

**LOCATION:** Fethael Hundred, Kaldor

**STATUS:** Manor

**GOVERNMENT:**

**Sir Tommas Kobarney**

**LIEGE:** Baron Ubael (Uldien)

**POPULATION:** Village 200; Manor 21

**H**yzevel is an old, distinguished manor in western Fethael Hundred. The Kobarney clan may lack a Baronial coronet but they do not lack pride. They have a glorious family tree, including a Laranian saint, and centuries of distinguished service to the Church. Although they hold three manors from the Baron of Uldien, the large family routinely sends young men to find their way in the world with little more than a good horse, a strong arm, and best wishes. The Kobarneys are strict, conservative Laranians and the combination of sanctimonious piety and overwhelming pride makes them appear patronizing to those that first meet them.

Sir Tommas Kobarney, lord of Hyzevel, is the latest in a line of Kobarney lords that have held Hyzevel for over 600 years. Even though last summer marked his sixty fifth birthday, he is still hale and practices sword and shield with his squires every morning.



*Kobarney: Or, a cross sable with a fleur de lis sable in the first and fourth quarters.*

## HISTORY

An ancient settlement, Hyzevel was founded in the early years of Serelind. The manor house shows the history of the holding in its many additions and halls. The manor's most famous son was Sir Ebryn Kobarney, a commander in the army of King Medrik during the Migration War. Sir Ebryn was noted for holding the center of the Serelindrian line at the Battle of Noneth and was later rewarded with a reputedly enchanted sword for his loyalty and courage.

During the Restoration, the Kobarneys became vassals of the Baron of Uldien rather than kneel before their old neighbors and sometime rivals, the Indama clan. Their loyalty was rewarded with the grant of Elmeze manor to their fief.

After the Baronial revolt ended in 603, the Arandin clan moved from Tonallan Hundred after their lands were ravaged by forces of the Earl of Neph. The Arandin retain the distinctive clipped, nasal accent of northern Kaldor despite living in Fethael Hundred for six generations.

## GOVERNMENT

Sir Tommas Kobarney rules the manor as he has for the past 34 years. He is heavily involved in the daily affairs of the village, often walking the fields with the reeve or the beadle.

The manor house hosts a gala feast at the beginning of Savor to welcome the Baron of Uldien when he comes to collect his rents.

## CREDITS

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# HYZEVEL 2

## ECONOMICS

Hyzevel is the major market of the western hundred. This and the manor's fertile fields have brought wealth and influence to the Kobarney family. The manor itself is the largest in Fethael Hundred, holding 2,130 acres, and has been well managed (LQ 1.12).

Sir Tommas has done his part to improve the family's financial position by engaging timberwrights to manage his lands and marrying his children to influential landowners. Sir Tommas prefers to sell local cloth, preserved meats, and timber in Uldien rather than Getha. Other cottage industries include honey, beeswax, and basket weaving.

The manor's market is held in the village square on fifth-day. The market operates mainly through barter, but the innkeeper, the chandler, and the salter usually pay cash for the raw materials that they purchase at the market.

Many of the villagers keep at least one cow. Unlike Elmeze or Medtald's beef cattle, the villagers in Hyzevel prefer to raise dairy cattle and make cheese. Cows are slaughtered only if they are unnecessary bulls or have become too old to give milk.

## RELIGION

The worship of Larani and Peoni are favored in Hyzevel. Sir Tommas is a devout and conservative Laranian. His chaplain, Father Tershan Charlirien, holds Laranian services in the manor house's chapel. An Ebasethe holds Peonian rites in the chapel [15]. Otherwise, the religious climate is similar to the rest of Kaldor.

The village holds two festivals each year. The first is a Peonian celebration in Nuzyael. The villagers gather at the chapel [15] for the Greater Sapelah of Turning and pray for the success of the upcoming planting. This is also the traditional bridemaking festival, a time when marriages that have been contracted over the winter months are celebrated and consummated.

The village hosts a small festival in Nulus when the beef cattle are brought in from their

pastures. The festival, dedicated to Saint Ebryn (see page 20), combines ancient religious mysticism, Peonian earthiness, and a dash of Laranian spectacle. Pilgrims can purchase the saint's sword-shaped badge from the chandler's stall in the square after they have heard Soratir in the Tower's chapel.

Hyzevel is part of a pilgrim trail that starts in Gardiren (Saint Calsten) and goes to Lethyl (Saint Syrele) before coming to venerate Saint Ebryn in the Tower's chapel. After leaving Hyzevel, pilgrims journey to Jenkald to visit the Sword Chapter's chapel and then complete the pilgrimage in Fisen, the site of Medrik's spear. The stream of pilgrims is steady throughout the spring and summer, surging as the festival nears in Nulus before it dries to a trickle in winter.

## CURRENT EVENTS

Sir Tommas is very concerned about the recent bandit attacks on his western pastures and his vassal manor of Medtald. Bandits have stolen cattle and beaten herdsmen, although no one has been seriously injured. Tracks lead north into the Kirsta Forest and Sir Tommas has been very candid with the Sheriff, Baron Chimin Indama of Getha, and the Forester of Kirsta, Sir Dergil Selekos of Zarnhol, about his concerns.

If cattle stealing were not bad enough, the roads east and south of the manor have been plagued by a highwayman. A masked swordsman has been waylaying merchants and pilgrims for the last year. The highwayman has been especially brutal to merchants, vandalizing their carts and destroying whatever he cannot carry off.

Despite these setbacks, Sir Tommas is searching for a mercantylor that he can bond to the manor. Sir Tommas' goal is to have an outlet to export the produce of Hyzevel, Elmeze, and Medtald to the larger markets in the east and south. At the same time, the merchant would be the sole importer from these same markets. His hope is that concentrating the flow of goods to and from his manors will give the Kobarney clan greater influence in the region's trade and make the taxation of that trade easier.

## LOCAL MAP KEY

The large manor sprawls along the sides of the three roads that converge at the manor green. The manor house sits atop a small hillock on the western edge of the crossroads, affording the square stone tower with a commanding view over the roads and the large open market square.

### *Tasthult*

Kobin of Sharlyn, a Jarin refugee from Orbaal, established the small thorp of Tasthult only 15 years ago and is a faithful vassal of the Kobarneys. The Sharlyn family still practices Ilviran rites and prefers to be left alone. This knot of huts lies along a faint track one league to the east of Hyzevel common. The villagers are content to tend their animals and crops without bothering to come to Hyzevel very often. Sir Shorka makes a point of riding through the village regularly. This clan is particularly suspicious of the Sir Tommas' woodsman, as they have used lumber from the Lord's forest to build their houses and his land to plant their crops.

### *The Village*

Hyzevel has several deep wells that have never run dry. Over the years, the Awensel and Enten clans have clustered around the northern well. This is the oldest section of the village and is often called Upper Well by the locals. Generations of occupants have given the neighborhood a solid, well cared for appearance. The buildings are built of stone and timber with wood shingled roofs.

Likewise, the Arandins and other wealthy peasants live near the southern well in a neighborhood called Lower Well. These clans are noted for the flowering vines that cover their sturdy cottages. Since this area contains both the village mill and the salter's store local wags make jokes about living "twixt meat and meal."

The village's poorer clans, the Panda and the Tyune, live along the Denwald Road. Perhaps because they must draw their water from the middle well, these villagers call their neighborhood East Road.

## 1 Saril Enten Cottar

Saril is Mido Enten's [5] younger brother and one of Sir Tommas' herdsmen. This short, stocky fellow bears all of the family hallmarks of dynamic action, good intelligence, and clan loyalty. His four children are just like him, each working hard in the fields.

## 2 Varancë Enten Cottar

His cousin Mido [5] often says that Varancë is a Panda that snuck into the wrong crib. Varancë is tall and thin, unlike the other Entens, and is as dense between his ears as an oak stump. The best thing that can be said about him is that he obeys his elders without question or comment.

## 3 Kartin Enten Cottar

Kartin is the village teamster, carrying goods to and from the larger markets in Getha and Jenkald. A highwayman assaulted his ox-drawn wagon last winter while returning from Drilen. Kartin was not badly injured but he has asked Sir Tommas to protect him and his shipments. If asked, Kartin can describe the highwayman and his accomplices.

## 4 Badir Awensel Cottar (Woodward)

Badir is the clan head of the Awensels. A scrawny man of middle height, he has seen his fiftieth birthday come and go. He has almost retired from farming and finds his duties as woodward to be light and enjoyable.

While not a particularly pious Laranian, Badir insists that everyone in the clan attend Soratir together. After the service, the clan gathers at Badir's cottage for luncheon and gossip. He insists that the young men and women of the clan serve a year as novices in the Chapel of Saint Ebryn. Some are allowed to continue to serve the Church and become ashesa at the Abbey of Lethyl but most return to the family's lands as yeoman.

# HYZEVEL 4

## 5 Mido Enten Villein

Mido is a leader of the Enten clan in addition to being the mother of a large family. She uses her considerable intelligence to help her clan prosper. Not all of the other clans appreciate her keen business sense and there are many in Lower Well that would like to see her get a comeuppance.

Mido's downfall might not be too far in the future since her daughter, Ermina, ran away from her husband Onart in Medtald [Medtald #12]. Ermina ran away to be with her new lover, Usaran Arandin [Medtald #21]. Running away was bad, but showing up on her mother's doorstep with her married lover in tow has placed the entire family in an awkward position. Mido is wondering if she can buy the Arandins off before Sir Tommas fines Ermina as an adulteress and perhaps levies a judgment against Mido herself for harboring a runaway.

## 6 Kraxa Enten Half-Villein

Kraxa is her cousin Mido's co-conspirator and the village's gossip. There is almost nothing that happens in Hyzevel that this catty little woman does not know about within hours. Because she listens to everyone and is always ready with a story, she is very popular in the village and can usually be found near one of the wells chatting with a neighbor.

## 7 Eodmund Awensel Cottar

Eodmund is a gadabout and a dreamer. His half-baked schemes and plots are doomed to failure from their outset. He is notable in his yeoman clan for being more dangerous to himself with a bow than any enemy. The only person foolish enough to listen to him is his friend Varancë [2].

## 8 Tokra Awensel Half-Villein

Tokra is a middle-aged fool. His first wife gave him three plain daughters before she died five winters ago. After an embarrassingly short

mourning period, Tokra married Querila Trysemet, a very attractive young woman from Elmeze. Recently, his time has been consumed by arranging marriages for his three helpless daughters. He is arguing with his cousin in Elmeze [Elmeze #10] about using some of the clan's land for dowries.

Tokra's wife, Querila, is remarkable for her astonishing beauty and extraordinary stupidity. Her husband and his three daughters have ignored her and she chose the village beadle [9] to be her lover. Over the winter, he threw her over for an even younger and more foolish woman. While Querila might be silly, she can harbor a grudge. She gave Labra an ultimatum and if he does not return to her immediately, there will be dire consequences.

## 9 Labra Enten (Beadle) Villein

Labra tells everyone that he is the "ultimate Enten." Stockier than his kin, he is a cheerful man and a permanent fixture in the Black Lily's common room. Labra is also a very successful lothario and has carried on an affair with Querila Awensel [8] for the past five years. Before Querila, the widow Lerilis [18] received his affections. He jokes that her last three children are probably his, greeting the family by shouting, "Come to Poppa," across the square. Sometime over the winter, his eye wandered and he set his cap for Hoalda Panda [20]. Querila has decided that if she cannot have Labra then no one else will. Ledis [28] is giving 3 to 2 odds on Querila, as the jilted lover is larger but Hoalda is younger and faster.

## 10 Ravin Awensel Yeoman

Ravin is a young man without a care. Tall and good-looking, he is the village's eternal child. Missed work days, tools borrowed without asking, all are commonplace around Ravin. Since he is also his grandfather's [4] favorite his "indiscretions" are overlooked or erased with a transfer of coin or cattle. His wife has only had one child but Ravin has fathered several bastards, his first when he was only 15 years old.

## 11 Nazarant Enten Villein

Nazarant is a happy man. His farm is productive and his family is healthy. A genius in a clan known for its intelligence, Nazarant is noted for his long-term plans. His sister, Anrain, is the manor house's cook. Through her, he has managed to get positions for two of his children as maids and hopes to arrange for another to become the cook when Anrain decides to retire.

## 12 Dinan Awensel Yeoman

Tall and broad, Dinan is a good spearman and a strong plowman, even if he does not have the smartest head on his shoulders. Two of his five children are old enough to drill with the militia and Dinan is very proud to stand at the right of the line with his son, Lorkan, beside him.

Dinan's youngest son, Meric, has nightmares – disturbing visions of a far away place with strange looking trees and barbarous people. His dreams draw him toward a great pyramid on a lonely island but this place fills him with dread.

## 13 Oldlan Awensel (Reeve) Cottar

Oldlan may be the reeve but his father Badir [4] makes all of the decisions. Oldlan is indecisive and largely ineffective and most of the villagers know to go straight to Badir with important matters. Oldlan's only contribution to the village is his consistent skill with a longbow, a trait he has passed on to his three sons.

## 14 Sign of a candlestick Chandler (Senis Sermel)

**Size: 3 Quality: \*\*\* Prices: Avg**

Senis runs a general store near the village square. His brothers are smiths, one in the manor house [G] and the other in Ominstru [Ominstru #F], but he chose to become a candle maker instead. He found the local demand for candles was too small to sustain his business, so he now specializes in selling blocks of raw wax and tallow to other chandlers in Jenkald and Getha.

Locally, his franchise has grown over the years and now he sells a multitude of items. He deals with Varybis the Peddler for external goods but makes his own trades for items from the other Kobarny manors. Kartin Enten [3] drives the local items to Getha for resale and Senis is very concerned about the highwayman's activities.

Most of the villagers dislike the short, sharp tempered man. He drives a hard bargain for even the most trifling item and his neighbors think that he is mean spirited and miserly.

## 15 Birard Ryndel Chapel of Peoni

Father Birard is dying. He coughs up blood and has not been able to rise from his bed for weeks. He will die before the end of the month. He has sent a messenger to Getha but has not received a reply of who will replace him.

The small glebe has a short stone wall surrounding the chapel, its outbuildings, and a small plum orchard. The stone chapel can accommodate the village's worshippers without crowding. The smaller building houses a simple distillery and aging house. Father Birard makes small quantities of a superb plum spirit from his orchard, called *Lavery*.

Lavery is rightly praised in the region for its smooth, refined taste. The Pelnala in Getha always sends the Sulaplyn in Bromeleon a full cask of the dark honey-colored liquor before the Summer Solstice. Lavery is only sold to the public during the festival of Saint Ebryn, when the Ebasethe uses the liquor's popularity to raise money for the maintenance of the chapel and relief for the area's poor.

The larger building is part hospice and part hostel. Father Birard lives there. Before his illness took him to his sickbed, he cared for any sick or injured that came to him. Currently, the hospice's only other inmate is a grievously wounded adventurer who calls himself Goten the Golden. He claims that a great beast attacked his party in the forest, killing everyone but him. Dying, he will draw a map to the place where his comrades lie if someone will bury them decently.

## 16 Sign of a sawhorse Woodcrafter (Dergan Cybela)

Size: 5 Quality: \*\*\* Prices: Low

Tall and strong, Dergan has a lot in common with the ash trees that she works with. She is a good carpenter and can make any implements or furniture that the average farmstead needs. She is also a sincere Hlean. She travels to Getha each month to attend services and stays for the entire Banquet of Delight Festival in Halane. She once took Ledis Berma to task for his lack of devotion and now the two do not speak to each other.

## 17 Gurik Tyune Villein

Gurik hires his relatives to spin flaxen fibers into thread. He is very popular in the village and finds work for children whose family might need an extra penny or two for food. An opportunist, he has plans to purchase some looms that would allow him to weave higher quality cloth but, for now, he makes a decent amount selling the rough linen cloth that his wife and children make.

## 18 Lerilis Tyune Half-Villein

Lerilis is an attractive, middle-aged widow, raising her six children alone since her husband died while felling trees two years ago. Her three eldest children work the family farm and she stays home with the youngest three. She helps her children to make buttons, combs, and cups from horns that the oldest children gather. Her brother in law Gurik helps her by shipping the buttons to clothiers in Getha and Uldien, earning the money she needs to feed her family.

## 19 Onatar Tyune Half-Villein

Onatar works in the Tower's stables [G1]. He mucks out the stalls, cleans the tack, and curries the horses. The work is long and hard but when he leaves the Tower, he relaxes by carving small statues out of scrap wood. Onatar is a real artist and is occasionally commissioned to carve figures into columns, beams, and furniture.

## 20 Hoalda Panda Half-Villein

It is one of life's mysteries why anyone would trust Hoalda, much less carry on a public affair with her. The village wives avoid her as if she had leprosy. Her husband Jerkan does not seem to mind being the laughing stock of the village while Hoalda cuckolds him with Labra Enten [9]. She is short and attractive but is also extremely egotistical. Village gossip has it that she started the relationship with Labra just to prove that she could take a man away from the village beauty, Querila Awensel [8].

## 21 Varan Krandar Half-Villein

Varan is the Tower's ratter, a dirty thankless job. Varan's wife runs a small ale shop in the old byre behind her house. Little more than an old barn with some benches, this is the gathering spot for the poorer cottars of the village. Some bring their own homebrew but others barter for Varan's ale. Varan's swill is awful but it is alcoholic and is less expensive than the brew in the Black Lily's common room. Debate over the value of a piece of antler or six eggs often provides entertainment.

Only the laborers that live on East Road come here and fights are commonplace. Fists are allowed but anyone drawing a knife or using a club will find that Varan's ham hock-sized fists can break bones and teeth.

## 22 Teserin Panda Cottar (Herder)

Teserin is the manor's herder. He is responsible for the lord's pastures and herds. On this manor, the herds are mostly cattle. It is customary to allow cattle and swine to graze in the forest meadows. Because of the number of disputes over the ownership of the free range beasts, Teserin hires other peasants to help brand the yearling cattle after the Saint Ebryn's day festival. It is hot, hard labor but the other villagers enjoy working with Teserin as he always stands the bar bill in the Black Lily when the branding is done.

## 23 Unflin Krandar Cottar

Unflin is broad shouldered, good-looking, and highly articulate. Young Unflin could have married any woman he wanted. It is said that women cried for the wrong reason on his wedding day, mourning the end of hope to lure him into their wedding bowers. He is, however, faithful to his wife and good father to his children.

## 24 Tanam Panda Cottar

Tanam works in the Black Lily's kitchen. His children work in the stable [10] and his wife helps in the brewery [11]. Tanam is completely loyal to Master Ledis and curries favor with his employer by informing on the events in the village.

## 25 Belmarq Panda Cottar

Belmarq is a server and a prostitute at the Black Lily. A widow, her eldest daughter Gladria takes care of the house and the younger children while she works at the Inn. Belmarq's husband was the manor's herder but he was killed in a cattle raid almost two years ago.

Belmarq is a medium-sized, attractive woman despite having given birth to four children. She appears to be happy with her lot in life but this is only an effect of Barsela's "herbal tea." Belmarq is mentally, but not physically, addicted to the euphoria brought by the concoction (see pg 8). She might not be the brightest person but she knows that she has to find a better way to feed her family before she loses her looks. Wolpin (see page 8) takes advantage of her ambition and pimps her to every merchant and rich-looking traveler that visits the inn.

## 26 Rolval Panda Cottar

Rolval works for the salter [29]. He makes vinegar from old apples in the winter and then helps pickle vegetables in the spring and summer. He often "borrows" apples from the salter's bushels and makes a rough but alcoholic cider

called scrumpy, which is very popular in Varan's garden [21].

## 27 Birnet Tyune Cottar

Old Birnet has worked with the Tower's huntsmen for over thirty years. He raises young partridges and quail at his home, releasing them into the forest for the Lord to hunt. His children are grown and have farms of their own.

## 28 Sign of a Black Lily Innkeeper (Ledis Berma) Size: 3 Quality: \*\*\*\* Prices: Avg

Hyzelvel's inn, called the Black Lily, has a stone wall around its sturdy buildings. The inn is usually busy with pilgrims but the area's freemen and nobility frequent the common room as well, as it is the only inn west of Getha.



The Black Lily is renowned for the quality of his *Leleryn*, a sweet, strong, plum brandy that is common in the western Fethael Hundred. Although *Leleryn* is made from the same plum orchards as Father Birard's lavery [15], any similarity between the two spirits ends there. *Leleryn* is a raw liquor and is not aged for more than two years in cask. Locals have acquired a taste for their rough homebrew; indeed a certain amount of pride goes into watching more refined palates gasp over a tumbler of Ledis' finest.

Ledis One Eye is the innkeeper, as was his father and his father before him. Ledis tells folk that he lost his eye to a gargûn arrow as a youth and decorates his eye patch with brightly colored ribbons and shiny trinkets. He constantly worries his staff over the quality of the food, the quantity of the ale, and the comfort of the rooms. The result is that the Black Lily is perhaps the most comfortable inn between Tashal and Pedwar. Guests that become too rowdy are quickly tossed into the courtyard and thrashed by staff and regulars.

# HYZEVEL 8

## Board

### Menu

Tart (Apple or Plum)	2f
Pork or beef stew	1d
Ox Tail stew	2d
Pottage	4f
Pork ribs or trotters	2d
Pork pie	2d
Beef steak	3d
Roast pork or beef	5d
Truffle stuffed goose	15d

### Drinks

Beer or Ale	2f/pint
Cider	3f/pint
Leleryn (plum brandy)	3f/cup
Heleryn (apple brandy)	4f/cup
Elmeze wine	5f/cup
Ominspit	2f/cup

## Room

Common Room	1d/person
Snug	1d/person
Dormitory [18]	2d/person
Small Private Room	4d/person
[16,17,20-22]	max. 2 people
Medium Room	4d/person
[23,24]	max 4 people
Large Room [19]	6d/person
[19]	max 6 people

Ledis hires Farrin Arandin's boys [30] to watch his gate [#1] and serve as bouncers in the common room. One of the four young men is at the gate while another will be on a stool inside the Common Room [#5]. The gate is barred at night and the guard sleeps on the cot upstairs [#13].

The inn's kitchen [#2] is always busy. Haeryn Three-fingers has been the Black Lily's cook for fifteen years. He claims to have lost the two larger fingers on his right hand in a dispute over the quality of his soup but a warden or forester would immediately spot the old-fashioned punishment for a poacher.

Ledis stores the inn's crockery and food stores in the butlery [#3]. Barsela Armothyl, the butler, came for Saint Ebryn's festival from Tashtult five

years ago. She never speaks of her family and does not seem in a hurry to return to her home village. She makes extra money by selling a hallucinogenic tea made from dried mushrooms. Her cousin comes to Hyzevel every market day with a discrete sack of new ingredients. A mug of her special tea costs a penny but a sachet of the dried concoction is sold for a ha'penny.

The Common Entrance and Room [#4 & #5] are the most boisterous parts of the inn. Villagers enjoy ale and songs here in the evening. Shove penny is played in the common room. Ledis has marked all of the tables to prevent fights between gamers.

Merchants and gentle-born visitors prefer the Private Entrance [#7] and one of the smaller, private rooms [#6 & #8]. Sir Taerq Haunty, the heir of Ominstru manor, and Wolvin Kobarnay (see page 19) frequently visit the private bar [#6] on Market day. Ledis cannot refuse the young lords but watches them closely, knowing Taerq is nasty drunk.

The inn is a rollicking place during market day as people from Elmeze and Medtald come to town. There's very little trade with the villages from the south (Ominstru and Emerule) leading Ledis to use people from those manors as the butts of his vulgar jokes.

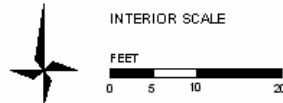
The minstrel is a Master Harper who is traveling the "dusty corners of Harn," as he puts it, to revive old stories and lore. Master Kordil Eryn specializes in Laranian sagas, which are very popular in his home in Kanday. He is intrigued by the tales of Saint Ebryn and has stayed in Hyzevel for over six months researching the old stories and visiting local sites with special relevance to the local hero. Master Kordil is particularly puzzled by the saint's sudden disappearance in the third century.

The Stables [#10] and the Tack Room [#9] are more than they seem. Wolpin Panda, the groom, organizes cockfights and rat-baiting in the tack room. While the activity is not illegal, Ledis likes Wolpin to keep the vulgar, foul-mouthed gamblers away from the more genteel clientele.



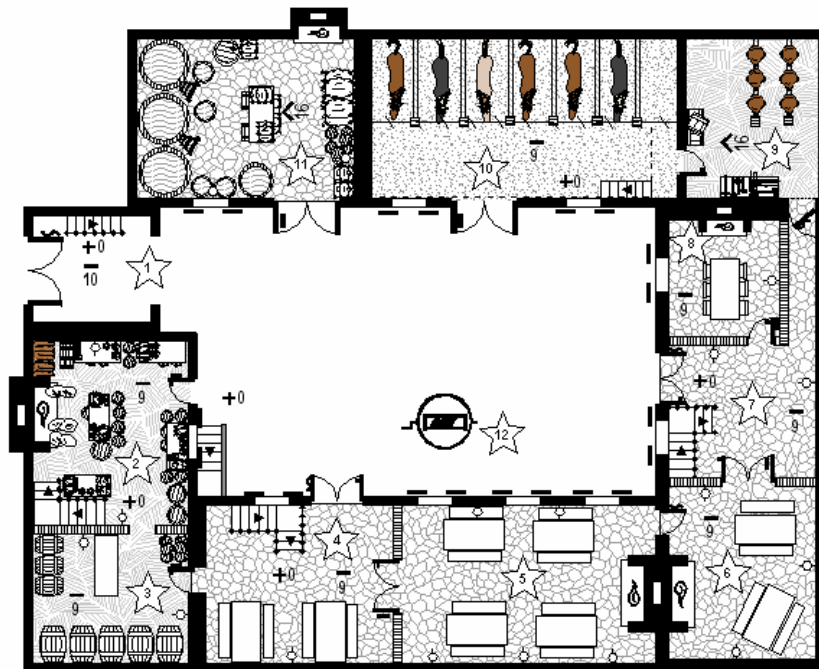
## THE BLACK LILY INN

COMMON MAP



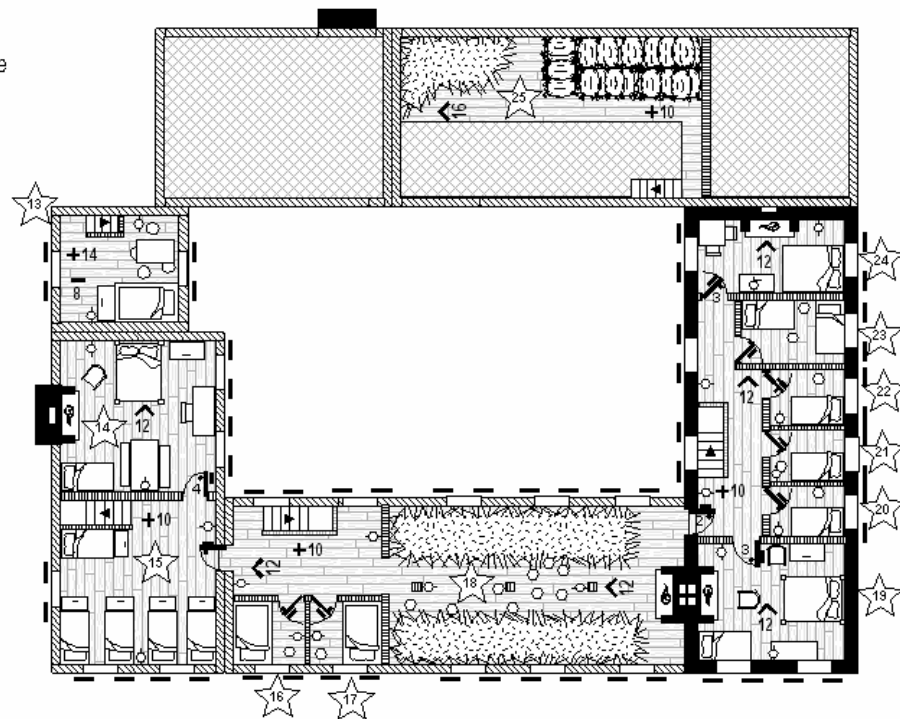
### Ground Floor

1. Gatehouse
2. Kitchen
3. Butlery
4. Common Entrance
5. Common Room
6. Private Room
7. Private Entrance
8. Meeting Room
9. Tack Room
10. Stables
11. Brewery
12. Well



### First Floor

13. Guardroom
14. Ledis Berma's Suite
15. Servants' Quarters
16. Private Room #1
17. Private Room #2
18. Dormitory
19. Private Suite #1
20. Private Room #3
21. Private Room #4
22. Private Room #5
23. Private Room #6
24. Private Suite #2
25. Storeroom



# HYZEVEL 10

Ledis' wife, Doresë, brews all of the ale for the inn in the brewery [#11]. Her signature brew is sweet, wheat ale that is served throughout the year. She also makes a special ale for Saint Ebryn's day that is sweetened with berry juice.

Ledis shares his room [#14] with Doresë, Kardir (male, age 12), and Merissa (female, age 6). Kardir will move to the servants' quarters soon and is not looking forward to leaving his mother's room. The inn's profits are hidden in a locked box behind a loose stone in the room's fireplace.

The servants' room [#15] is almost deserted for most of the year. Only the harper, Master Kordil, sleeps here regularly, as the other servants prefer spaces nearer to the warmth of a fireplace. Kordil's talent has earned him a favored spot in the Common Room and frequent invitations to play in the Tower's Great Hall. He keeps a folio of detailed notes on Saint Ebryn and Hyzevel tower under his mattress but has never really bothered to hide them.

The smaller private rooms [#16 & #17] are the last to be rented to visitors. Instead, Ledis allows the serving girls to earn an extra penny or two here as prostitutes. When these rooms are rented, the girls steal away to the storeroom above the stables [#25].

The dormitory [#18] is often full with guests' servants and yokels traveling through the village. Their masters take lodging in one of the smaller private rooms [#20 – 23]. The larger private suites [#19 & #24] are rented by small pilgrim groups or rich nobles.



## Ledis Berma - Innkeeper

Publicly, Ledis is a conservative, successful businessman. He is particularly sensitive to the feelings of Sir Tommas and his pious Laranian family. Part of his sensitivity involves leading a faction of the Berma clan that is resisting moving into the inner circle of the temple of Halea. He is satisfied using the financial advice and political connections the temple has to offer. Since business is good, he tells others that progressing in the mysteries of the Golden Handmaiden would be "investment without gain." Privately, he wonders if joining the Inner Circle might not reveal his dark secret.

Only his wife knows that Ledis killed a nobleman while he was a journeyman in Tashal. He was not able to find a job in any of the larger inns in the city, but he was able to find a master that would take him in a small workmen's tavern in Timbertown. One night a slumming nobleman and his cronies invaded the taproom. They were abusive drunks and began threatening the staff.

Ledis killed the leader of the ruffians but lost his eye defending the innkeeper's daughter. The other rakes disappeared into the night. The innkeeper arranged for Ledis to receive his master's papers and escape the city without incident. Now he takes care to stay in his kitchen during festivals and whenever pilgrims come, worried that he might ever be recognized.

The stress of keeping his secret reveals itself in Ledis' sudden, violent, and uncontrollable rages. When angry, the slightest affront leads to fights. There are several regulars in Varan's garden [21] that could afford to buy Ledis' wares but are afraid to pass the Black Lily's threshold. Only Wereda's sons [37] have bested the landlord in a brawl and returned to the Common Room. For his part, Ledis always pays the hallmoot's fine afterwards but his neighbors have learned that he carries a grudge for quite a while.

## 29 Sign of a cheesewheel Salter (Serech Andin)

**Size: 4 Quality: \*\*\*\* Prices: Avg**

Serech is a cheerful man. He received his master's charter only a year ago and married a distant cousin last summer. His youth is a disadvantage for his business and his tight-fisted methods often rub his customers the wrong way. He smokes beef and makes spicy sausages while his wife makes rich-tasting, blue-veined *rell*a cheese. Serech also preserves beef and vegetables in vinegar or brine, for sale as winter rations to the local manor houses. Because of the popularity of the sausages, he would like to convince Sir Tommas to raise more beef cattle.

## 30 Farrin Arandin Yeoman

Like the rest of his clan, Farrin is of stout warrior stock. While other Arandins have pursued crafts, Farrin has emphatically dedicated himself to preserving the family's yeoman tradition. His sons are beefy lads who help keep peace at the Black Lily [28]. His only sadness is that his youngest son, Petros, lies in Lethyl's infirmary dying of an unknown malady.

## 31 Olwin Arandin Villein

Olwin is the clanhead of the Arandin clan. He is very popular in the village and with the other members of his clan. His vision is for the clan to expand their influence beyond yeomanry to business. He has spent a lot of energy arranging marriages with clans such as the Andin (Salter's Guild) and the Asaka (Charcoaler's Guild).

## 32 Beldis Arandin Yeoman

Beldis has worked with the Kobarnay's pack since he was a boy and has earned Sir Tommas' implicit trust during a hunt. His sons care for the hounds [G2] while he acts as the hound-master. He is very proud of his clan's history as yeomen and has spoken with his father [31], about making a match for his boys with the Awensels or even a distant relation rather than have them marry a "stall keeper."

## 33 Jaani Arandin Half-Villein

Jaani is a large, active man. He turns his hand to anything that helps feed his large family and has lobbied his Uncle Olwin [31] to support his petition for a yeoman's fee.

Jaani betrothed his eldest daughter Lindina to Bortta Andin, a journeyman salter from Elmeze [Elmeze #14]. She is not happy about the match but her father was elated by the brideprice the Andin offered.

## 34 Taran Arandin Cottar

Taran is a young man who lives for his work. His work with as the Tower's falconer requires gentle hands and a calm demeanor. This large, contemplative man finds peace of mind working with birds of prey. Taran's home life, however, is a battlefield. Irsa is a domineering harpy and Taran will swear that he has never heard her say a kind word about anyone.

His wife is from the Asaka clan, the daughter of the charcoaler from Elmeze [Elmeze #18]. The marriage was one of the first to a guild clan arranged by his Uncle Olwin. The Arandin managed to get a decent dowry from the Asakas but Taran feels that he was asked to shoulder an uncomfortable burden for his family.

## 35 Naben Arandin Cottar

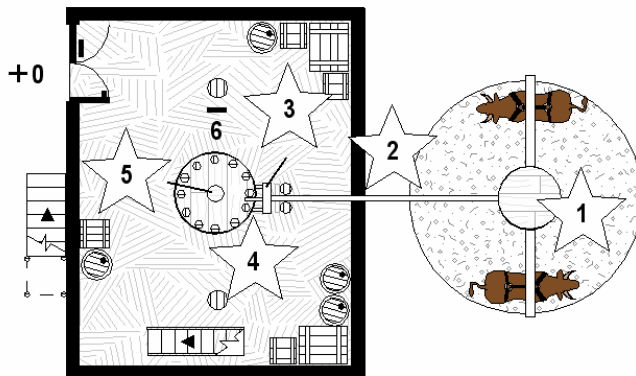
His cousins call him "Runt," and Naben's scant frame and shifty eyes do little to dispel that image. Tired of being picked on during weapons drill, Naben became the village's thatcher and quit the militia. In a fit of fury, Farrin [30] caned him in the village square and broke Naben's yeoman's knife against the Middle Well's stones. Stricken by this public humiliation, Naben has little to do with his family, living like a hermit in his small house with his wife and four children.

Naben's wife secretly despises her husband for quitting the militia and hiding from his family. She plans on running away as soon as she can beg, borrow, or steal the goods she needs.

## OX-DRIVEN MILL

### COMMON MAP

#### GROUND LEVEL



INTERIOR SCALE

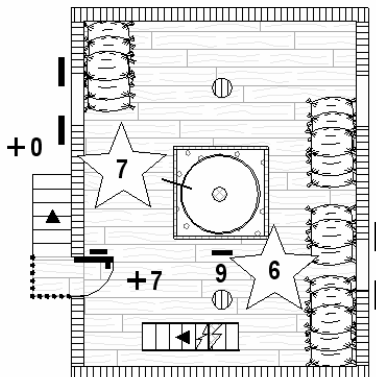
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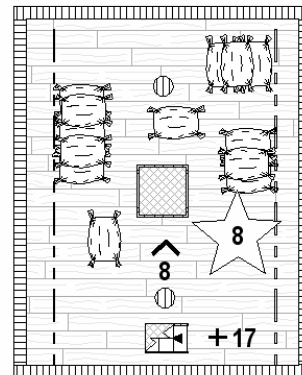
### LEGEND

1. Ox Driven Capstan
2. Drive Shaft
3. Vertical Gear
4. Lantern Gear
5. Spindle
6. Output Hopper
7. Millstones
8. Input Hopper

#### FIRST LEVEL



#### UPPER LEVEL



36

### No sign Miller (Haes Etine)

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

Haes is a short (63 inches), wiry fellow. His most noticeable trait is that he possesses a near genius intellect. Haes built the ox-driven mill because Hyzevel lacks a good source of fast flowing water. He is envious of his cousins in the villages east of Hyzevel, believing that water-powered mills are cheaper and more efficient – thus yielding more profit.

This mill uses the power of two oxen turning a capstan to grind grain for the local farmers. Haes invented and constructed the gear mechanism used in his mill to make up for the lack of grinding power that usually hampers the performance of capstan-type mills.

Always pursuing economic opportunities, Haes also does some malting for the Black Lily Inn and the Tower. His wife Torsha, bakes bread for sale to the other villagers. Both of them are religious Haleans, traveling to Getha with Dergan Cybela [14] for Shesneala (lay mass) every month.

The Haelean temple has approached him about hosting a Shesneala in Hyzevel later this year. Although he is pious, he is also realistic. Haes is worried that the conservative Laranians in the village will not look kindly on the uninhibited practices of Tania (Princess of Brief Ecstasy) in their quiet little village.

## 37 Wereda Arsarl Cottar

Wereda is a tall (73 inches) and burly man. He firmly lives his motto of “work hard and play hard,” spending most evenings drinking his wife’s ale and talking with neighbors. No one minds helping Wereda’s family, since he always honors his debts.

Wereda and his two sons work for the lord’s bonded timberwright, Master Parlarn [G5]. The boys, both tall, strapping young men, fell and drag the timber while Wereda drives the wagon. These three Arsarls are known as the best fighters in the village. Because they always travel together, fighting one means fighting all three and they have never lost a brawl.

## 38 Linla Arsarl Cottar

Linla is very close to her aunt in Ominstru [Ominstru #22]. When she can spare them, she sends her two teenage boys to help their great aunt with her animals. Once, the boys came back to Hyzevel with a strange old man named Loran [Ominstru #10]. The boys showed Loran some of the odd old places in the village and he even paid them with a silver penny. Now, Linla keeps her eyes open for any antique oddity and makes sure that her boys speak with the old scholar every time they visit their great aunt.

## 39 Elshil Arsarl Villein

When Father Birard [15] got sick, Elshil and his wife Doryla, devoted their time to caring for the chapel and their dying priest. They are an older couple and their two children work in the fields by themselves. As his aches and pains grow, Elshil is considering becoming the chapel’s

fulltime curate while his wife administers the hospice.

## 40 Feredir Arsarl Villein

Feredir is content to float along in the stream of his life. Patient and passive, he is very like his team of prize oxen. No one has ever seen him angry. Feredir’s wife, Merelyn, works as a server and sometime prostitute at the Black Lily. If her husband knows the source of the extra pennies that she brings home on market day, he has not made a complaint.

## 41 Solvena Arsarl Cottar

Solvena’s husband died almost ten years ago and the strain of raising four rambunctious sons has made her a cantankerous old crone. She gives everyone the benefit of her sour disposition but no one takes offence because her sons are large (71”, medium build) and just as mean as she is.

Over the last year, she has smuggled weapons to her cousins in Ominstru [Omintru #14]. She purchases arrowheads, spearpoints, and bows from the Tower’s smith, under the guise of arming her sons while they work their traps.

## THE MANOR HOUSE

The manor house is a walled fortification that writes the story of the Kobarney clan’s expanding fortunes in stone. The old Tower once stood alone on the hill. The Gatehouse was added when the wall was rebuilt in stone. The Great Hall was built after the Civil War. The Middle Hall was constructed after the family was reconfirmed in their holdings after the Baronial Revolt. The slope below the old tower is covered in bright yellow flowers called Luminorium.

The Gatehouse, Old Tower, and the Great Hall are covered in marvelous stone carvings. The original mason carved bas-relief tableaux of stone figures along the lintels and around the tops of the walls. The figures seem to dance in the torchlight of the hall or the courtyard and often feature in ghost stories told to the manor house children.

# HYZEVEL 14

## A

### The Gatehouse

A1. Main Gate: One of the lord's men at arms stands here guarding the gate during the day but the gate is closed at night. The drawbridge has not been raised in years.

A2. Upper Guardroom: This room is manned by the night watch after the gate is closed.

## B

### The Old Tower

This is the original manor tower, built in 172. Originally a naked tower, generations of lords have added the walls and gatehouse as need requires and purse allows.

B1. Sir Ebryn's Prison – This room was the original tower's deep cellar. After the Migration War, the lord of the Tower turned this dark, dank, chamber into a chapel of evil. His name was Ebryn Kobarney and malign power caused the lord to sacrifice children for their blood. *See the article on the Sword of Ebryn for more details.*

B2. Ebryn's Spring: This spring feeds the Tower's well. It originates in Ebryn's prison [B1] and may carry the dark saint's taint.

B3. Old Storeroom: The steward and the butler are the only people that have keys to this chamber. Lady Fiona's key is on a ring but she refuses to carry the heavy keys simply to prove that she is the lady of the manor. There is nothing in this room except siege rations and some barrels of wine that are so old they are probably vinegar.

B4. Guardroom: Three guardsmen rotate guard shifts every day. These men are yeomen serving their terms of service. One man is usually asleep here during the day. The other two are either walking the courtyard or standing watch at the gate.

B5. Sir Shorka's Room: Sir Shorka and Lady Erila share this chamber with their three children, Pardeth (male, 5), Sovin (male, 3), and Hendila (female, 2) and the children's nurse, Henel.

B6: The Mews – The Tower's falconer is Taran Arandin [34]. His duties include training and caring for Sir Tommas' gyrfalcon and two lanners.

B7. Lookout

## C

### The Great Hall

C1: Storeroom and Armory: The cook keeps fresh stores here, ready for use. Massive pyramids of salted meats, grain, and other foodstuffs crowd this room. The steward maintains Varan Krandar [21] as a ratter. Varan sometimes helps himself to a little food to fill his stewpot, rationalizing that he takes less than the rats.

C2: The Lady's Garden is the private sanctuary of the lady of the manor. Lady Fiona turned this small corner of the yard into a place of peace and contemplation. It is where the ladies sit in the day and where lovers tryst at night.

C3: Great Hall: The site of every meal and most social interaction in the manor, this chamber is a picture of rustic and ancient respectability. A roaring fire warms the room and casts strange shadows on the stone figures that decorate the hearth's mantle and along the tops of the walls.

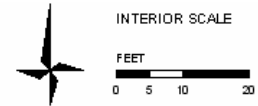
Wolvin Kobarney (q.v. page 19) sleeps here along with the Tower's squires. So do the Tower's five domestics. Despite Wolvin's presence, Rinin Awensel, the Tower's butler, keeps the peace here at night, protecting the maids from Wolvin's drunken advances and often forcing the young nobleman to find other places for his revels.



# HYZEVEL 15

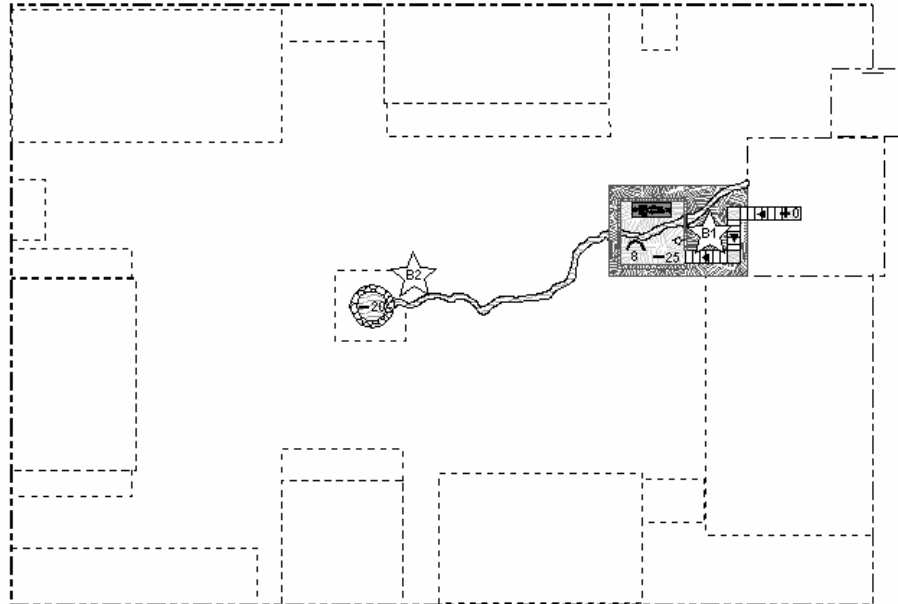
## HYZEVEL MANOR

COMMON MAP



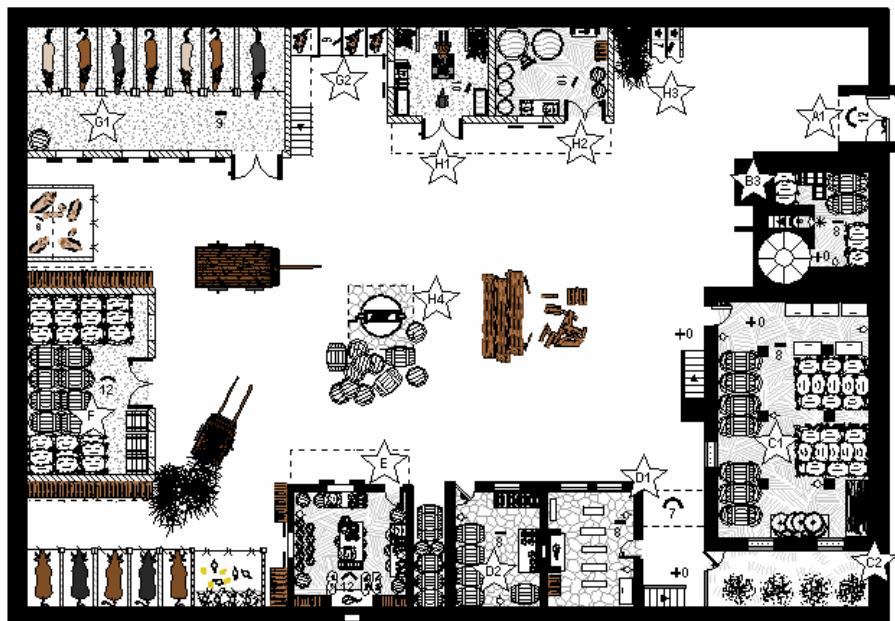
### Lower Level

- B1. Secret Chapel
- B2. Spring



### Ground Level

- A1. Main Gate
- B3. Storeroom
- C1. Storeroom
- C2. Private Garden
- D1. Chapel of Larani
- D2. Butlery
- E. Kitchen
- F. Barn
- G1. Stables
- G2. Kennels
- H1. Blacksmith
- H2. Brewery
- H3. Garderobe
- H4. Well

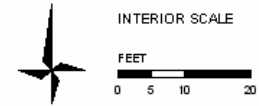




# HYZEVEL 16

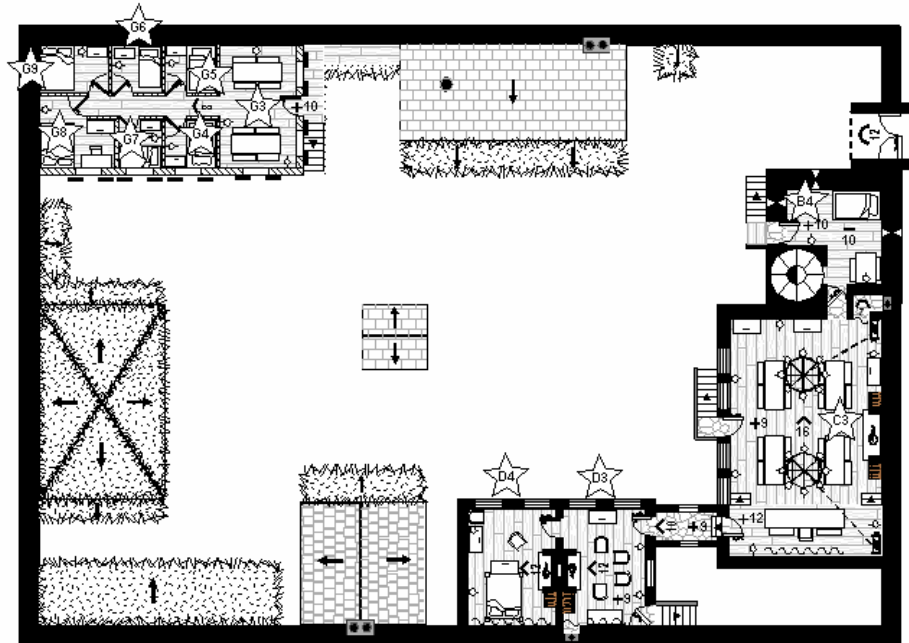
## HYZEVEL MANOR

COMMON MAP



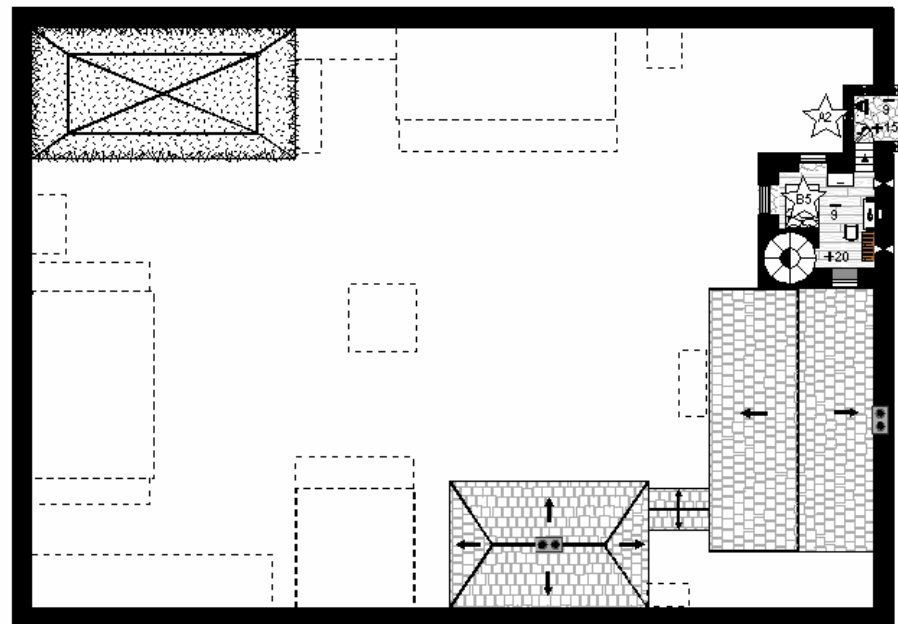
### First Floor

- B4. Guardroom
- C3. Great Hall
- D3. Solar
- D4. Sir Tommas' Quarters
- G3. Low Hall
- G4. Steward's Quarters
- G5. Huntsman's Quarters
- G6. Timberwright's Room
- G7. Herald's Quarters
- G8. Chaplain's Quarters
- G9. Lady Penele's Room



### Second Level

- A2. Upper Guardroom
- B5. Sir Skorka's Quarters



### Roof

- B6. The Mews
- B7. The Look Out





## D The Middle Hall

This stone structure was completed after the Baronial Revolt and the chapel consecrated in 607. The lord and lady of the manor were installed here in 643, when Sir Bartold (Sir Tommas' father) grew too infirm to climb the stairs to his chamber at the top of the Tower.

D1: Laranian Chapel: This chapel is dedicated to Saint Ebryn. Sir Tommas pays the extra expense of a curate to care for the chapel. Father **Taskin Pomada** has cared for the chapel for the last two years and cannot wait until he can return to Lethyl. He describes his time in Hyzevel as "disturbing." He hears voices in his head, so he avoids the well [B2] and the store room [B3], the two places where the voices are loudest.

D2: Butler's Pantry: The Butler, **Rinin Awensel**, is responsible for the libations served in the Great Hall. In addition to being in charge of the alewife and her brewhouse [H2], he buys and serves the wines and meads enjoyed by the lord and his table. Rinin does his best to give Sir Tommas' large (and thirsty) family the best his budget can afford. Local ales and brandies are common. Since wine is scarce and expensive, it is only served at the lord's table.

D3: Lady Fiona's Solar – Lady Fiona holds court in this room during inclement weather. Her ladies in waiting sleep here at night and the door has a strong lock.

D4: Sir Tommas' room – The Lord and Lady of the manor share this room.

## E The Kitchen

The kitchen is crowded and filled with a pungent mix of wood smoke, offal, and spices. Anraina Enten is the cook and is helped by three scullery maids from the village that cook and bake under her direction.

## F The Tithe Barn

The Tithe Barn stores goods collected as taxes. Sir Shorka is supposed to be responsible for the

barn but he made no comment when his father "borrowed" the keys and forgot to return them. Sir Tommas also uses the barn to store trade goods before shipment to market.

## G The Low Hall

The Low Hall was built only 20 years ago to replace a wooden barn that had burned down. This wooden hall still houses the Tower's mounts but small chambers were constructed on a second floor to relieve crowding in the Great Hall.

G1: Stables – The stables are filled with two warhorses, three hunters, and three palfreys.

G2: Kennels: Beldis Arandin [32] cares for the lord's pack of coursers. Sir Tommas also has a few prized mastiffs for defense and show.

G3: Servant's Hall: The curate [D1] and this year's four novices sleep in this room. Noble guests are invited to stay here during the Saint Ebryn's festival, especially if the Great Hall is full.

G4 Chaplain's Quarters: Father **Tershan Charlirien** (male, 41) is the Chaplain. Associated with the Abbey at Lethyl, he has only been in Hyzevel for six months, having arrived after the Feast of Saint Ambrathas last year. His family is related to many landless nobles in the Shire. Father Tershan is active and, like Sir Tommas, enjoys sword practice and hunting.

G5: Steward's room: **Harquey Abel** (male, 47) is a lifelong bachelor. He runs the tower's serving girls as if they were his harem, playing favorites and slighting any woman that resists his suggestions. He saw the Sir Lordan explaining a curious piece of parchment to his younger brother Wolvin about three years ago. The young men were arguing over a riddle but when Harquey offered to help, they hid the piece of vellum and left looking rather guilty. Intrigued, Harquey spied on the young lords until he found the secret spot in the chapel where the parchment was hidden. He was too scared of Sir Tommas' wrath to copy the riddle but has committed it to memory. He believes that the riddle leads to Saint Ebryn's treasure, a wealth of khuzan gold and silver brought back to Hyzevel after the war.

# HYZEVEL 18

G6: Bonded Timberwright: **Master Parlarn Asaka** is the manor's bonded timberwright. He uses his connections with his relatives in the Charcoaler's Guild to get a good price for the manor's hardwoods.

G7: Herald: **Barad Oris** is the Lord's Herald. He is an older man but is mentally sharp even if his eyesight is fading. This room had been Wolvin Kobarney's but Sir Tommas gave it to his old friend Barad when the lad left to become a squire. Since Wolvin's disgraceful return, Sir Tommas has shown his displeasure by allowing the herald to stay in the boy's room.

G8: Huntsman: **Sir Lytel Banadar** is very aggressive in defending the manor's lands; often confronting travelers he thinks are scouting game.

G9: Lady Penelë's room: Sir Tommas' daughter, **Penelë** is usually in her room reading. The room is stuffed with books and scrolls, each covered with her cramped, nearly illegible scrawl.

## H The Smithy

H1: Smithy: **Master Chakel Sermel** does blacksmith work for the manor house and the village. He also makes the pilgrim's badges that are for sale at his brother's store [14]. He arms the local trappers [41] with crude but effective weapons, although he wonders why so few men need so many spear points and arrowheads.

H2: Brewery: Mistress Morisir Loyril has been the manor's alewife for years. She is a very open, free-spirited Peonian and is always laughing at life's strange mysteries.

## The Manor Household

**Sir Tommas Kobarney** (male, 65) is the lord of Hyzevel. Sir Tommas observes all the social proprieties but wages a quiet economic war in the western hundred. His vassals aggressively collect stray or unbranded animals. He "plays nice" with the Indamas but he is not afraid to push the Lournays and Hauntys around if he thinks he needs to. Likewise, Sir Tommas' observes every courtesy to the Serolan but poaches on Sir Udet Tardally's lands unceasingly for loose animals.

**Lady Fiona Kobarney**, nee Erynert, (female, 67) is the mistress of Hyzevel and the patroness of the manor's Peonian chapel. Lady Fiona is small and frail but viciously protective of her children. She spoils Erila's youngest daughter Hendil terribly. She is Lady Erila's great aunt. Although she knows something is troubling the young woman, Lady Fiona has not been able to find out what the trouble might be.

**Sir Shorka Kobarney** (male, 42) is the heir to the manor. Despite the fact that his father has made him the "Constable" of Hyzevel, Shorka feels superfluous. His father's unflagging energy enables the old man to be everywhere at once, often fixing a problem or correcting an error before Shorka even knew that the issue existed. Rather than be under his father's feet, Shorka spends his days hunting or traveling to Getha or Uldien to attend to some "family matter." Sir Shorka is big and ugly but kind to those that know him. He is a true bumpkin and has stepped on many toes while airing his views.

**Lady Erila Kobarney**, nee Erynert, (female, 22) is Sir Shorka's second wife, his first having died in childbirth. The mother of three, she is highly skilled in courtly graces and loves to socialize. During a festival or feast, she can be found leading some sort of courtly amusement or dance. It was her penchant for "chivalric romance" that has ensnared her in an adulterous affair with the Bailiff of the Hundred, Sir Haradoc Indama. Lady Erila was trapped by Haradoc but she continues the affair because Sir Haradoc and his wife talk to her, unlike her husband.

**Sir Lordan Kobarney** (male, 35) is Sir Tommas' troublesome second son. Lordan is bored of living in Hyzevel and is considering volunteering for the Solara Crusade.

**Wolvin Kobarney** is Sir Shorka's 17 year old son from his first marriage. He squired in Uldien to the Baron Ubael but was returned home in disgrace. His grandfather once said that Wolvin would make a good huntsman if he would stay sober.

Wolvin has been a bad influence on the Tower's squires. **Kaeral Jendral** (male, 16) is Sir Tommas' squire and the nephew of the Constable of Fisen. **Taran Poultry** (male, 20) is Sir Shorka's squire and is ready to leave Hyzevel as soon as possible. He despises Wolvin but is hesitant to criticize his master's son. **Kaern Dolastar** (male, 16) is Sir Lordan's squire. He is Sir Tommas' great nephew from Elmeze. He, like his master, is very interested in competing in tournaments and considers the Crusade a great adventure.

**Henel Dyren** (female, 27) is a spinster and the nursemaid to Sir Shorka's children. She is the elder sister of Taran Dyren [5] and has worked in the manor house since she was 12.

**Lady Penelë Kobarney** is a Savoryan Shenava. She has returned home to study her family's history as she pursues promotion. She has been researching the family's history in hopes of discovering Saint Ebryn's magical sword and unraveling the way it works.

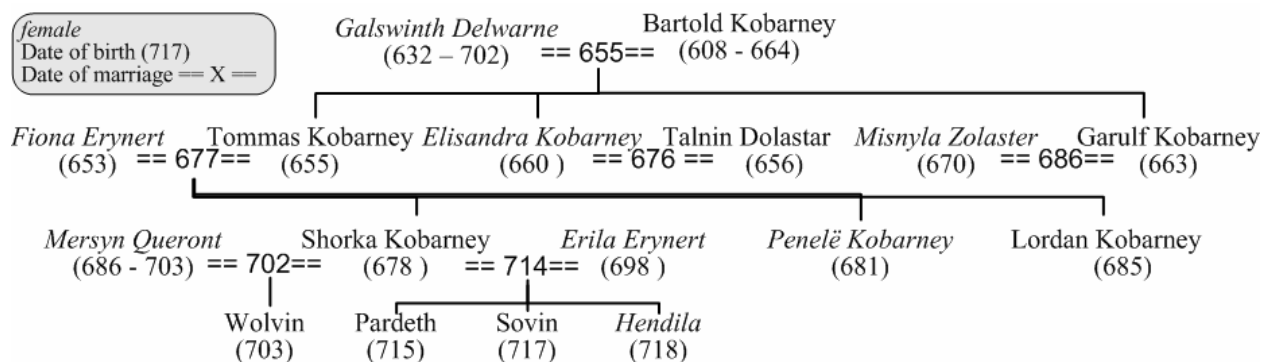
**Sir Lytel Banadar** [G8] is completely loyal to Sir Tommas but worries that he might lose his position to the feckless grandson Wolvin. Sir Lytel's failing is that he is completely ruthless, seeing everything in life as a black or white choice. As a result, he is often vengeful when he should be reconciliatory or draconian when he should be merciful.

## Clan Kobarney

Sir Tommas Kobarney has led the clan since he came of age in 676. His father, Sir Bartold Kobarney died in 664 and his mother, Lady Galswinth, had ruled the clan as a regent. She spent little time in Hyzevel, however, preferring to travel and spend winters in Tashal. Sir Tommas fought with his mother regularly about her spending habits and her friends in high society. He was especially outspoken about Galswinth's decision to marry his sister Elisandra to the champion tourney knight, Sir Talnin Dolastar.

Sir Tommas spent his formative years as a page and squire in Uldien and Kiban. The day he turned twenty one, he gave his vassal's oath to the Baron of Uldien and rode hard to Hyzevel. He burst in to the Great Hall and ordered his mother to leave. Without any farewells, Lady Glaswinth was packed off to her family in Semethshire, where she died in 702.

Although he had evicted his mother, Sir Tommas felt that he could not trust his younger brother Garulf, who had stayed in their mother's good graces. Instead of exiling Garulf, however, Sir Tommas sought permission to create a new manor in the eaves of the Kirsta Forest that he would call Medtald. He received the Baron of Ubael's blessing in 680 and made Garulf the bailiff of Medtald. Garulf knows that Tommas watches his every move and reviews every decision. The brothers have always been publicly cordial but they rarely speak in private.



Clan Kobarney – Hyzevel

# HYZEVEL 20

## SAINT EBRYN'S DAY

The ancestor of the Kobarneys and patron saint of Hyzevel, Saint Ebryn Kobarney, is celebrated on 15 Nulus every year. Despite the religious overtones of the festival, its origins are rooted in the animal husbandry of the area.

Beef cattle are brought in from their pastures in the forest. The festival starts with a chaotic parade through the village to the central square. Herdsmen run beside and in front of their beasts, screaming and cracking long whips to drive the animals into the temporary enclosures that are constructed in the square.

Once the cattle are in the pens, the herdsmen cut the cows from the bulls. The bulls are marked with a rosette tied around their horns as they are driven into separate enclosures. In an ancient sporting event, the freemen of the village dart and leap at the bulls, each man trying to snatch the rosette from a bull's horn. While the beast is not injured, it is not uncommon for one of the men to be gored or trampled before the animal can be driven off. The temporary nature of the pens adds another element of danger, as the angry bulls have been known to push through the rails and attack bystanders in the square.

On the second day of the festival, the men of the Kobarney clan and their noble vassals participate in the *Rezhonou*. In this spectacle, a rider fights a bull from horseback. These horses are not the large, bulky warhorses but are the small, nimble hunters bred from Kirsta Forest Horse stock (q.v., Getha pg 5). The rider dodges and circles the bull, stabbing at it with small javelins. This sport is very dangerous for both the mount and the rider. The bulls, used to defending themselves and their herd in the forest, are adept at hooking an attacker with their horns. Horses are sometimes gored, the riders thrown, and then trampled under hoof.

The purpose of these spectacles is to select the bulls that have the most spirit and strength to use as breeding stock. The fiercest bulls are chosen and sequestered in special pens. These bulls are never sold, but are rented out as studs in the stock

auction that afternoon. Male animals found lacking in some way are taken to the salter's yard. Bulls that have strength but lack spirit are castrated and sold as oxen. If a bull lacks strength or has been allowed to grow too large to take the yoke, it is slaughtered for beef.

On the evening of the fifteenth, the manor's Laranian chaplain celebrates a special Soratir in honor of Saint Ebryn. A harper, hired for the event, performs the Lay of Noneth for the crowd. This lengthy poem chronicles Saint Ebryn's heroic deeds in the Migration Wars and emphasizes the manner in which the saint embodied Laranian virtues.

## *Food and Accommodation*

Visitors are often hard pressed to find a place to eat and sleep during the Saint Ebryn's Day. Visiting merchants sleep in wagons or stalls in the village square. The Peonian chapel [15] accepts some lodgers but they can take only donations and do not provide food for fear of angering Ledis Berma [28]. Visitors stay with family or friends when they can but most sleep in tents in the woods along the Tasthult Road. The Fair's wealthiest visitors rent private rooms from the Black Lily [28]. The best rooms are spoken for months in advance, with the inn allocating its common room to the retainers of visiting nobility.

Although the inn is full during the Saint's Day, all guests are still served food and drink. The Black Lily erects several small tables and ale tents in the green area just south of the village square to offer refreshment and light meals. The sustenance they offer is filling. It is also expensive (110% of normal cost for food, 120% for drink). Many merchants bring their own rations.

The ale tents also serve traditional favorites during the Saint's Day. Nut cakes, made from chestnut flour and sweetened with honey, or candied chestnuts are children's treats. The adults rents indulge in beef testicles, called "Ebryn's Balls", served floured, spiced with pepper and salt, and fried. Women claim that the delicacy increases fertility while increasing the men's virility.

## *Buying Livestock*

Livestock are driven into temporary pens in the southern half of the square. Cows are separated from bulls. The sports events entertain the crowds but they also serve to determine which bulls will become studs and which will be castrated.

The Stock Auction takes place on the morning of the 16<sup>th</sup> of Nulus. An auctioneer stands on the square's platform and orchestrates the sales as the animals are led from the pens. The auction starts at dawn. Buyers sit on the steep slope of the tower's mount and signal their bids by flashing white willow wands.

Cows and calves are sold in small groups in the morning. Castrated male bulls are auctioned off in the hours around noon. These are raised for their beef or to be trained as oxen.

Bulls that have been kept as breeding stock are not sold. Their services as studs are auctioned individually in the afternoon.

Trained animals, such as herding dogs or saddle broken horses, and herding implements are sold in a separate area to the east of the well. These animals are not auctioned but are sold individually after a great deal of haggling. Deals are struck when the buyer and seller spit into their palms and shake hands.

## *Haggling at the Fair*

Haggling or bargaining over the price of items bought is expected. Owners routinely begin negotiations at 120% of the price they expect to receive for an item. A PC with good rhetoric skills may be able to get the better of the bargain and lower the price. Characters roll against their rhetoric skill to modify the base price (BP) of the item they are trying to buy.

Haggle Roll	Price
CF	BP + 25%
MF	BP + 10%
No Roll	BP + 20%
MS	BP – 10%
CS	BP – 20%

## *People at Saint Ebryn's Day*

The festival draws people from all facets of society. Local nobles and priests from Lethyl come to celebrate Saint Ebryn's Day for political and religious reasons. Sir Tommas requires his vassals to attend him during the celebrations but many others find it expedient to ask the lord of Hyzevel for favors when he is basking in the reflected glory of his ancestor.

Farmers dwell on the agricultural aspects of the festival. There is a lot of hard labor involved in dividing, castrating, and marking the cattle. The men work hard and then enjoy the Black Lily's ale in the evening. The wives take the opportunity to purchase items in Hyzevel's market that are hard to find in their home villages.

Finally, there are many pilgrims. These people come to Hyzevel from towns and manors all over Kaldor. Nobles and freemen crowd into the Tower's chapel to venerate Saint Ebryn. In the evening, the most influential are invited to the Great Hall but the rest enjoy the raucous atmosphere in the village square.

# HYZEVEL 22

## Pilgrim Groups

Pilgrims travel the roads of Neph and Balimshire visiting sites associated with Calsten I and his son Medrik. The pilgrims' trail begins in Gardiren, the ancient capitol of Serelind. The pilgrims receive the Serolan's blessing and set out along the old Royal Road toward the monastery at Aldryn. The pilgrims charge their spiritual strength with a special Soratir at Chalced and are accompanied by knights of the Order of the Lady of Paladins as they enter the wilderness. The pilgrims' trail takes them west at the crossroads and they enter Getha after a few days' walk.

Few pilgrims stop for long in Getha, however. Most push on to the abbey at Lethyl, where the bodily relics of Saint Syrele lie in a magnificent reliquary behind the abbey's public altar. After seeing the relics and buying a pilgrim's badge, the faithful continue their journey by following the small road westward to Hyzevel. There, in the manor house chapel, pilgrims file past the armor of Saint Ebryn, a knight who commanded Medrik's army.

Hyzevel makes a steady income from the pilgrim traffic, especially the innkeeper who knows that even his crowded little rooms are more appealing than sleeping on the cold forest floor. After visiting Saint Ebryn's chapel, groups find that that they cover the distance to the Lady of Paladins Chapter Houses at Hakstyn and Jenkald in an easy day's walk. The knights of the Order provide places to stay and warm food to eat to the pilgrims. Wealthier travelers are requested to leave a donation but the destitute find that they can pay for their dinner with some work in the stables or at the woodpile.

The pilgrim's trail turns south at Jenkald and leads to Fisen, where Medrik's banner and spear hang in the Constable's hall. Since the Sir Dagald does not care to entertain hordes of gawking pilgrims, only the wealthy or politically important worshippers are actually allowed to view the relics. Others must satisfy themselves with a mural painted in apse of the local Laranian temple.

From Fisen, the trail continues to Kiban, the site of Medrik's great victory. Some pilgrims walk the distance along the Silver Way but others find space on a talbar for the trip. The priests of the Laranian temple in Kiban lead pilgrims on a tour of the battlefield, stopping to pray or chant at the battle's critical locations. From Kiban, the pilgrims begin their journey home or continue to the primate's palace in Thay.

The average pilgrim group numbers between 5 and 10 people (d6 + 4) of a mixture of classes. Few of the pilgrims knew each other before embarking on their pilgrimage. In most cases, each contracted with the guide individually. While all of the travelers are free-born, most pilgrims are older, having earned a comfortable living before being able to afford the costs of their journey.

Pilgrims are concerned about money because they must pay their guide before leaving the meeting point. In return, the guide arranges the group's rooms and board during the journey, escorts them along the road and introduces them to the sights of distant places. Although everyone travels together, class pressure exerts itself in the evening and the pilgrims eat and sleep with their social equals.

Because pilgrims travel wilderness roads and strange byways, most travel armed. Laranian pilgrims tend to have a familiarity with weapons as a result of their station.

### FLORIN ORIS

Pilgrim and Former Cleric of Larani  
– Born 15 Halane 676 (Tarael)

Str	15	Agl	17	Sml	10	Wil	14
Sta	13	Eye	13	Voi	12	Aur	09
Dex	15	Hrg	13	Int	16	Mor	14
Cml	17	End	14	Mov	17		

**Physical Skills:** Climbing 73, Condition 76, Dancing 58, Jumping 69, Riding 91, Stealth 53, Throwing 66.

**Communication Skills:** Awareness 60, Intrigue 57, Mental Conflict 50, Oratory 81, Rhetoric 81, Singing 39; **Languages:** Harnic 84, Emela 47; **Scripts:** Lakise 86, Khruni 86.

**Religion:** *Ritual:* Larani 62; *Piety:* 70

**Combat Skills:** Initiative 93, Unarmed 70, Dodge 85, Dagger 75, Shield (Knight) 76, Sword (Broad) 78. **Craft Skills:** Drawing 32, Embalming 28, Folklore 49, Heraldry 45, Law 33, Physician 32, Survival 51.

**Armor / Weapons:** Fine cloth robe and priest's surcoat; leather byrnie (concealed); cloak with hood; fine leather calf boots; broadsword and dagger; Laranian Holy Symbol.

**Invocations:** Baptism II, Blessing II, Commune II, Liturgy II, Marriage II, Passage of the Soul II, Banner of Mendiz II, Larani's Shield II, Passage to Tirithor II, Valamin's Insight II, Bandage of St. Pereylene III, Herald of the End of Life III.



## HYZEVEL

**Lord:** Sir Tommas Kobarney

**Owes Fealty to:** Baron Ubael (Uldien)

**Acres:** 2,130

**LQ:** 1.12

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

### Imports:

Horses

Copper, Iron, Tin

Salt

### Exports

Charcoal

Cloth

Baskets

Herbs

Wax & Honey

Leleryn (rough plum brandy)

Lavery (superb plum brandy)

Preserved Beef & Cheese (Rella)

H/H (pop)	UF	RF	SF
40 (200)		6	34

Muster	Kts	Yeo	Men
	1	4	

### Business

(\* = bonded)

Chandler

Herald

Innkeeper

Metalsmith

Salters

Teamster

Timberwright

Wood-crafter

### clan/location

Sermel [14]

Oris\* [G7]

Berma [28]

Sermel\* [H1]

Andin [29]

Enten [3]

Asaka\* [G6]

Cybela [16]

### Place of Worship

Chapel

Chapel

### Religion/location

Larani [D1]

Peoni [15]

### Public Buildings

### VIP

Clanhead

### clan/location

Enten [5]

Awensel [4]

Arandin [31]

## General Feel

The western market center for the Hundred, lots of raw materials can be found here before they are shipped to Getha and points west.

The villagers raise beef cattle in the forests and meadows west and north of the manor house. Every year the herds are brought to the village square to be sorted and this event has become a popular festival dedicated to Saint Ebryn, an ancestor of the manor's lord.



## Plot Hooks:

[3] Teamster is looking for protection from the highwayman.

[8] Wife having an affair with the beadle [9] but has been jilted for a younger woman [20].

[10] an unrepentant adulterer.

[12] Child has disturbing visions

[15] The Peonian priest is dying

[17] Spins thread and weaves cloth

[18] Makes buttons

[19] Naturally talented woodcarver

[21] An informal beer garden for laborers.

[24] Informs on her neighbors for the innkeeper.

[25] Prostitutes herself while looking for a rich man to marry.

[28] Innkeep has a bad temper. Butler sells hallucinogenic tea.

[30] Son dying of an unknown disease in Lethyl Abbey's infirmary.

[31] Plans to marry into the guild clans to "diversify"

[35] Hates his family. His wife plans on running away.

[38] [41] Smuggles weapons to Ominstru.

[B5] Sir Haradoc Indama (q.v., Hundholt) has coerced Lady Erila Kobarneyn (wife of Sir Tommas' son Shorka) into an affair.

[G9] Sir Tommas' daughter is a witch (Shek P'var)

## Schedule of Events

Hall moot held on the second Second Day (day 12) of each month. Sir Shorka officiates if Sir Tommas is away.

..Week...	Sir Tommas (Hyzevel)	Events
Nuzy 1	Hyzevel	
2		
3		
Peon 1	Lethyl	(3)
2	Hyzevel	
3		
Kele.1		<i>Wool Fair</i>
2	Getha	<i>Getha Fair</i>
3	Hyzevel	
Nolu. 1		<i>Tashal Fair</i>
2		Saint Ebryn's Day
3		
Lara. 1	Olokand	<i>Chelbin Tourney</i>
2	Tashal	
3		(5)
Agra. 1	Jenkald	(2)
2	Hyzevel	
3		
Azur. 1	Kiban	<i>Kiban Fair</i>
2	Uldien	
3	Hyzevel	(4)
Hala. 1		
2		
3		
Savo. 1	Lethyl	(3)
2	Hyzevel	(1)
3		
Ilvin 1		
2		
3		
Nave.1		
2		
3		
Morg.1		
2		
3		

- (1) The Baron of Uldien visits Hyzevel once a year to collect his rents and feast with his oldest vassals, the Kobarneys.
- (2) As part of his progress around the kingdom, the Serekela attends the mass of St. Orthas' Day at Getha or perhaps Jenkald.
- (3) All of the Kobarneys go to Lethyl to celebrate St. Valamin's Day and St. Syrele's Feast.
- (4) The annual tax recording is done during the end of Halane/beginning of Savor. Sir Tommas meets with his vassals in preparation of the Baron's visit.
- (5) Sir Tommas customarily stops to pay his respects to the Baron Ubael on his way back from the Tashal Fair.