



Indama House is a three-story townhome on Chidena Street in Tashal's Haldana District. The house is the property of Sir Chimin Indama, Baron of Getha, and is used by his family when they are in the city. It is across the street from Clan Curo's compound [Tashal H10] and next to the Guild of Arcane Lore [Tashal H12].

HISTORY

Clan Indama maintained a house in Tashal's Medrik district for years, using it on rare trips to the city from their rustic home in Getha for the Summer Fair and Winter Tournament. In 708, Parga Indama was appointed as Rekela of Nurez. With the diocesan seat of Abriel a two- or three-day journey, Parga planned to use the clan's Tashal house on his visits to the Serekela at nearby Caleme. When his brother Lors, the Baron of Getha and Sheriff of Neph, died later that year, the house in Medrik was given over for the use of Lady Evlina, Lors' widow and Dowager Baroness. Seeking a new residence, Parga purchased the property on Chidena Street from a wealthy guildmaster.

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As Rekela, Parga used his new Tashal home to host many church and secular leaders. His appointment had been part of Serekela Edine Kynn's efforts to root out the rampant corruption of his predecessor, Kalabin Elendsa. Parga's Tashal residence gave the Serekela, an old friend and colleague, a convenient place to meet outside Caleme and away from the eyes and ears of the old Serekela's minions. Parga made regular trips between Abriel and Tashal and kept some of his episcopal staff in Tashal.

Although the new residence was solidly crafted, Parga made several improvements to make it more grand and better suited to his station in the Church. Inspired by Abriel Abbey, he commissioned a beautiful triptych of stained glass windows and installed an elaborate wrought-iron gate bearing his episcopal arms.

When Parga died unexpectedly in 714, his will bequeathed the house to his nephew, Sir Chimin, now Baron of Getha and Sheriff of Neph. Chimin's wife, Lady Myrtis, had long coveted the house, both for its fashionable neighborhood and its location across the street from the townhome of her brother, the Earl of Neph. After Lady Evlina passed away in 717, Sir Chimin sold the Medrik house and consolidated the furnishings and staff at Chidena Street.

CURRENT SITUATION

Today, the house is whitewashed and neat. The gate bears the Indama arms rather than those of the Rekela of Nurez, but little else has changed on the exterior. Passersby still admire the windows of Parga's chapel as the sun highlights their colors. The house is relatively quiet for the majority of the year, as the baron and his family use it mostly for occasional official or social visits to the royal court.

Each summer, the baron and a large retinue descend on the house in early Larane, enroute to the Royal Chelebin Tournament in Olokand. The visit coincides with Tashal's great Summer Fair. The baron and his entourage fill the house to the rafters, leaving little room for extended family members visiting the fair. For the weeks of the fair, the townhome becomes a combination of guest house and storehouse for goods and materials purchased by members of the clan; only the chapel is kept empty. The baron doesn't enjoy the hustle and bustle of the city in the calmest times, so the chaos of the fair makes him anxiously grind his teeth, as does the need to attend myriad social events. Lady Myrtis, on the other hand, revels in the city's social scene. The house's ladies' gallery is very busy during her visits.

When the baron's immediate family is not in residence, the townhouse is maintained by a small permanent staff.

HOUSEHOLD STAFF

Carabel of Tollora, 54, is the baron's senior retainer in Tashal and officially oversees the household staff. He has been Clan Indama's herald for 28 years and serves as the baron's spokesman and spy at many functions in the city and at court.

The Tolloras are ancient retainers of the Indamas, but time has sapped their vigor and the family now has few

scions and little coin with which to fund knights. They have become a family of heralds and priests. Carabel's pride and pretensions stem from these fading fortunes. He feels that his family's poverty has kept him from achieving the positions and accolades he deserves. Although loyal to the baron as someone who saw his potential, Carabel holds grudges against those he feels worked against him in the past.

Carabel is a creature of Tashal's politics and is far more observant than many give him credit for. He has friends or close acquaintances across all levels of Tashal society and uses these contacts with subtlety and skill to collect news from across the kingdom. He knows the baron and his family intimately and plays to their characters when it suits him.

Sudren of Krabel, 46, is a guilded mercantylor. As the factor for Clan Indama, Sudren is responsible for procuring goods of all sorts and arranging for them to be delivered to the clan's homes at Getha and Bidow. Sudren's family has also been in service to Clan Indama for generations, but unlike the Tolloras, the Krabels have grown wealthy. Sudren's uncle Tonatar holds the mercantylor franchise in Getha, in which the baron is an investor.

Sudren knows that this position is the best he could ever hope to obtain. He is the seventh of his father's children, third of the sons. Only the death of an elder brother saved him from a lifetime of eating dust and dodging arrows as a caravan trader. In his 24 years in Tashal, Sudren has built a network of relationships that he uses to enrich himself and the Indamas. He is a sharp businessman but not as sly as he thinks he is. He is friendly with Querene of Valain [Tashal F26] and her mercantylors, but she gets more benefit from his gossip than he gets from her ale.

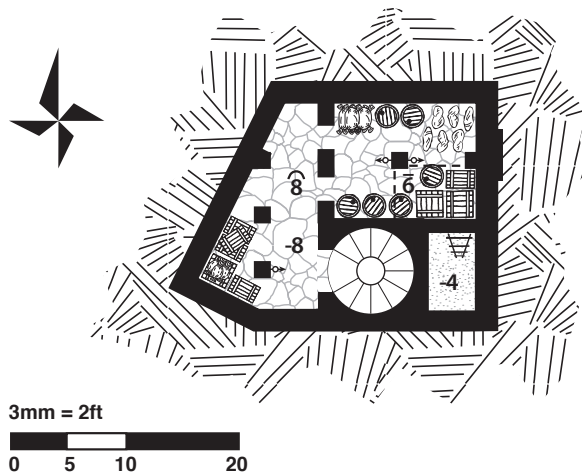
Egbert of Urdel is the house's butler, while his wife, **Donica**, is housekeeper and cook. Egbert comes from one of the oldest yeomen clans in Fethael Hundred. The Urdels have supplied guards to the Barons of Getha for generations and their reputation for loyalty to the Indamas is spotless.

Egbert, 32, worked his family's acres as a boy and trained with the militia, aspiring to either a post in the Baron's Guard or a yeoman's grant. When the gargun swarmed out of the Sorkins in 704, he fought shoulder to shoulder with his clansmen and saved Fethael Hundred. Although the experience left him unfortunately wounded in body and mind, the Indamas found a position for him in their household in the Medrik district. Egbert served as a footman there before Sir Lors died, then came to Chidena Street as head footman when Parga bought the house. He was promoted to his current position when the current baron inherited the property.

Donica, 20, is the daughter of servants who worked in the old Indama house in Medrik. Having started in the new house as a scullery maid, she rose to power by marrying the butler. She has never left Tashal and has no reason to want to. She finds Egbert's stories of Getha and its rural charms horrifying.

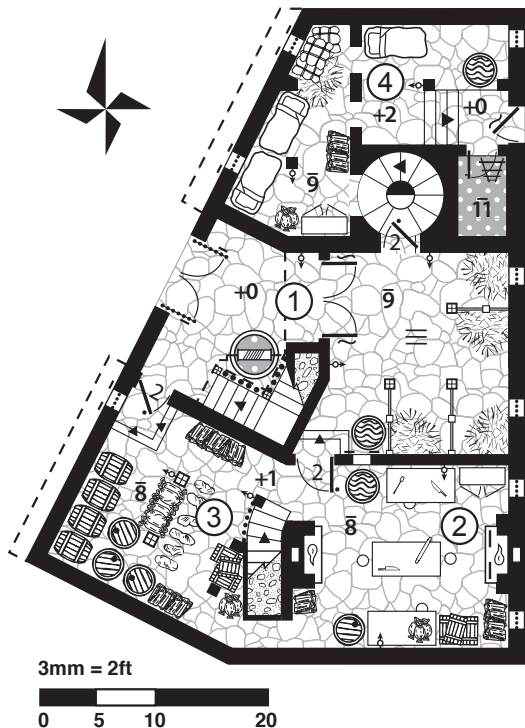
INTERIOR GUIDE

Cellar



The cellar is always a jumble of goods moving to or from Getha and other Indama manors. Members of the extended Indama family take advantage of the baron's good name and credit to obtain goods. Some visit Tashal themselves, but most send messages to the clan's factor, Sudren of Krabel, who finds and purchases the items and has them shipped to their destination. During the Summer Fair, this space overflows to the floors above.

Ground Floor



[1-1] Courtyard: Heavy, wrought-iron gates bearing the Indama arms open to a small cobbled courtyard. The gates are open during the day and closed at sundown. If the baron or other family member is at an event that keeps them from returning home before sunset, a guard will stand at the gate to unlock it for their entrance.

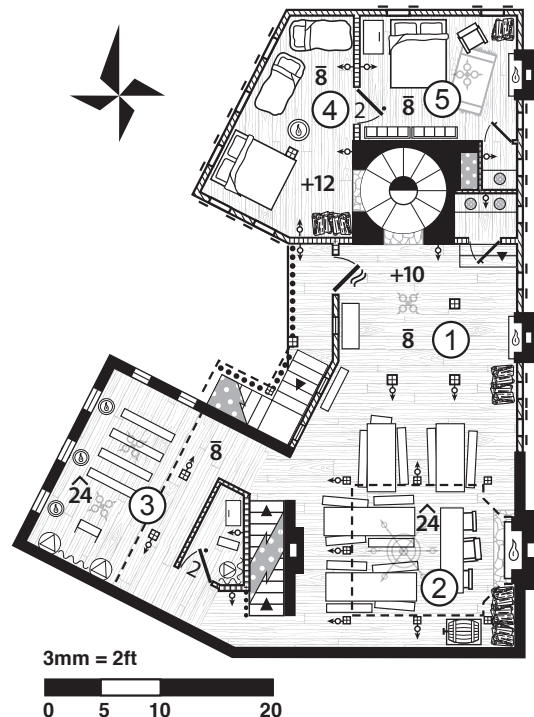
Others have little chance of gaining admittance. When the baron and baroness are in residence, their palfreys are kept in the stable here, which is otherwise empty.

[1-2] Kitchen: The cramped kitchen is warm and noisy but Donica makes no wasted movements as she and her assistants prepare meals for the family and guests. Donica's best friend and cousin is Latina of Arsarl, a cook traveling with the baron's entourage. Kitchen maid Borela of Faleran and footman Selwyn of Oralis sleep on the floor.

[1-3] Storeroom: This space holds household provisions and supplies. It is full during the family's visit in summer; anything could be hidden here. During the rest of the year, goods purchased by Sudren accumulate here before being shipped. Most bulk goods are stored in the family warehouse [Tashal Ei2], while more expensive items are stored in the Great Hall on the floor above [2-2].

[1-4] Tackroom: Although bits and pieces of horse tack can be found here, the house has no permanent stableboy or groom. Visiting grooms and other servants are quartered here. The space is cold and smells from the cesspit, but it is better than sleeping in the stalls. Young noble visitors often bribe or threaten the grooms to let them in through the back door when their revelry keeps them out past when the gates are locked.

Second Floor



[2-1] Vestibule: Selwyn the footman greets visitors here. When the baron is in residence, there is also usually a guard on duty.

[2-2] Great Hall: The family takes its meals here. During the fair, it is common for family and guests to show off their purchases and discuss plans for the day, or evening. The atmosphere is merry and lively.

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[2-3] Chapel: This chamber saw Parga's greatest changes to the house. Borrowing inspiration from Abriel Abbey, he had three stained glass windows made to face the street. The windows depict the Knights of Tirith receiving the Lady's blessing in front of the gates of Dolithor. Larani is in half-armor and carrying her sword and shield. Dolithor's portcullis is down and shown in full, hinting at the loyalty of the Indamas to the Church. Behind the altar, stone statues of Valamin and Saint Ambrathas look down onto rows of padded benches for the worshipers. Depictions of Parga's episcopal arms are carved into the rafters and the furniture. The small vestry by the entrance is locked. In Parga's day, this room held expensive robes and solid silver altar vessels. Now the vessels are pewter and the robes are decorated with paste jewels. The originals, like all of Parga's more expensive possessions, are safely secured in Getha.

Matakea Sotrin Rhythal, the baron's chaplain, sleeps here when he travels with the baron. The room is pleasantly cool in summer but can be rather cold in winter; the chapel is heated only during services. The magnificent windows are a match to the chaplain's pompous nature. His sermons during the few Soratir services that he celebrates in Tashal are mostly diatribes on Laranian duty and "one's place in the higher order of life."

[2-4] Office: Once the working space for Rekela Parga's episcopal staff, this room is now used mostly as Carabel Torolla's sitting room. He hosts a weekly dinner and game of merrils for other heralds and servants of the royal court. Gossip flies across the table as the wine relaxes everyone. The room is often referred to these days as the "bachelors' chamber," as unmarried Indama men and their guests usually sleep here when in town.

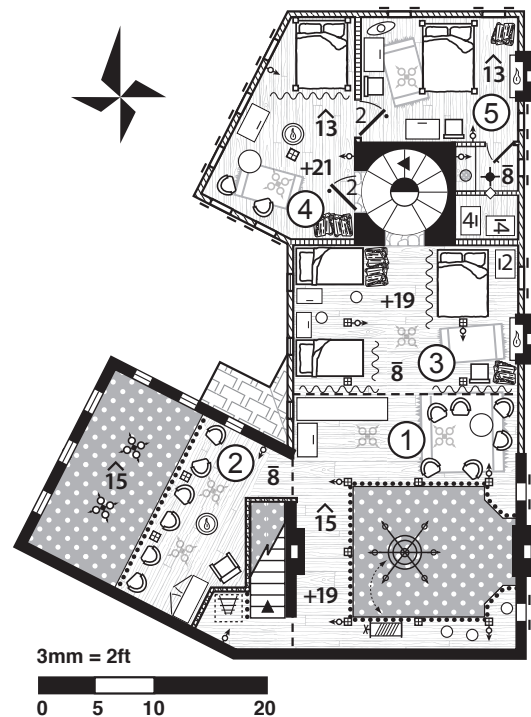
[2-5] Library: Parga's library was transformed into a bedchamber several years ago. Important guests, such as the baron's son Harapa or a valued vassal, are given this room. When no noble guests are in residence, Carabel claims it for himself. Although the shelves and many of the volumes that Parga collected remain, they are rarely read, as few guests have any interest in Laranian liturgical philosophy.

Third Floor

[3-1] Gallery: When Baroness Myrtis is in Tashal, she loves to entertain other noblewomen. She and the ladies sit here and sew or gossip while pages serve them. The space is otherwise used to store beds and linens for the summer guests.

[3-2] Chapel Gallery: The gallery is used during services but otherwise infrequently visited. Winter services can be uncomfortable, as the braziers here and in the chapel below add a haze of smoke but do little to warm the room.

[3-3] Bedchamber: The household staff sleep here, warmed by the fireplace and enjoying the luxury of comfortable beds with space for each of them. During the fair or other visits by the family, they vacate the space in favor of the nobles. The baroness' ladies-in-waiting have a long-standing claim to the larger bed, while the two smaller beds are usually given to elderly visitors.



[3-4] Family Bedchamber: Sir Chimin's only daughter, Lysella, 16, shares the double bed behind the curtain with her governess, Lady Erlyn Immen. Wynan, the baron's valet, sleeps in the southern corner of the room, along with Forilëa, the baroness' maid.

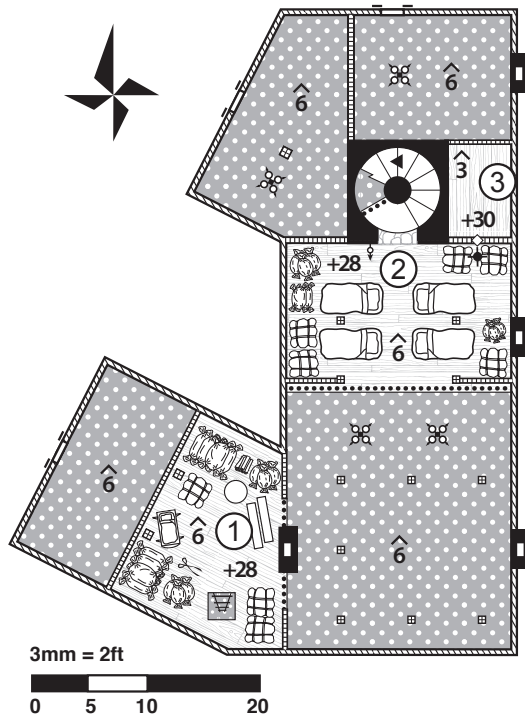
[3-5] Baron's Bedchamber: Sir Chimin shares a bedchamber with his wife, Lady Myrtis, just as they do at Getha Keep. The paneling in the wardrobe hides the door to a secret cabinet where the baron stores his travel chest, spending coin, and important correspondence. The baron has keys to the chests and the door, while Carabel has a key only to the door.

Attic

[A-1] Storage: Over the years, various unwanted items have found their way up to this tightly packed space, including some long-forgotten belongings of Bishop Parga and Lady Evlina.

[A-2] Servants' Quarters: Those servants who travel to Tashal with the Indama family or their guests find what space they can here to sleep. The room is empty at other times.

[A-3] Hidden Chamber: No one remembers this little crawlspace, but it predates the wardrobes below. One of the wall panels slides to the side with a gentle push. It could contain something mysterious, something of great value, or nothing at all.



LYSELLA'S STORY

Lysella Indama, 16, is a spoiled, headstrong young woman. She has decided that she will not stand idly by and let her mother arrange a marriage for her, but will pursue her dreams of "true love" instead. Flirtatious and somewhat manipulative, she has had several liaisons with squires and young knights over the last few years. None have been as public or disastrous as her love affair with Galdyk Onaret, one of her father's squires, for which she was sequestered from Getha to the rustic manor of Emerule. Her mother has caned her for speaking his name, so Lysella now spends her time dreaming about being with him and away from her mother. She realizes that there is a very real possibility that she will be engaged to a man of her mother's choosing before the end of this summer. She has decided to make one more attempt to run away and foil her mother's plans.

NOTE: This scenario was originally created as a follow-up to *The Bandits of Chyle* adventure developed as part of the *Knights of Kaldor* campaign. The adventure and additional references can be found at <http://www.harnmaster.us/knights/>.

The Task: The Indamas and their retinue arrive in Tashal the evening of 30 Nulus after the usual four-day journey from Getha. Lysella will attempt to escape sometime between the morning of 2 Larane and the morning of 7 Larane. She will try to get through the Kald Gate and hire passage aboard a talbar heading south to start her journey to the romantic places she's heard about in Melderyn.

The PCs must ensure that Lysella does not escape or, if she does, that they bring her back to her family unharmed.

In this scenario, the players should be part of the Indama household. Given her recent willful behavior and Lady Myrtis' desire that she behave in the best possible manner while in polite company, Lysella will be accompanied at all times by various servants, in addition to Lady Erlyn, a widow in her 30s, who is her governess and almost-constant companion. As she is also the person who reported Lysella's affair with Galdyk to the baroness, Lysella bears significant animosity toward her. Although she is scrupulous in her duties, Lady Erlyn is also romantically involved with Sir Marby Lournay, bailiff of Emerule. Sir Marby has taken to accompanying Lysella on trips as well.

The Opposition: Lysella's "true love" is a former squire named Galdyk Onaret. Disowned by his father, Gladysk now survives through banditry. Having been part of the baron's household, he is familiar with Indama House and the family's routine. He is waiting for the Indamas to arrive for the fair and will then contact Lysella. If she is still willing to run away with him, he has plans to leave the city and make his way to Chybisa, if not farther south. He is assisted by members of his outlaw band.

Hook #1: Wedding Bells

Lady Myrtis Indama has decided that it is time for Lysella to find a husband and put the foolish flirtations of her childhood away.

The first important social event of the Summer Fair is a dinner at Lady Cheselyne Hosath's home on the evening of 1 Larane. During the dinner, Lady Myrtis escorts Lysella and introduces her to the four major matrimonial candidates she has selected. The biggest catch would be **Sir Urian Caldeth**, son and heir apparent of the Earl of Vemion, Sir Declaen Cladeth. The baroness would love to get his name on a marriage contract. Politically, it would join Clans Curo and Indama to the Caldeths, forming a powerful political bloc.

After that, there are three secondary candidates, in order of the Baroness' estimate of suitability:

Sir Ranal Gybsen, 28, is Sheriff of Thel and a headstrong knight. He is a very eligible bachelor and has been approached by matchmakers for numerous noble families. Many regard him as clever but uninspiring, but his connections with the king's court are what make him attractive. He is a frequent visitor to Tashal.

Sir Lotar Tesla is the nephew and potential heir of the Baron of Esenor. Although Lady Myrtis does not want to become embroiled in Baron Tesla's family problems, his wealth and political connections with the kingdom's Lord Privy Seal and the upper levels of the Laranian Church make him worth courting.

Sir Anzarn Verdreth, heir of the Baron of Ternua, would be acceptable politically but would tax the patience of the Indama clan, who view the Baron of Ternua as something slimy. The Verdreths will also be in Tashal and are pushing their interest in gaining Lady Lysella's hand for Sir Anzarn.

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The dinner goes well and Lysella is informed that she will see Sir Urian a few more times during the week. She will also meet with him at the Royal Chelebin Tournament in Olokand. Lady Myrtis has also arranged meetings with the other candidates at the various social events in the city. The family leaves for Olokand on 7 Larane and Lady Myrtis wants to have a bridegroom selected and agreed upon before they reach the Tournament.

Lysella is allowed to explore the fair with an escort. She will attend a dinner at the Earl of Vemion's house [Tashal He2] on 2 Larane so she can meet Sir Urian and his father, the earl.

Hook #2 Old Lovers

Galdyk Onaret was a squire for the Baron of Getha until last year. His service came to an abrupt end when Lysella's governess informed the baroness that he was carrying on a romance with the young lady. Galdyk was dismissed and sent back to his family's manor in Lynnfana Hundred. Enraged that the boy had disgraced the family in the presence of the baron, Galdyk's father disowned him and horsewhipped him from the manor.

Galdyk returned to his father's hall in the night and stole some armor, a sword (a family heirloom), and a horse. While plotting to rescue his love from her exile at the manor of Emerule, Galdyk fell in with a small band of runaway serfs who had survived by stealing from villages along the borders of the Chyle Forest. After an attempt to snatch Lysella from Emerule failed a few months ago, Galdyk figures his best chance now is to use the chaos of the Tashal Fair to his advantage.

Crial of Sonalin, Penele of Uril, and Garis of Asana have followed Galdyk from the Forest but won't wait long before going their own way. They have been working or begging around town while Galdyk waits for the Indamas to arrive at their townhouse.

At some point during Lysella's first two days in Tashal, she will be approached by Penele, masquerading as a flower girl selling bouquets of nosegays in Haldan Square. Using Galdyk's description and the Indama badge on the servants' livery, Penele identifies Lysella and gives her a bouquet in which Galdyk has hidden a message. Galdyk's note says Lysella to meet him at the Garb & Flail [Tashal G6] near Kald Gate on the first morning she is able to get away from the house, as close to the Mornbell as possible.

At the first opportunity, Lysella will steal away from her bedchamber under the pretense of using the garderobe, leave the house through the tack room's back door, and escape into the city. Once away from Tashal, Galdyk plans to travel south to Chybisa or farther to find a new life.



from left to right: Lysella, Chimin & Myrtis Indama

Hook #3: Bad News Behind You

The Summer Fair draws crowds of newcomers to the city, filling every corner with people unused to Tashal's streets. It is not uncommon for people to go missing and while most are quickly found, some disappear into the city's darker corners and are never heard from again. Lysella is a prime target for kidnappers. She is naive, yet foolhardy enough to believe that she can take care of herself. On the morning she makes her escape, she becomes confused by the dim, pre-dawn light and the stirring street traffic. She gets turned around in Mangai Square and winds up walking east on Torastra Way instead of west on Medrik Way. As she walks through the Eastside district, she is stalked by two men, Hune of Cuxta and his brother, Wald the Lesser. The two are enforcers for Finn of Bexley, a rough Eastside pimp [Tashal Ee1]. Seeing Lysella, the men decide to "recruit" her as one of Finn's whores or to work in the brothel of Kesyne of Aweil [Tashal E2]. Once she realizes her predicament, Lysella will run. If cornered, she will fight using the small knife she carries. If they catch Lysella, the pair will hustle her to Kesyne's brothel.