSTYN 12

## [G16] Hostel

Due to the limited amount of space at the Sword Chapter at Jenkald, many traveling Melana and Meken stay in Hakstyn instead. They then travel the short distance between the two locations to conduct their business. The hostel is a stone one-story building with a pitched slate roof. There is a large dormitory with enough space for twelve Meken and lesser nobles. High-ranking guests and Melana, including visiting Erana, use the four private rooms.

## [G17] Well

The well taps a pure artesian spring to provide cool, clear water even during the hottest and driest summers.

## [G18] Kitchen

The kitchen is a large single story, timber-framed building with a pitched, shingle roof. A fireplace large enough to roast an entire cow dominates the room. The constant threat of fire causes it to be set apart from the other buildings. It is connected to the Great Hall by a covered walkway.

The head cook, Natha of Silba (f, 44), employs a baker, a butcher, a gardener, and half a dozen assistants to feed the thirty odd people of the Chapter House. The Chapter House consumes approximately 60 loaves of bread, 120 lbs of oatmeal, 250 lbs of vegetables, 2 dozen eggs, 10 lbs of cheese, 5 gallons of milk, and 20 lbs meat (lard, mutton, pork, beef, or fowl) or fish per day. In addition, the kitchen consumes a half cord (4' x 4' x 4') of wood per day for fuel.

The head cook, baker, gardener, and butcher sleep in the common room, while the cook's assistants and scullery-maids sleep on the floor in the kitchen.

## [G18] [C3] Butlery

The Cellarer Bil of Kali and his two assistants maintain stores of ale and wines in the north end of the kitchen. Additional kegs are stored in the storeroom below. Bil ensures that a plentiful supply of ale (100 gallons) from the brewery [G8], wine (50 gallons), and Larmdadam (50 gallons) is always on hand (q.v., Jenkald #39).

## [G19] Herb Garden

The Gardener Nelene of Isona (f, 53) is in charge of the Chapter House's herb garden. She uses garden herbs for flavoring and medicines. The garden grows flowers, fruit, and vegetables to suit the Reblena's tastes. Nelene also assists the villagers in tending the skeps (beehives) and orchards.

## [G20] Common Room

At one time, this room was the chapter's hall. Now it serves as the common room for the household servants. Most of the Chamberlain's business is conducted here during the day and the servants sleep here at night.

## [G21] Reblena's Antechamber

The Reblena uses the room as a location to meet and entertain guests. The Seneschal and the Chamberlain sleep here each night.

## [C4] [G22] [U7] [R1] Watch Tower

The strongly fortified stone tower rises to a height of 30 feet, giving it a panoramic view of the countryside and allowing for ample warning of any visitors (wanted or unwanted) moving towards the Chapter House. Beneath the tower is the dungeon [L4], which can be reached by a trap door in the floor.

## [G23] Great Hall

The heart of the Chapter House is the great hall. During the day, the women gather to work on embroidery and mending. In the evening, everyone gathers to tell tales and visit.

Everyone gathers for the meals. The tables closer to the dais are reserved for nobles. A raised dais is set up in the north end of the hall, where the Reblena, Turlana, Seneschal, and any special guests are seated during meals and banquets. A large finely crafted tapestry depicting Saint Branik's defense of sick and wounded warriors against a demon, hangs on the south wall behind the head table.

At the beginning of each meal, the senior Melana present says a prayer of thanks to Saint Branik the Compassionate. The junior Melana present reads a section from one of the Three Books after the meal starts.

The large glass gothic arched windows allow the sun to flood the hall with light during the day, while a pair of large wrought iron chandeliers lights the hall during the evenings. The roaring fires of the large fireplace provide more than ample heat during the cold winter months.

## [G24] Firewood Block

The Chapter House consumes approximately four cords (4' x 4' x 8' each) of firewood per day. The Chapter House's woodward Eredir Dyren [12] and his two sons meet this consumption by falling trees in the manor's forests, hauling them into the courtyard, and cutting up them up into manageable lengths. The Seneschal ensures that there is an ample supply of covered firewood stored about the Chapter House.

## [U1] Reblena's Suite

This large private suite is the quarters of the Chapter's Reblena Sir Ralf Termlin (m, 55). His locked desk contains many documents that pertain to the Kaldoric Patriot Movement. In particular, there is a very large folio of notes pertaining to discussions among the Soylanas and correspondence between Sir Ralf and very influential nobles in the kingdom.

## [U2] Melana Quarters

The melana live on the upper floor of the Manor House. The Baulana, Sir Alvis Karrine (m, 25) sleeps in the private room where he can conduct his duties as an officer of the chapter. The junior squire (Atalana), Bralon Avolan (m, 19) sleeps in the cot at the top of the stairs while the senior squires (Ataken), Coelin Pelwain (m, 32), and Bevgen Allant (m, 30) sleep in the beds on either side of the fireplace.

## [U3] Turlana's Room

This private room on the upper floor is the quarters of the Chapter House's Deputy Commander (Turlana), Sir Brisant Hawen (m, 39). He arrived in Hakstyn two years ago, taking over the position left by the late Sir Carlon Urred when he was killed in 718, fighting gargûn in the Sorkin Mountains. Sir Brisant is a more than capable leader and Deputy Commander who oversees the day-to-day operations of the Chapter House.

## Chapter House Inhabitants

**Sir Ralf Termlin** plays the kindly old soldier but the Reblena is a smart and cunning politician. He supports the Kaldoric Patriot Movement and does not hesitate using his influence among the Hundred's nobility to help spread the word. He has been the Reblena of Hakstyn for eight years. Prior to his arrival at the small Manor Chapter, he was the Turlana (second in command) of the Nebulan Sword Chapter.

The Turlana, **Sir Brisant Hawen**, works hard, in part because he wants to please Sir Ralf and in part because he wants to be promoted to Reblena of his own chapter. He feels that the biggest obstacle to his promotion is that he has not yet served in the Solori Crusade. He has very little to say to the village's peasants and will speak only to the veniken or Squire Baidis if he has business outside the chapter house walls.

**Sir Alvis Karrine** is the chapter's knight in training or Baulana. He is a young man who is proud to serve in a frontier manor like Hakstyn rather than a soft retirement center like Glasen. When his duties allow, he is often found in Jenkald socializing with other young knights.

**Atalana Bralon Avolan** is counting the days before his knighting ceremony. He has found the last four years at Hakstyn to be the most demanding of his life. While he is dedicated to his vocation as a melana, he is often lonely and wishes he had someone to talk to.

The ataken, **Coelin Pelwain** and **Bevgen Allant** are long service men, each having been in the Order over 15 years. Since they are not noble by birth, they have little in common with the Atalana and usually leave him to his own devices, preferring to spend the evenings with Squire Baidis [8].

The chapter house's six meken are typical of one of the Order's files. **Haerin Banadar**, **Tonan Sarensin**, and **Haeri Veriel** have been in Hakstyn for almost five years. These Bauken arrived as a group and are almost through their tour with the manor chapter.

The chapter's Turken have the benefit of recent combat experience. **Tenedil Erdin**, **Brurik Elen**, and **Ketta Berma** have all fought the gargûn swarms and seen service against the Solori. Ketta is nearing his retirement and has approached his brother Ailo [Denwald #5] for help finding some land and a bride.

**Father Carbgor** is quite the soldier, inspiring the meken and showing even the most jaded melana the righteousness of the White Lady's rule. When the chaplain is in the village, however, he is a bit of a rake. He shamelessly couples with willing peasant women, with or without their husband's knowledge. Sir Ralf suspects Carbgor's after duty antics but has not said anything, as there has been no complaint or scandal.

**Sir Boph Labinas** (m, 67) is a venilana (retired melana) and the Seneschal of the Chapter House. He has held this post for the past seven years. Sir Boph has been carrying on a duel with Sir Randus for years. When both men were melana at Yaltako Sir Randus won the affections of Sir Boph's betrothed, Erlisa. Sir Boph remembers that Sir Randus stole her from the altar. The only thing the men agree on is that they hate each other. Erlisa died of a fever soon after the wedding but the rivalry continues.

**Jorgan of Pedena** (m, 64) is the Chamberlain of the Chapter House. He is a veniken, having served in the Order for almost forty years and has held his current position for the past six years.

**Kedin of Palis** is the chapter's salter. Of all of the bonded craftsmen, he is the most troubled by the Hundred's closed and nepotistic economic system. He is forced to buy salt from Forsta Andin [Sezaze #12] at what he believes are inflated prices. He is probably the Hundred's largest purchaser of raw salt and preserved food and feels that he deserves a certain economic consideration from the Andins.

The Cellarer **Bil of Kali** never touches a drop of what he buys. He had a particularly bad night of drinking Larmdadam years ago and can now barely stand the smell of the Order's signature liqueur.

## ADVENTURE HOOK

The PCs are enjoying an evening as the Reblena's guests in the chapter house's great hall. Dinner is almost over and Sir Brisant has already launched into a story when the door opens and Serai Tyun [19] comes into the hall. In her arms, she is carrying a bloody sack and crying. She says the bundle contains what is left of her young son.

She tells the Reblena that the boy was fishing by the moonlight when a beast came out of the woods and attacked him. The boy ran toward the village but was caught and mauled before reached safety. She challenges the knights to find and kill the beast that killed her son. The PCs join in the hunt, along with the other knights and squires.

There are several options for a GM in running this adventure. First, either of the Hundred's two werewolves could have perpetrated the attack. Second, there is always the possibility that Serai might have finally lost her grasp on sanity and killed the child herself. The best option, of course, is to mix the werewolves with the mad woman and lead the PCs on a merry chase. The hunters have the chance of picking up either or both of the werewolves' tracks as they leave the village.

Option 1: The beast is Perig Ailt [Lethyl #F2b]. He has recovered from his wounds sufficiently to return to Denwald from Lethyl's infirmary. As the full moon rose, he was possessed by his disease and became a werewolf for the first time. His animal instincts drew him across the fields and meadows to Hakstyn, where Tolval Urdel, the werewolf who infected him, lives. His tracks will lead toward the village.

Option 2: The killer is Tolval Urdel. The boy surprised him as he was changing into the were-creature that possesses him during the full moon and Tolval was unable to stop his alter-self from killing the child. Tolval immediately ran from the scene of the murder toward Denwald.

Option 3: As mentioned above, Serai actually killed a small animal in a fit of madness, mutilating it so that only a close inspection will reveal that the bloody package is not a child at all.



## DAILY LIFE IN THE CHAPTER HOUSE

Life in the Fighting Order is highly disciplined and very regimented. The chapter's daily routine is repeated exactly at every other chapter house in the Order.

### The Chain of Command

The Reblena is responsible for the discipline and order in the Chapter House. As the commander, he regulates the activities of each paladin and servant. Because he must travel to many meetings and special events, the Reblena delegates many routine duties to the Turlana.

The Turlana is second-in-command and runs the day-to-day operations of the Chapter House. He thoroughly briefs all new members of the Chapter on their duties and responsibilities. He ensures that meken are inspected and briefed before they conduct their duties. In addition, he leads patrols and conducts the examinations of the Baulana and Atalanas before their promotions.

The Baulana is third in command of the Chapter. He leads mounted patrols, trains the militia, and is the Melana of the Watch in turn with the Reblena and Turlana.

The Atalana is a noble-born squire, destined to become a melana. He acts as the Turlana's body servant and is responsible for the care and maintenance of his weapons, armor, and warhorse.

Ataken, the Order's common-born squires, serve the Reblena and Baulana. These long-service warriors care and maintain the knights' weapons, armor, and warhorses.

The Seneschal, Sir Boph, oversees the day-to-day administration of the Chapter House and the near-by village, in coordination with the reeve. The Chamberlain, Jorgan of Pedena, assists him and subsequently the two veterans have become good friends over the years of working together.

In addition, Sir Boph coordinates with the Seneschal of the Order's Chapter at Jenkald, Sir Randus Batta, on the support to he must provide to the Sword Chapter.

When the chapter deploys, the Seneschal commands the chapter house and the manor's militia. Since most of the militia are retired Melana and Meken, this is quite a formidable force. Meken from the nearby Manor Chapters of Tendber or Glasen could reinforce them if called.

The Chamberlain, Jorgan, oversees the purchasing and distribution of all the supplies, supervises all the household servants, and works closely with the Seneschal, Sir Boph Labinas.

### Keeping Time

Time is kept in the Chapter House the same way it is marked while on maneuvers. Glasses of sand mark the time between the bells. A small glass takes an hour to shift the sand from one chamber to another. The larger watch bells cover the two hours between the half bells.

The following table lists the bells, when they are sounded (in 24 hour time), and any specific events that occur at that time. The watch bells (e.g., First, Second, Third, Fourth, and Fifth) are long slow strokes, one for each "bell". The half bells feature the long peals first and then a short, sharp toll. It should be noted that there is no bell for midnight, as tradition dictates that a sixth bell would signal evil tidings.

Bell Name	Time	Notes
First Bell	0400	Wake the Day Guard
First Half Bell	0600	The Day Guard mounts their post. Wake the Patrol Guard
Second Bell	0800	
Second Half Bell	1000	
Third Bell	1200	
Third Half Bell	1400	
Fourth Bell	1600	Wake the Night Guard
Fourth Half Bell	1800	The Night Guard mounts their post
Fifth Bell	2000	
Fifth Half Bell	2200	

## Daily Routine

Meken rotate through a set of duties consisting of Day Guard, Patrol, Night Guard, and Furlough, in that order. Each duty consists of a pair of Meken for three days. At the end of each month, the Turlana publishes the next month's duty roster and the cycle starts again.

The Day Guard Duties consist of two Meken who are responsible for the security Chapter House. One Meken mans the Gate and the other watches from Look Out. Each man leaves his post only to patrol the parapets and the courtyard at intervals designated by the Melana of the Watch.

The DayGuard wakes at First Bell. The men dress, conduct morning prayers, break their fast, and stand for inspection by the Melana of the Watch. They receive the day's password and report for duty at the First Half Bell. They stand watch over the precincts of the Chapter House until Fourth Half Bell, when the Night Guard relieves them.

The Mounted Patrol consists one or two Meken commanded by a Melana. The detachment conducts a daily mounted patrol along the roads and tracks of Fethael Hundred. Although the patrols from Jenkald guard the Silver Way, paladins from Hakstyn occasionally escort caravans to and from Jenkald and Lethyl.

The Patrol wakes at First Half Bell to dress, conduct morning prayers, and eat. After being briefed by the Melana of the Patrol, the meken prepare their mounts, equipment, and supplies. After inspection, the patrol receives the day's password from the Guard and departs at Second Bell. Depending on the mission, patrols last anywhere from a few hours to the entire day.

The Night Guard consists of two Meken who are responsible for the security Chapter House after the gate is closed at Fourth Half Bell. The Guard mans the Gate, patrols the parapets and the courtyard. The Night Guard is awakened at Fourth Bell to prepare for duty. After being inspected and receiving the password, the Night Guard reports for duty by Fourth Half Bell.

Scheduling the Guards and Patrols is not a trivial matter. Each Meken is entitled to three days furlough each ten-day. This leave excuses him from all his normal duties; unless it is cancelled due to an emergency or he punished with extra duties by the Reblena or Turlana in his absent. Extra duties are given to correct minor faults or transgressions before they become larger, more serious problems. Very few Meken are charged more than once, as extra duties are heavily demanding, highly unpleasant, and test even the toughest Meken to say the least.

The duties of Melana of the Guard are performed by any of the melana, atalana, or ataken. Since the Reblena must attend meetings and social events throughout the kingdom, the other knights and squires often must work many days without a break.

## Special Duties

The daily routine of the chapter house is punctuated with certain special events. Soratir is said every ten-day in the chapter's chapel. This ceremony emphasizes the basic tenets of the Order's life: duty, loyalty, and honor.

Once a month, a martial form of Alamirata is said at Jenkald. Members of the manor houses go to the sword chapter as a sort of muster. After the service, tests of skill and strength are conducted to select meken and melana who will represent their chapter and the Order at the various tournaments and fairs throughout the kingdom. There are some tournaments that the Order will never miss. The Royal Chelebin Tournament, for example, is an event when the Order ensures that are represented by the very best they have available.

Finally, there are ceremonies that are internal to the Order. The opportunity to promote Baulana to full melana is one such instance. This process begins with a rigorous examination of religious and martial philosophy. If the applicant passes this test, he is subjected to a test of arms with lance and sword by selected melana. Only if he performs satisfactorily against the melana is he allowed promotion.



## HAKSTYN

**Lord:** Sir Ralf Termlin

**Owes Fealty to:** Serolan of Lethyl Abbey

**Acres:** 1,340

**LQ:** 1.09

**Market Day** - seventh-day of each ten-day

### Imports:

Horses

Copper, Iron, Tin

Salt

### Exports

Charcoal

Pottery goods

Salted beef and pork

### Business

(\* = bonded)

Chandler\*

Clothier\*

Hideworker\*

Metalsmith\*

Miller

Ostler\*

Potter

Salter\*

### clan/location

Cunl/G3

Holth/G9

Tuca/G10

Ailt/G6

Etine/14

Trysemet/G12

Haral/7

Palis/G5

### Place of Worship

Chapter House

Chapel

### Religion/location

Larani/G14

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

Muster	Kts	Yeo	Men
	1	2	5

### Public Buildings

### General Feel

A neat and orderly farming community, this village has a martial air about it. Bells toll the hours and uniformed members of the Order of the Lady of Paladins can be seen performing drills.

The only care the villagers have is the forest demon that is plaguing the manor's northern borders. Bandits are said to roam the forests to the south of the manor but the brothers of the Order have kept the outlaws at bay, so far.

### VIP

### clan/location



## Plot Hooks:

[1] Wife left him to become a minstrel, leaving him with six children.

[2] Has found signs of the forest demon.

[3] Is a werewolf.

[5] Hiding a box full of pennies for his cousin in Elmeze, he is worried that he's become involved in something very illegal and feels that he is being watched.

[11] Is the victim of malicious gossip. Looks to clear his name.

[15] Is insanely jealous of anyone who he thinks is lusting for his wife.

[17] Chaplain's lover and mother of his next child.

[18] Started a rumor about a neighbor in a fit of petty spite but the neighbor was beaten badly. Now she feels remorse but doesn't know how to fix things.

[19] Went mad from something she saw in the wood.

[22] Chaplain's ex-lover, she left him when she learned of his other lover [17] but now she wants him back.

## Schedule of Events

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

..Week...	Reblena (Hakstyn)	Events
Nuzy 1	Hakstyn	
2	Whyce	Soylana Council
3	Whyce	
Peon 1	Lethyl	(3)
2	Hakstyn	
3		
Kele.1		Wool Fair
2	Getha	Getha Fair
3	Hakstyn	
Nolu. 1		Tashal Fair
2	Tashal	
3		
Lara. 1	Olokand	Chelbin Tourney
2	Hakstyn	
3		
Agra. 1	Jenkald	(1)
2	Hakstyn	
3		
Azur. 1		Kiban Fair
2		
3		
Hala. 1		
2		
3	Brynd	(2)
Savo. 1	Lethyl	St. Syrele's Feast
2		
3	Hakstyn	
Ilvin 1		
2		
3		
Nave.1		
2		
3		
Morg.1		
2		
3		

- (1) As part of his progress around the kingdom, the Serekela attends the mass of St. Orthas' Day at Getha or perhaps (even better) Jenkald.
- (2) The annual tax recording is done during the end of Halane/beginning of Savor. The Reblenas and Sir Udet make their payments at Lethyl. The Reverend Father then goes to Brynd to pay his taxes.