

LOCATION: Fethael Hundred, Kaldor
STATUS: Chapter House of the Order of the Lady of Paladins
GOVERNMENT: Sir Luisan Kelic (Reblena)
LIEGE: Rekela of Serelind
POPULATION: Village 110; Chapter 96

Jenkald is easternmost Sword Chapter of the Order of the Lady of Paladins. Its melana and meken are charged with the security of pilgrims and protection of the Silver Way. The chapter is constantly on guard against the bandits, barbarians, and gargûn hordes that plague the kingdom of Kaldor's northeastern borders.

HISTORY

Once an abbey of the Irmulite Brotherhood and later a holding of the Order of the Spear of Shattered Sorrow, the manor was granted to the Order of the Lady of Paladins in 603. The new chapel was constructed in 687 after the Order received generous donations from the Dariune family and other noble clans. Throughout the last century, the manor has withstood war and gargûn swarm, blocking trouble before it can follow the Silver Way into the heart of the kingdom.

GOVERNMENT

Sir Luisan Kelic is the Reblena of the Chapter. He is also the illegitimate (but recognized) half-brother of the Baron of Getha, Sir Chimin Indama. As such, Sir Luisan is highly placed in the political circles of both the Church and the Kingdom to pursue his dreams of an independent martial order for Kaldor. He is often away from the chapter house dealing with Order business.

The Seneschal of the Chapter, Sir Randus Batta (q.v., page 19), attends to the daily administrative needs of the chapter house. He has a small staff of clerks and priests. He is responsible for the maintenance and defense of the manor, both while the Chapter is in residence and when the brothers of the Order deploy for patrol or battle.

ECONOMICS

The chapter house is a consumer rather than a producer of goods and materials. The large garrison uses everything the manor's 1,320 acres (LQ 1.08) can produce and relies heavily on the manor chapters at Hakstyn, Tedber, and Glasen for the bounty of their fields as well.

RELIGION

The Chapter and the worship of Larani dominate the religious climate of Jenkald. The martial tone of the services is a stern counterpoint to the more theologically minded clerics in the nearby abbey of Lethyl.

An Ebasethe travels from Drilen to hold Peonian rites in the small shrine in the village center [15]. Worship of the Golden Handmaiden is deemed a distraction, so the village's few Haleans travel to Getha for holidays. The chaplain singles out adherents of other religions and either ostracizes or tries to convert them. The worship of Agrik, Morgath or Naveh is punishable by death.

Sir Luisan believes the Soloran Crusade diverts members of the Kaldoric chapters from their mission of spreading the teachings of Larani. He espouses the idea of converting the Taelda and tasks scouting parties to contact local tribes in addition to finding gargûn nests and bandit trails.

CREDITS

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WITH THANKS TO

Kerry Mould



CURRENT EVENTS

The Chapter is abuzz with news about the recent raids at Naniom Bridge and Lethyl Abbey. The knights are preparing for battle against what seems to be a highly organized foe. The Serolan of Lethyl is pressuring the Reblena to provide troops to help protect the Abbey but Sir Luisan feels that aggressive patrols in the forest will be more effective than guarding Lethyl's gates.

As the adults look to the wilderness, the children of the manor have begun a small war of their own. A gang of teenage peasants has started physically harassing the children of the chapter house. The Beadle had his nose bloodied recently when he tried to step between Garelf Churil [3] and Jilel Falwen [27]. The boys said that they had been disagreeing over a girl and the village seems willing to ignore the incident as "things kids do."

In reality, the children have formed gangs to protect themselves. The villagers' children call themselves the Black Heart and leave their mark painted on buildings and fences south of the river. Garelf Churel [3], a young thug in the making, claims to be the leader but the brains of the gang lie with Carela Etine, the miller's daughter [22].

The chapter house's boys call themselves the Red Hand. Led by Olyn Cybel's eldest son, Little Olyn [28], they claim they protect the area north of the river from "the farmers." In fact both sides are guilty of bullying, extortion, and vandalism but the villagers are too busy to worry.

While the children paint their symbols on fences and barn walls, the melana and meken of the chapter house are preoccupied with larger matters. Sir Luisan, the Reblena, is the spokesman for the so-called Kaldoric Patriots, a faction within the Lady of Paladins order that is pursuing the formation of an independent Laranian martial order within Kaldor. The creation of this new order is not without controversy, however, as many of the more conservative paladins view the split as breaking their oath of loyalty to the Chabla. Almost 60% of the Jenkald chapter is sympathetic to the Patriot faction. The rest keep their opinions to themselves or are applying for a transfer.

LOCAL MAP KEY

The Silver Way runs along the Fethryn River's eastern bank. The stream that drains Getha Lake is crossed by a bridge and visitors arrive at the chapter house with dry shoes. The chapter house's tall walls stand in front of the chapel that borders the lake. The small cottages of the married brothers and bonded craftsmen are aligned neatly beside the road.

Across the ford of the Fethryn River, the villagers' houses are smaller and less tidy, looking more like a typical Kaldoric manor than the armed camp of the chapter house. The road from Hakstyn enters the village square beside the newly constructed Peonian chapel.

1 **No Sign**
Charcoaler (Jobin Asaka)
Size: 7 Quality: * Prices: Avg**

Jobin has been the village's charcoaler for the past eleven years and makes enough charcoal to support himself, his wife, and three children. He manages several local woodlots and spends most of his time in the summers moving from one camp to another. His two journeymen fell and season the wood, while apprentices tend to the burning piles day and night.

Jobin manages 20 or so piles each year. Each pile contains approximately 30 cords of wood and produced roughly 90 bushels of charcoal. The work is long and hard. Preparation and construction of each pile takes Jobin and his journeymen about six days of work. The burn, when the pile smolders to create the charcoal, requires an additional ten days. Because the burn is best in dry weather with little wind, it is usually attempted from late spring through early fall.

During the rest of the year, Jobin is occupied gathering and preparing the wood for the following year's burn. Obtaining wood consumes about three-quarters of Jobin's time. Most of this time is taken up by traveling, since an acre of mature forest produces only about 30 cords of wood. Hardwoods as oak, ash, and hickory are preferred by the metalsmiths but Jobin also uses resinous trees like pine for pitch and tar.

2 Hellaena Churil Half-Villein

Helleana supplements her family's income by entertaining lonely brothers from the chapter house. She is a tall, voluptuous woman who is strong and quick with a knife if a customer becomes too aggressive or forgets to pay. Her husband knows how she spends her days; in fact it was his idea. He lets her keep one penny in five but the other coins are handed over to him every evening. Helleana has sported a black eye or a bloodied lip in the past after he suspected her of hiding money but their relationship is usually amicable.

3 Tolindel Churil Villein

Tolindel is the manor's fisherman. While some of his traps are in the Fethryn, he finds most of his catch in the lake. Because his trade requires a boat, he has also become the manor's unofficial boatwright. He builds and repairs small coracles (3' in diameter) under the shade of the trees behind his house. The Enten boys [6] help him with the boats in exchange for a portion of the catch.

Tolindel's eldest son, Garelf is the leader of the gang of peasants that call themselves the Black Heart. The big, good-looking boy (age 16) is charismatic but has a sadistic streak in his character that keeps the younger or smaller villagers in line. His girlfriend, Carela Etine [22], is his partner in crime. They plan to wed as soon as Garelf can earn enough money to pay the bride price her father has set.

4 Kongyn Churil Villein

Old Kongyn likes to call himself "the Grandfather of all Churils." Whether or not this is biologically correct, he is definitely old enough and is certainly related to all the Churils in the Hundred. A tall, lanky man, he has not slowed a step as the years have passed. The only sign of aging is Kongyn's habit of loudly and publicly complaining about the number of labor days, the amount of tithes, and the general state of government in the village. His wife is afraid he'll go too far one day and be flogged for insolence.

5 Dargir Urdel Villein (Reeve)

Dargir retired from the Order only three years ago, returning home to take his father's place as Reeve. Throughout his career as a meken, Dargir never served in Jenkald and finds the chapter a refreshing change from the stuffy characters that he had to deal with in Whyce and, later in his career, in Abriel.

The villagers think he is too demanding, however. Old Kongyn claims that Dargir is not qualified for the job, since he only started farming after retirement. Dargir shrugs off the old man's grumbles and points out that his leadership experiences are more valuable than knowing how to shovel manure.

6 Margar Enten Cottar

Margar earns needed money as one of the manor's teamsters. He makes the trip to Hakstyn and back every other day. His oxen know the route so well he often sleeps in the wagon, waking up when he hears the chapter house's bells.

Margar's sons, Pir and Iman, are foot soldiers in the Black Heart gang. They both idolize the gang's leader, Garelf [3], and compete with each other to get his attention.

7 Zarel Oralis Half-Villein

Zarel works long hours but his slow intellect and lazy habits prevent him from doing any better than feeding his family. Given a choice, he would rather stay home and make dolls for his children than weed his crops. He might be able to make some extra money if he thought to sell his toys but he persists to give the rag dolls away as presents.

His middle daughter just turned 12 and has started to display disturbing symptoms. Little Cyrilëa has strange and mysterious spells; times when things happen that she can't explain. Her parents are scared to death that something may happen that they can't fix and have asked the Ebasethe for help. Father Crarond has told them that he will bring the Solana (Master of Acolytes) [Getha #18] to test Cyrilëa.

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8

**Elas Urdel
Villein**

Elas is a Veniken, just like his younger brother Dargir [5]. He served almost his entire career as a temple guard in Tashal and prefers urban life to rustivating in sleepy little Jenkald. He has stubbornly resisted learning anything about farming, preferring to pay others to care for his fields. He is very demanding and points out every fault before paying.

While Elas is playing the role of landed gentry, his wife Millena is in complete tumult. Elas' crazy older brother returned from distant lands and has completely spoiled the measured rhythm of Millena's household. Weird Uncle Wylmin sits around all day, drinking ale, and telling stories instead of helping with chores. Millena is trying to think of a polite way to tell him to leave but Uncle Wylmin is resistant to all her subtle suggestions.

9

**Tarsil Tolonan
Half-Villein (woodward)**

Tarsil is a nice person but he is also the most annoying man in the village. His stream of bad jokes only stops long enough for his braying laugh. Many people actually hide when he walks past just to avoid having to risk listening to another pointless attempt at humor. Since his job as woodward keeps him away from the village, his neighbors quietly endure him.

Tarsil has been acting as an agent for his clan for the last year and a half. Every month, one of his relatives from Wuven (q.v., Blixth) brings him a small pouch of coins and tells him what to buy. In the past, this list has included all manner of cloth and leather goods, items that his kinfolk could easily purchase themselves in Getha or from the local peddler. Since Varybis the Peddlar [Getha #27] usually carries the items he needs, Tarsil is able to complete the order and return the goods after the following Sapelah (Peonian mass). Since Tarsil is paid one penny in ten for his trouble, he has never bothered to ask the reason for the purchases. He hides his growing treasure trove behind a loose stone in his hearth.

10

**Kerebel Churil
Cottar**

Master Borins [37] says that Kerebel is blessed but cannot tell whether the fortune comes from a saint or demon. Kerebel's defining trait is that he is extremely lucky. He never seems to do anything right, but somehow escapes any personal consequences. While Kerebel works in the distillery or the orchards, his wife and daughter work for the apothecary [32].

11

**Harand Oralis
Cottar**

Harand is scheming to marry his daughter Emelia to one of the Remeken, Zurdin Kethin [F2]. Harand has taken the unusual step of allowing his daughter to entertain Zurdin in his house alone and, occasionally, overnight. He realizes that this is risky but is hoping that Zurdin will do the honorable thing and marry the girl.

12

**Gulas Nulbuc
Cottar (Gong Farmer)**

Gulas (32) is a tired, sickly-looking man who appears much older than his years. Gulas has held the position the chapter house's gong farmer for the past six years; a job that involves him cleaning out the waste from the chapter house's garderobes and stables each night. After loading his fetid cargo, he deposits it in the fallow fields each morning. While a less than pleasing job, Gulas is forgiven his rent and labor obligation. Gulas lives with his faithful but rather homely-looking wife Marvisa (f, 29) and their three children. There is building resentment from Badir Enten [13] about the smell and the continual cloud of black flies that hovers about his place.

13

**Badir Enten
Cottar (herdsman)**

Badir traipses around the manor, visiting every pasture and fold. Visitors always remark about the short, stump-like man walking along the road bundled in greasy, mud-spattered sheepskin. Badir is proud that he can count past twenty and has convinced the Ebasathe to teach him how to write his name. He always needs helpers, especially when there is lambing or shearing to be done.

14**Kedran Awensel
Villein (Beadle)**

When Kedran's father retired from the Order twenty-five years ago, Kedran grew to call Jenkald home. After his father died, he stayed in the village and farmed his family's lands rather than try his luck in the western Hundred where most of his clan resides. He likes living in the shadow of the chapter house. Its walls and spears make him feel safe, but he chafes at the attitudes of some of the house's inhabitants.

Kedran stomachs the attitudes of the melana but the common-born members of the house give him no end of grief. Specifically, Kedran has come to loathe Urand Flawen [27]. Urand's son was brawling in the village square last market day. Breaking up the fight cost Kedran a bloody nose. Now he waits for the boy to give him the chance to settle the score.

15**Peonian Chapel**

Although the chapel is well made of solid wood, it sits empty most of the time except for peasants at meditation and old Badir [13], who keeps the place looking neat. Father Crarond [Drilen #23] comes every ten-day to give services. The Seneschal has asked the Pelnala of the Getha temple to assign a priest here permanently and has promised a glebe to support the chapel

16**Parien Tolonan
Half-Villein**

Although his house is overrun with screaming, squabbling children, Parien is a cheerful man. He and his lovely wife, Karyn, never seem to lose their patience. The six children range in age from fifteen to five. The three eldest are boys, the youngest are girls. All of the children work in the fields with their parents during the day.

Parien's two older boys, Tokra and Jaris, are members of the Black Heart gang. The cottage is the gang's clubhouse, with the rough-and-tumble brawlers watching the little children and helping Mistress Karyn with small chores. Because his mother is an alewife, Tokra makes sure that his friends have an ample supply of ale.

17**Terlyn Drelin
Cottar**

Teryn views himself as the voice of the people. Some years ago, he started entertaining children on market day with a stage made of an old stall and a few rag dolls. When he discovered that people had tossed pennies in front of his stage, he set out an old jug and incorporated the sound of a coin hitting the clay into his performances.

He has become very serious about his puppet shows. As he honed his acting, he began writing social and political commentary into his acts. His shows are sprinkled with scathing caricatures of important people. The villagers love him but he is not welcome in the chapter house.

18**Sovin Urdel
Villein**

Sovin likes to tell his son that everyone has a role to play in life. Sovin is very glad that his role was not as a soldier. He is content to farm his fields and support the chapter but he has no desire to go any farther than Getha, and he goes that far only because he can stay overnight with family. He has discouraged his son's martial fantasies. Encouraged by the miller's announcement of a bride price for his daughter, Sovin plans to find the boy a place in the village.

Sovin's son Shorka tried to join the Black Hearts but they beat him and threw him in the river. Shorka wanted to be accepted by the local toughs but the gang members made it clear that any Laranian had too much in common with the Red Hands to be one of them. Since Shorka's father is neither a brother of the order nor a yeoman, he feels more alone than ever.

19**Rirgen Tolonan
Cottar**

Her cousin Parien [16] says that Halea is crying because Rirgen is alone. Only nineteen, she is an active, intelligent, and attractive woman. Men clamor for her attention even though she has no money or land. The trouble is that she is happy living by herself and working for Mistress Livis [23]. She tells her suitors that she is not ready to burden herself with a husband.

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20 Bulis Churil Cottar (hayward)

Bulis prides himself on being the fastest man with a scythe in the village. Other men dread working with him, as his tireless pace is as back-breaking as their inevitable failure is humiliating. Bulis does not try to embarrass his neighbors; he just works harder.

When Bulis is not supervising haymaking or wheat harvest, he earns extra money as the village thatcher. Because the lake offers a ready supply of water reeds, Bulis is one of the few thatchers in the Hundred to use the material, even though it does not last as long as the more traditional wheat straw roofs.

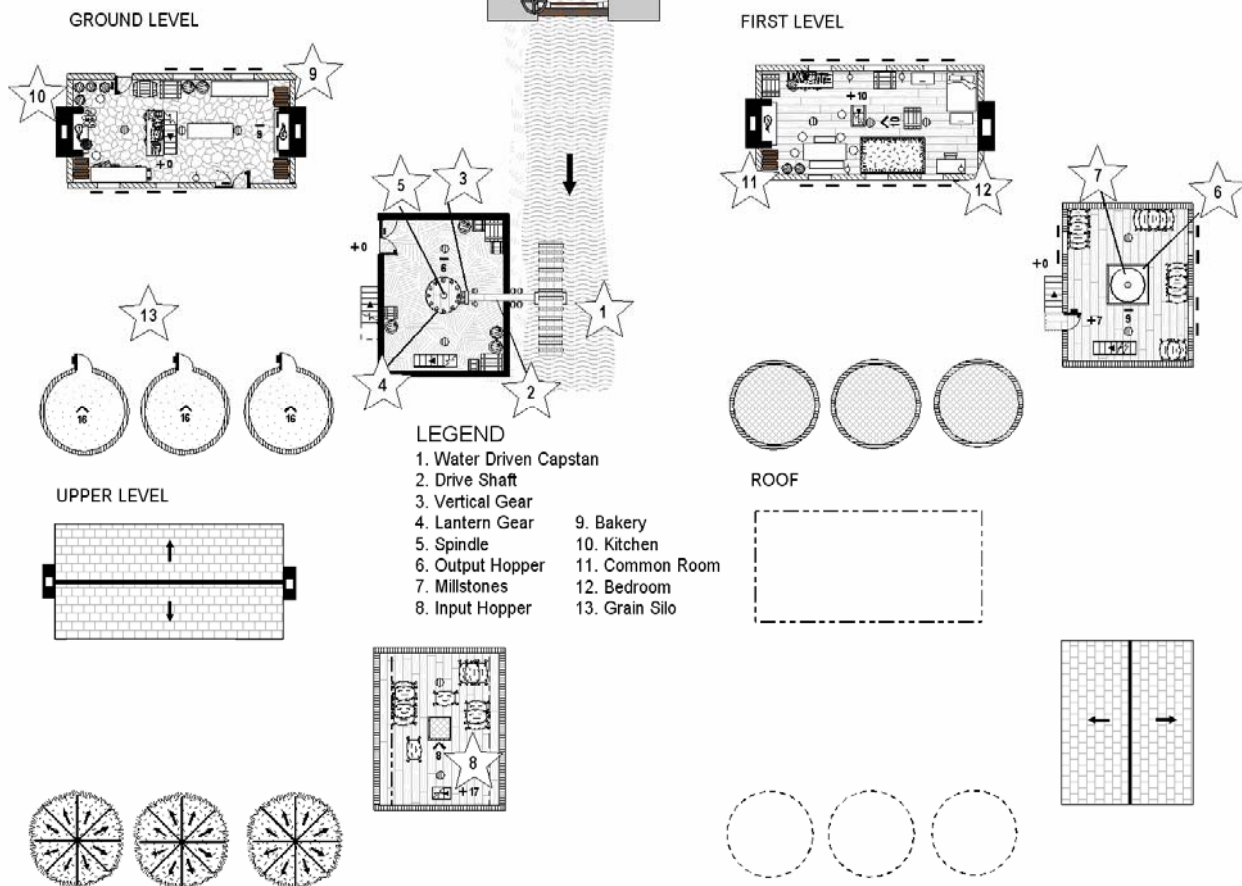
21 Kogal Dyren Cottar

Kogal and his two sons are teamsters for the chapter. While Kogal is a good worker, his sons are shiftless and incompetent. The wagon-master, Lothur [26], insists that Kogal be present when the sons, Klaun and Mido, are part of the train.

When not watching after his boys, Kogal likes to admire pretty ladies. The other teamsters tease him for his obsessive ogling of attractive farmwives or cute goose girls. He is apt to fall madly in love at first sight, following the object of his attentions until his duties take him from town. He especially likes visiting Getha, where he loiters in the vicinity of the Hlean temple.

WATER MILL

COMMON MAP



22

No Sign

Miller (Bëarra Etine)

Size: 4 Quality: * Prices: Avg**

Bëarra is the richest man in the village and the younger brother of the miller of Hakstyn. He charges one part in twelve for his services. In addition, the mill has a large bake oven that is used by the local village women to bake their bread each morning. In return, Bëarra receives payment in kind for the use of the oven— a chicken from one, a bucket of mushrooms from another. Bëarra is planning to build another oven in order to keep up with demand from the local women.

Another major source of revenue for the mill is the millpond, which is stocked with brown trout and lampreys. The latest addition to the mill is a rabbit warren located on the small island between the river and mill's water channels. The warren provides a regular source of meat enjoyed by several villagers and the meken's hall.

Bëarra 's eldest daughter has become quite a rebel. Carela is in love with Garelf Churil [3]. She is responsible for a number of petty thefts around the village. Pilgrims and traveling merchants are particularly vulnerable to this cunning young lady's schemes. After her friends in the Black Heart gang steal small, disposable articles, she sells the items in Getha when she goes there to Haealan services. She and Garelf have been stealing little odds and ends to earn money for her bride price. They hide the money in the rabbit warren, since Carela is the only one that goes there.

23

Sign of a Fish

Salter (Tolin Andin)

Size: 6 Quality: * Prices: Avg**

A weather-beaten sign of a Fish swings in the breeze over the door of the village's salter, Master Tolin of Andin. While Tolin is a free master, his best customer is the chapter house. Master Tolin and his journeymen dress and butcher livestock to be consumed fresh by the chapter house. They also salt, smoke, or brine meat and vegetables for later consumption. In addition to their flesh, the village swine provide lard to the chapter house's kitchen, skin to the hideworker, and fat for tallow to the chandler.

Tolin also butchers game such as venison and wild boar that has been killed during hunts by melana and salts fish caught in the lake. While her husband does the heavy work, Tolin's wife, Livis, makes a rather plain white cheese. Her spicy sausage is a favorite amongst the meken of the chapter house and is in high demand.

24

Grudel Clahn

Remken

Grudel (m, 49) is a Remken who is close to retirement. He lives in the married quarters outside the chapter house with his wife Cloin (f, 40) and their two children, daughter Gilan (f, 12) and son Gare (m, 9). Grudel is a heavyset man and stands just over six feet tall. He has a short-temper and a violent disposition, which has given him a reputation as a bully.

His wife Cloin is the older sister of Hellaena Churil [2]. She married Grudel 12 years ago, soon after he reported to Jenkald. She is able to control Grudel's temper most of the time but knows to allow him to unwind for a few days when Grudel returns from campaign. The pair intends to remain in Jenkald after Grudel's retirement later this year. He has been promised a position with Master Bran of Canas, the chapter house's ostler [26]. Cloin works at the Hostel as a chambermaid.

25

Brelela Urdel

Remken

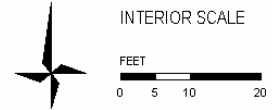
Service in the Order has turned Brelela into a vicious man. As a child growing up in Jenkald, he and his brother Sovin [18] loved to fish and swim in the lake. Brelela joined the order while his brother worked the family's lands. Over the years, Brelela has seen service in Solora and against the Pagaelin. He seemed to be untroubled by his experiences until his return from fighting the gargûn in 718.

Since his return from the Sorkin Mountains, Brelela has been afraid of enclosed spaces. He even prefers to sleep outside unless the weather is absolutely foul. He often walks at night by himself. His wife has appealed to her husband's clanhead in Hundholt for advice.

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OSTLER'S STABLE

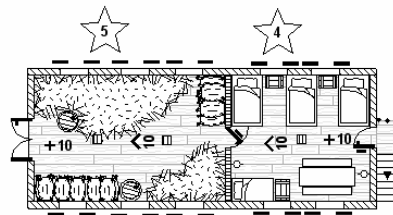
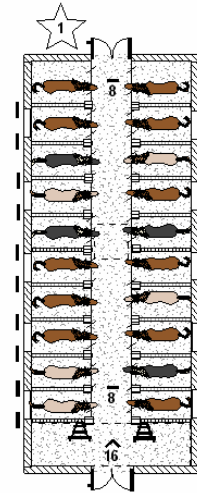
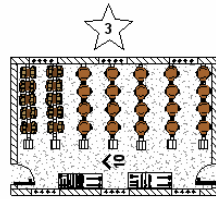
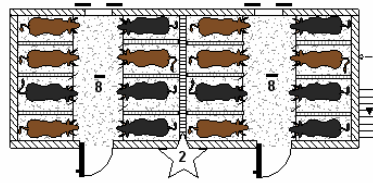
COMMON MAP



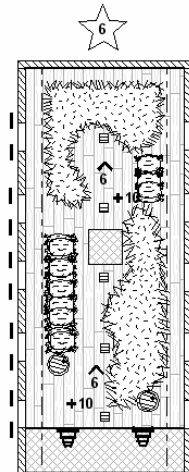
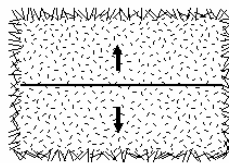
Legend

1. Stables
2. Ox Barn
3. Tack Room
4. Ostlers' and Teamsters' Quarters
5. Storage Area
6. Hayloft

GROUND LEVEL



UPPER LEVEL



26

Ostler's Stable

Just outside the gatehouse is the stable of Master Bran of Canas. Bonded to the chapter house, Master Bran and his six journeymen care for the chapter's equines. They also instruct the ainlana and meken on the proper care and maintenance of their mounts. Master Bran has a large enclosure across from the stables that he uses to exercise the horses, as well as the stable inside

the chapter house. His apprentices take the animals out to graze in the main pastures each morning.

Lothur of Baram, a Veniken, is employed exclusively by the chapter house to haul supplies wherever they are needed. When the chapter deploys, he is a vital part of the Barrage Train. He and his half dozen teamsters operate six heavy wagons; each brightly painted in red and white checkers of the Order and pulled by four oxen.

27 Urand Falwen**Remken (file ldr)**

Urand is a meken of long and distinguished service. Unfortunately, he uses his seniority to steal rations and drinks from the chapter's stores. He is often a disruptive influence in the common room. He gives the more junior meken subversive, bordering on mutinous, advice and is rarely welcome in the turlana's presence. He is ready to retire and many hope that he returns to Meselynshire rather than stay nearby.

His eldest son, Jilel, has been brawling with other village boys of late. Rather than punish the boy, Urand encourages Jilel's aggressive behavior. Urand has not seriously considered Jilel's infatuation with the miller's daughter [22].

28 Olyn Cybel**Remken**

Olyn and his wife Elane were asked to leave the chapter house two years ago by the Turlana. Elane had been caught spying on some of the other families, spreading rumors, and fostering dissent in the chapter. Although the Cybels have been removed from the chapter's precincts, Elane continues using her venomous tongue on her neighbors in the village.

Elane is not the only member of the family to cause problems in the village. Her elder son, Little Olyn, is the leader of a gang of young adults that has been carrying on a small gang war with the children of the peasants. Ewyn, the younger son, is the enforcer of the Red Hand gang, making sure that his older brother's wishes are carried out.

29 Tenë Falin**Remlana**

Sir Tenë Falin is deeply disturbed about developments in the chapter house. A lifelong knight and a devout Laranian, he prizes duty and honor above all else. He wants to be loyal to his Reblena and his chapter but is having difficulty morally justifying breaking away from the "mother order" in Melderyn. He sees Sir Luisan's politics as betraying the oath that all knights took upon entering the Lady of Paladins Order. "It is

not for man to sunder what the blessed Church has built," he frequently writes in his letters. He has talked himself into thinking that Sir Luisan is leading the schism for personal motives, rather than for the good of the Chapter and Church.

Sir Tenë has written to Sir Houla Artona (the Reblena of Whyce) about his concerns and the two have become frequent correspondents. He does not view the information he puts into his letters as spying, merely as informing a superior member of the Order completely and honestly.

30 Eädir Narador**Remlana**

To the casual observer, Eädir is a man who enjoys a good drink with his friends. He is the epitome of Laranian manhood, as he is a good hunter, a valiant warrior, and a fine leader. His qualities have been proven time and again on patrol in the Sorkin Mountains or during campaign against the Pagaelin or the Solora.

Unknown to the Reblena, however, Eädir has a much darker side. He and three meken [L2] have been known to torture tribesmen, bandits, and squatters that they catch in the forest. They still tell stories about "the silent one" they caught in the Kirsta forest, never realizing that the man who resisted days of torture without breaking was not the typical outlaw.

31 Wilben Eldin**physician**

Wilben is a regular customer of Helleana Churil [2], although he is careful not to expose this habit to the Hospittaler [38]. He often treats villagers, taking payment in kind for salving their hurts, sewing wounds, or resetting broken bones.

His son, Tyrondan (age 14) was recently harassed by the Black Heart gang. He had completed an errand in Hakstyn for his father and was returning at dusk when he was attacked near Shorka Urdel's house [18]. Shorka watched while Tyrondan was beaten unconscious and can identify the attackers as the Enten brothers [6] and Jaris Tolonan [16] if he could be convinced that he would be safe from the gang's retribution.

32 Pelesinē Gendrenon

apothecary

Mistress Pelesinē is an excellent apothecary when she is in possession of her senses. She had held her own franchise in Harden for almost five years before her habit of sampling her own wares led to business troubles. She sold her shop and accepted the position of bonded artisan with the Lady of Paladins before the Mangai court could take punitive steps against her.

She is an extremely beautiful and intelligent woman, one of the few people in the chapter house that can engage the Reblena in a thoughtful debate without offending anyone. When she becomes despondent or stressed, she experiments with a vile herbal infusion that is noted only for its alcoholic content. This binge drinking gets her in trouble due to her violent, drunken bouts.

33 Borins Lorial

distiller

Master Borins is the Chapter's distiller [37]. A member of the Innkeeper's guild, he has devoted his life to making luxurious liqueurs rather than dealing with the public. Borins supplies the chapter and then sells the surplus. He views himself as an artist and prides himself on the quality of his liquor. He and Squire Argis [G12] are the guardians of Larmdadam's quality, a duty that Master Borins takes very seriously.

34 Sard Geledoth

Remlana (sqd ldr)

Sir Sard Carontyn (m, 31) is the second eldest son of Sir Pelan Carontyn, lord of Aixla, a relatively rural manor bordering the Malvern Forest in Marindas Hundred. Sir Sard is the model of a chivalric knight, standing just under six-feet tall with a medium build, wavy blonde hair, and dark brown eyes that enhance his handsome looks. Sir Sard has served the Order faithfully against its enemies for the past fourteen years and is a highly dedicated knight with unimpeachable moral values. He has demonstrated his leadership potential and political ability to continue to rise within the Order since his days as a baulana.

Despite these attributes, Sir Sard will soon leave the Order. He recently received a message from his older brother Mector of his elderly father's death. Mector has essentially run Aixla for the past few years and, now that he is its lord, has granted the clan's second holding of Gauder to his favorite younger brother. Sir Sard, his wife of five years, Lady Kaisa (f, 28) and their four children, Anwl (m, 5), Engor (m, 4), Arranta (f, 3) and Arionsa (f, 2) will leave this summer.

35 Margress Rynsel

Remlana (file ldr)

Sir Margress has managed to stay in the Order far longer than most of other melana. At 48 years of age, he is the chapter's most experienced knight. He has stayed in the Order so long because, quite frankly, he has nowhere else to go. His family is landless although distinguished and he has no desire to end his days as a farmer or a monk. To fill his days, he is writing his memoirs. His dairies chronicle the last 25 years in Kaldor, a tour in Solora, and some extremely candid insights on current Kaldoric nobility.

36 Practice Field

This hard-packed dirt rectangle is where the melana practice individual jousting and, more frequently, unit maneuvers. The meken use the southern end of the field for their own drills.

37 Distillery

Master Borins Lorial [33] is the Chapter's Distiller. He works for the Cellerar to concoct the Chapter's signature liquor from the dark, plump cherries that grow in its orchards. The liquor is called *Larmdadam* (Tears of the Lady) and has been distilled at Jenkald since the chapter house was founded in the early seventh century. It was only locally consumed for years but since Master Borins' arrival some 25 years ago, the clear, sweet elixir has become popular with the kingdom's nobility as a status symbol.

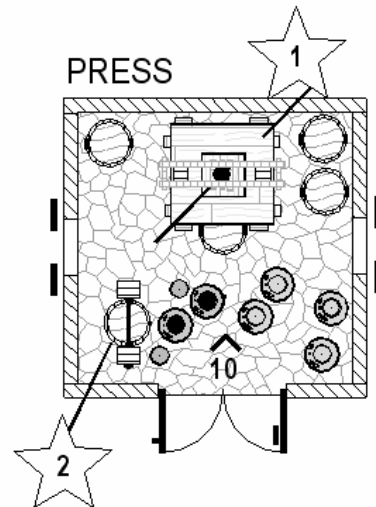
DISTILLERY

Through Borins' labors, the quality of Larmdadam has increased dramatically. So much so that, when the Rekela of Brynd visited the chapter in 705 to celebrate a Soratir for those who died fighting the gargûn, Reverend Father Verda was so impressed that he took an amphora back to Brynd with him. Since that time, word of Larmdadam's taste and refinement has spread.

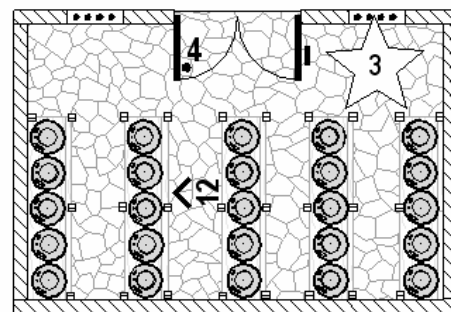
The secret of Larmdadam's production and especially the recipe is a closely guarded secret. Since it takes a full 200 pounds of fruit to produce one gallon of this exquisite drink, it is not surprising that this liquor is rare. The chapter does not sell Larmdadam like common innkeepers and it is a mark of their favor to give urns of it to patrons and valued guests. The Serekela, His Eminence Edine Kynn, is said to enjoy the taste of Larmdadam in his stirrup cup after a hunt and the Earl of Neph, a noted epicure, jealously guards the few urns he has been able to get his hands on.

Larmdadam is made from the monakh cherry and local spring water. The entire cherry, pit and all, is pressed [1] into earthenware containers. A quart of the previous year's liquor is then added to each of the mash containers and the mash left to ferment for several weeks. When it is deemed ready, the mash is distilled in the chapter's large copper pot still [2]. The still's double boiler construction heats the mash gently and without contact with fire's direct heat. The distillation process' success is determined by Master Borins' skill. He collects the liquid from first distillation and adds it back to the mash before the second run. The result of the second distillation is returned to the earthenware containers [3] and aged for a period of four years. A considerable portion of the liquor evaporates during the aging process but what is left is strong, sweet, liquor with the overwhelming taste of the monakh cherry. When it is to be served, the liquor is decanted into bottles but it is otherwise stored in the smaller earthenware jugs for transport.

The labor involved in making Larmdadam is considerable. Three hired villagers assist Master Borins throughout the year but he hires as many as he can get during the harvest and pressing times.



STORAGE BUILDING

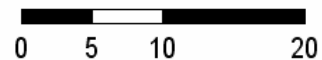


GROUND FLOOR



INTERIOR SCALE

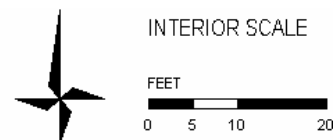
FEET



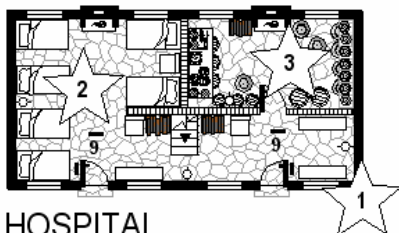
JENKALD 12

CHAPEL OUTBUILDINGS

COMMON MAP



GROUND LEVEL



HOSPITAL

HOSPITAL

1. Waiting Room
2. Common Dormitory
3. Apothecary
4. Noble Dormitory
5. Ashesas' Quarters
6. Spittaler's Quarters



HOSTEL

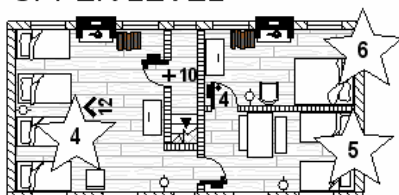


KITCHEN

HOSTEL

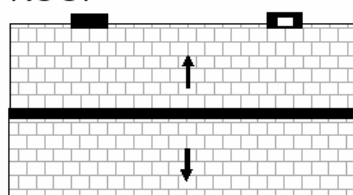
1. Lower Dormitory
2. Upper Dormitory
3. Hosteler's Quarters

UPPER LEVEL

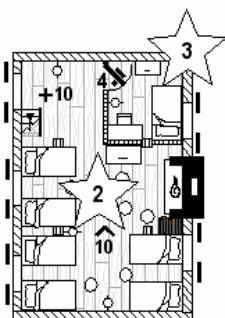


HOSPITAL

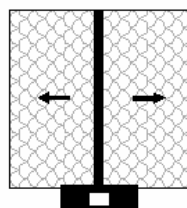
ROOF



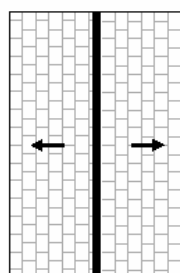
HOSPITAL



HOSTEL



KITCHEN



HOSTEL



KITCHEN

38 Hospital

The hospital is a small facility, able to care for no more than ten patients in wards that are separated by social class. The hospital tends to all manner of routine maladies but its healers are highly skilled at tending battle wounds or setting broken bones. Patients are limited to members of the Order and chapter house. Special dispensation is granted only by the Reblena and is rare. Routine ailments are referred to the Abbey at Lethyl or Getha's Peonian temple. Life-threatening cases are treated but the patient moved as soon as possible.

The Spittaller, Jilelene Ekair, administers the Hospital. He is a veniken who served in the order for almost 30 years. He met his wife, a member of the Urdel clan, when he was a meken in the chapter house and has retired to raise his family near his wife's home village of Hundholt. While Jilelene does all of the day-to-day administrative work, his wife and two sons work in the hospital as orderlies.

Jilelene is assisted by several clerics and bonded craftsmen. Paril of Ryla, a senior ashesha, is the hospital's scribe and clerk. Master Wilben Eldin [31] is the chapter's bonded physician. In addition to caring for patients, he is also training two of the chapter's ashesha in the medical arts to prepare them for their duties as stretcher bearers when the chapter deploys. Mistress Pelesinë Gendrenon [32] is the chapter's bonded apothecary. She is in charge of the herb garden and the dispensary. An ashesha assists her when he is not performing duties in the chapel. All of the hospital's ashesha live in the hospital's dormitory, sleeping two to a bed.

The herbalist Etrik Kyfa, her journeyman Korodynë Ielien, and the apprentice Foril Perbela sleep in the workroom. Because she refuses to billet her family with her male employees, Pelesinë lobbied the Seneschal to allow her to live in one of the Chapter's cottages. After three months of complaining and finally refusing to work until her living situation was sorted out according to her contract, Pelesinë was given a nice house amidst the families of the married melana.

39 Guest Hostel

Mother Erenila Masin is the Hosteller. While it might be surprising that a Sword Chapter would host many visitors, the chapter house's location makes it a convenient halting place for travelers from Uldien or Brynd who are traveling on church business or on pilgrimage.

During the feast day of Saint Orthas, many local nobles travel to the chapter's chapel to celebrate with the paladins. The hostel is also a waypoint on the pilgrim route that runs to Lethyl and Hyzevel. This location is also a popular destination for the nobility of eastern Nephshire who visit the chapel. A previous Reblena found it expedient to construct a small hostel rather than continue to hunt for appropriate quarters for guests but many visitors still find rest in Hakstyn.

The hostel operates as a self-contained entity on the chapel's grounds. Mother Erenila has her own cook, Ebraz Meredeth, and baker, Merenesa Eriel, to make the meals. Tesral Payensen cares for the cellars and makes sure everyone is fed.

The hostel is spartan and is intended only as a place for travelers to rest their weary bodies. There are no private rooms available. The few decorations celebrate the Chapter's patron saints. Most nobles prefer to stay in their own pavilions when stopping over, so visitors are usually freeborn pilgrims.

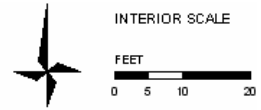
The food is plain but filling, very much like the meals served in the meken's common room. Pottage and stew are most commonly the banquet. Whatever is served is chased down with one of the thick, dark ales made by Evlelias Shatemë. Pilgrims are charged a penny for each meal. There is no menu; guests eat what they get.

The hostel's guests are roused at First Half Bell (see page 23) and must clean the dormitories before breakfast is served. Breakfast is the only meal served by the hostel. The meal consists of freshly baked pastries, grilled sausages, and fried eggs. Armored with this hearty meal, travelers are bid farewell and the hostel refitted for the next group of visitors.

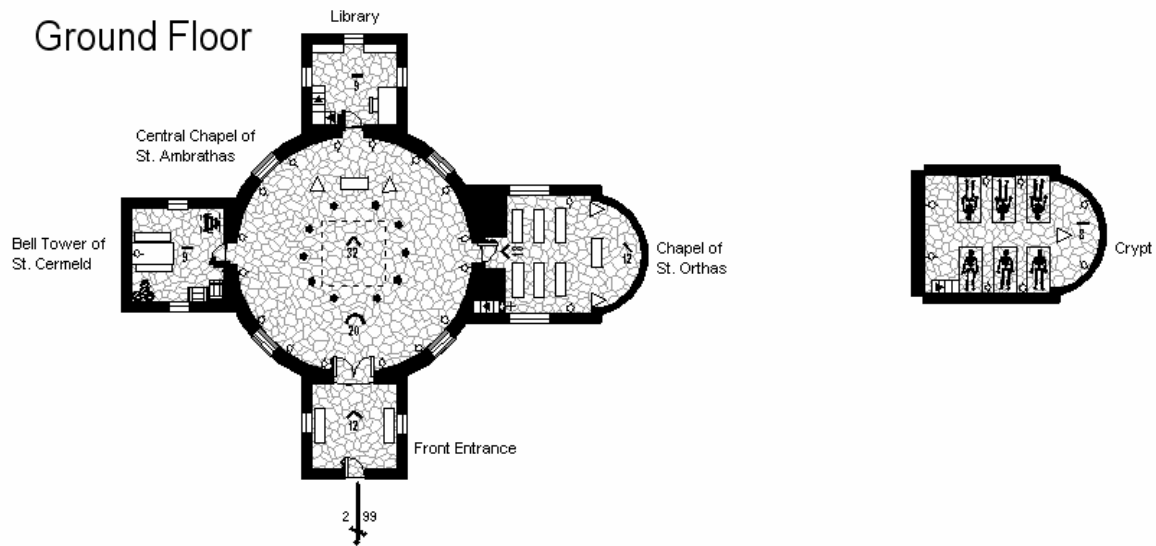
JENKALD 14

JENKALD CHAPEL

COMMON MAP

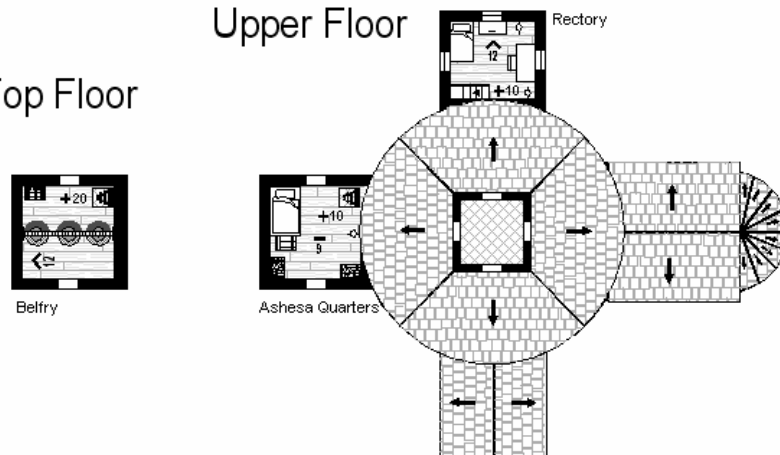


Ground Floor

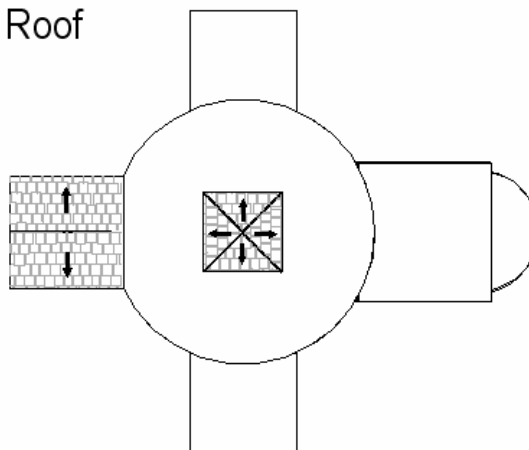


Upper Floor

Top Floor



Roof



40 Chapel

The Chapel stands like a tall white stone on the shores of Getha Lake. Its three large bronze bells are named for the patron saints of the Chapter (Saints Ambrathas, Orthas, and Cermald) and their deep sound carries far through the countryside. Soratir is celebrated here, as are all of the feasts of the Laranian saints.

A heavy iron bound oak door opens into the front entrance of the Chapel. The door is barred and guarded by two meken day and night. No one except matakea, ashesha, or the Reblena may enter except during mass or when escorted by a member of the chapter. From the front entrance, another pair of iron bound doors open into the Central Chapel of Saint Ambrathas. Ten stone pillars support the roof. Each frames a niche containing a small statue of a saint or hero. A high altar stands opposite the entrance. The Chapel of St. Ambrathas displays some of the Chapter's most valuable tapestries and statues. Members of the Order stand or kneel in prayer but portable pews can be brought in for special guests.

While the Order's baulana are more commonly knighted in Whyce or one of the Laranian cathedrals, some lay followers choose to conduct Tirannon vigil in the central chapel. Otherwise, the chapel's main function is the celebration of funerals. As it is the custom of Laranians to bury their dead where they fell, families celebrate the lives of their loved ones in a service that features the deceased's heart or a symbolic token, such as their armor or weapon. After the ceremony, the token is removed to a place of the family's choosing.

The Chaplain, **Blodil Perda**, is a paragon of Laranian virtue. Born of a landless family in Oselshire, Father Blodil has risen through the ranks of the Church by virtue of sheer ability. A strikingly handsome man, he has become an unmistakable fixture at the Chapter and in the Hundred's activities. Blodil has served with the paladins for almost five years and is nearing the time when he must return to his home in the Order of the Spear of Shattered Sorrow. He has no desire to return to the Abbey at Lethyl, preferring the

hard life of a soldier to the subtle politics of the cloister. He resides in the Rectory.

East of the central chapel, another door leads to the Chapel of Saint Orthas. This small space is used for more private ceremonies, such as Alamirata. A secret door leads from the chapel to a vaulted undercroft. West of the central chapel is a wooden door leading to the Bell Tower of St. Cermeld. The curate, the prior, and four ashesha (acolytes) sleep here. A ladder is used to reach the upper floor where the bells hang.

While the Chaplain may be one of the Goddess' chosen, the Chapel's curate, Mother **Nererin Podanë**, and its prior, Brother **Midinis Jolhen**, are quite different stories. Mother Nererin is a doughy lump of a woman and compounds these ill traits with the morality commonly associated with an alley cat. It is an understatement to say that everyone in the manor despises her as a lazy, simple-minded cow. Brother Midinis, on the other hand, is a vindictive, petty tyrant. He is as vicious as Mother Nererin is apathetic and as corrupt as Father Blodil is virtuous.

The care of the chapel and arrangement for the ceremonies held within are the duties of the Sacristan. Viewed by others as the Wrath of the Goddess, Brother **Cleryk Syndonë**, has little patience for idlers. His is the "goddess of righteous punishment" rather than the "lady of kind reward". He treats those that enter the Chapel as if they were stained with sin and need to be scourged. Few meet his pious standards. He has a special hatred for Haleans and views Peonians as "sheep that the Lady has given us care of."

In addition to his duties with the choir, the precentor, Brother **Porbian Cybren**, is in charge of the Chapel's four ashesha. Brother Porbian is a sternly pious man and is strict with his charges. The boys, all of who are from noble families, resent him but the little grey haired man doesn't care. He casts himself as the "smith of young souls" and is determined to mold the young men into dutiful servants of the Church.

CHAPTER HOUSE

The Jenkald sword chapter house is a strongly fortified manor. Although the manor has regular low walls and no flanking towers, there is a parapet, which is patrolled regularly. The gateway is housed in an impressive stone tower and the three-story manor house has five-foot thick, rubble filled walls. Despite these features, the manor would withstand an attack by siege engines.

The large irregular shape courtyard is paved with cobblestones and is well drained. Lining the courtyard are thatched pens housing the cows, pigs, and chickens that provide food for the kitchen. Peasant labor, squires, and meken muck out the garderobes, stables, and courtyard on a daily basis. Gulas of Nulbuc, the gong farmer [12] then hauls the manure out to the Order's pastures.

The chapter house's most notable feature is the time bell that stands upon the gatehouse tower. Its long slow peals mark the passage of the day. A more detailed description of time keeping in the chapter house is given on page 23.

The following section describes the locations inside the chapter house. The first letter of the location key refers to the level and the map of the location. L is for the lower level, G for the ground, F for the first, and S for the second. The Roof level, although mapped, is not described.

[L1– 5] Basement of the Great Hall

The basement of the Great Hall holds the Chapter records [L1], privy chamber [L3], and a secret vault [L4] containing the wealth of the chapter. A secret tunnel [L5] was built when the House was a monastery of the Irmulites. It leads from the chapter house to the Chapel's undercroft (a distance of about 240 feet).

The cells under the Hall [L2] hold the remains of a mysterious occupant. Sir Eädir [30] and his three cronies found a masked and hooded raider in the forest north of the Hundred. Claiming the need to determine what the raider knew, the remeken tortured the man for three days without learning anything. The corpse will be disposed of in the Lake on the next moonless night.

[L6 – 7] Basement of the Melana's Hall

The basement of the building holds the Chapter's storeroom [L6] and the Reblena's personal privy chamber [L7].

[G1] Gatehouse

A tall, three-story tower dominates the gate. Its grey stone is pierced by arrow slits and crowned with a parapet and crenellations. Two sets of heavy oak iron-bound doors and a portcullis protect the narrow entrance way. A counterweight system raises the portcullis when the 12-foot long drawbridge is lowered. The drawbridge connects to the wooden bridge that spans the 15-foot wide dry moat. The entire construction is removable. Inside the tower, the passageway is protected by murder holes from above. The gatehouse also houses the guardroom [S2] for the meken and the melana of the Watch.

[G2] Metalsmith

Just inside the gate is the smithy of Master Dolin of Alant, the chapter's bonded metalsmith. Master Dolin and his two journeymen produce nails, knives, metal pots, horse and ox shoes, and many other metal artifacts required by the chapter house. He works closely with Master Elgrin the Woodcrafter [G8] to produce barrels, doors, and other wooden items that require metal fasteners.

[G3] Brewery

The inhabitants of the chapter house consume approximately 150 gallons of ale each day. The bonded Master Brewer and his four journeymen meet this consumption by producing a thirst-quenching ale called White Knight. This wheat ale is characterized by a rich malt flavor. Master Guerin of Almus has been experimenting with his ales by adding wild hops but has not been satisfied with the results so far.

[G4] Candlemaker

The chapter house uses about 600 lbs of candles each day. The Master Chandler, Heneus of Anwl, and his two journeymen produce approximately 200 large (2' high by 4" in diameter) tallow candles each day. The rest are provided by the manor

chapters and commercial chandlers. Additionally, the Chapel and the Reblena's quarters consume 50 beeswax tapers daily. The Manor Chapters and the nearby beehives supply small wax bricks for this purpose.

[G5] Weaponsmith

The bonded smith, Master Arain of Bist, and his three journeymen produce and maintain the weapons and armor for the Sword Chapter and the nearby Manor Chapter of Hakstyn. He is the only weaponsmith in the Hundred and many lay knights contract with him to obtain valuable Khuzan weapons through the Order's contacts.

[G6] Barn/Storeroom

The chapter house consumes more than the manor can produce. It must import foodstuffs from the nearby manor chapters at Hakstyn, Tendber, and Glasen. The sword chapter's patrols escort supply caravans to and from Jenkald, occasionally having to fight off brigands.

The Seneschal keeps at least three months supplies on hand and rotates the stock to ensure minimal spoilage. Rats are a constant problem and the Seneschal employs several cats to control them. One such ratter is a large, orange male tabby named Copper, who has single-handedly killed over 400 rodents this past year.

[G7] Hideworker

The bonded Master Orvis of Mestin and two of his journeymen produce and repair horse tack (e.g., bits, bridles, and saddles). They also work closely with Master Arain [G5] to produce straps and sheathes for weapons. A third journeyman specializes in clothing (e.g., boots, belts, and armor) in cooperation with Master Cales [G9].

[G8] Woodcrafter

Master Elgrin of Lombe is bonded to the chapter house. He and his two journeymen make and repair chests, barrels, plows, wagons, furniture, and any other wooden implements required by the chapter house. He works closely with Master Dolin [G2] to produce benches, table, barrels, and the like.

[G9] Clothier

Master Cales of Terraine and his six journeymen make and repair clothing and anything required by the chapter house that is made of cloth. He works closely with Master Orvis [G7] to produce leather clothing but is not skilled enough to make gloves.

[G10] Melana's Quarters

The Melana are housed in a stone two-story building with a pitched slate roof. The building was the Chapter's chapel before the new chapel was built in 687. The main floor has a large dormitory for the unmarried Melana. There is a small common area, but most socializing is done in the Great Hall. The upper floor houses suites belonging to the Rebelana, the Turlana, and three married melana. One of these is empty and is used by visiting Erana.

[G11] Kitchen

The kitchen is a large single story timber framed building with a pitched roof, set apart from the other buildings because of the constant threat of fire. A fireplace large enough to roast an entire pig dominates the room and consumes one cord (4' x 4' x 8') of wood as fuel per day. The kitchen is busy throughout the day with workers fetching, cooking, and cleaning.

The head cook Breugor of Rallet employs a baker and over a dozen assistants to feed the nearly 100 people of the chapter house. The inhabitants consume approximately 100 loaves of bread, 400 lbs of oatmeal, 800 lbs of vegetables, six dozen eggs, 30 lbs of cheese, 12 gallons of milk, and 60 lbs meat and fish per day. The head cook sleeps in the Staff quarters while the cook's assistants, baker, and scullery-maids sleep on the floor in the kitchen.

[G12] Butlery

The Master Cellarer Argis of Vedrese and his four assistants ensure that a plentiful supply of ale (200 gallons), wine (100 gallons), and Larmdadam (50 gallons) is always on hand.

[G13] Well

There are two wells located in the chapter house. The first is located just inside the gate [G13], and the second is located on the ground level of the manor house [G15]. Each well is sunk deep enough that water flows even in the driest summer.

[G14] Stables

The stable is a two-story timber framed building with a pitched roof. It has 26 stalls and a tack room but usually only houses about 20 horses at any one time. The stalls are 6 feet wide and 10 feet long, with heavy wooden dividers to keep the large warhorses from hurting themselves. Additional stabling is provided for palfreys and packhorses outside the chapter house. The meken use the upper floor as a barracks and common room.

[G16] Armory

The chapter's armory is in the basement of the Great Hall [F1]. Because each of the Chapter's brothers is responsible for his own weapons, armor, and shield, this armory holds weapons for the village militia and the extra warriors expected during a muster.

[G17] Kennels

Opposite to the livestock pens are the kennels of the Reblena's pack of hunting dogs. Ivinian wolfhounds occupy three of the four pens. The fourth wolfhound was killed during a boar hunt last Savor and has yet to be replaced.

[F1] Great Hall

The hall is the preserve of the noble class. Melana, their families, squires, noble servants (e.g., heralds) and ainlana eat here. The Gonfanier (Reblena's standard bearer) or a senior melana present says a prayer to Saint Ambrathas of Alamire to begin each meal. During the meal, the junior melana present reads a section from one of the Three Books. At other times during the day, the women gather to work on embroidery and mending. In the evening, everyone gathers to tell tales and visit.

Arrow slits as well as a pair of large wrought iron chandeliers light the great hall while a large fireplace provides heat in the winter. The Reblena, Turlana, Seneschal, and any special guests are seated on a raised dais at the south end of the hall during meals and banquets. A large, finely crafted tapestry hangs on the wall behind the head table. It depicts Saint Orthas defending a maiden against an Agrikan demon.

[F2] Meken Barracks

The barracks has enough room to sleep 18 meken on bunks. Each soldier keeps his possessions in a chest at the foot of his bunk. The two chests sit side by side and are never locked. His weapon, armor, and shield are hung on the wall beside the bunk. At present, there are 14 non-married meken living in the barracks. They keep this room at a high standard, as they are inspected daily by the Turcopolier or a senior Turken.

[F3] Meken Common Room

The meken eat together in this common room with their families. The food is cooked in the kitchen and is excellent by any standards. Before each meal, the junior meken present says a prayer of thanks to Saint Cermalde the Brave. After the assemblage is seated, the Gonfanonier (Chapter color bearer) or a senior Turken reads ten names from the Book of the Fallen Meken before the meal begins.

When not used for meals, this area is raucous and crowded. Meken congregate here to clean their equipment, talk about events, and prepare for their next patrol or duty. Tallow tapers and oil lamps always light this room.

[F4] Meken Private Quarters

These six large rooms are quarters for the chapter house's married Meken. The more senior married meken live in cottages outside of the chapter house, a highly sought after privilege. The meken's wives and family members are employed within the chapter houses as servants, kitchen help, and apprentices. Everyone is expected to be productive and the Trapier ensures those who do not work, do not eat.

[F5] Turcopolier Quarters

This room is the quarters of Kalas of Tharban (43). He is the senior Turken of the Chapter and holds the title of Turcopolier (Molarin). He commands the company of Meken and is the principal liaison to the Melana of the Chapter.

Kalas' career has taken him across the breadth of the kingdom. He spent six years (698-703) at the Manor Chapter at Kelen, five years (704-709) as a meken with the Sword Chapter at Jenkald, four years (710-713) with the Rekela's Lifeguard at the Shield Chapter at Abriel Abbey. Following that assignment, he served at Whyce with The Low Company from 714 to 717. Having been promoted to Turken, Kalas was then reassigned to the Sword Chapter at Jenkald in 718, where he was promoted to Turcopolier in the spring of 719.

Kalas is a veteran of several major battles including the Battle of the Silver Way against the gargûn when he was just a newly promoted Remken posted to Jenkald Sword Chapter in 704. During the 718 gargûn swarm in the Sorkin Mountains, he fought against the Foulspawn once more, this time as a Turken. During this battle, Kalas was cited for bravery, when he single-handedly saved the Reblena, Sir Luisan Kelic's life after he was pinned beneath his horse when gargûn archers shot it dead from under him.

Kalas was wounded but held off a nearly a dozen gargûn until help could arrive to rescue the Reblena. For this act, Sir Luisan awarded Kalas the Medal of Saint Orthas. The medal is in the shape of the Hyvrik (Larani's shield) with crossed lances. It is worn pinned to the tunic on the left shoulder and comes with an annuity of £7½ per year upon retirement. Some believe that Kalas would have been knighted had it not been for the intervention of Sir Houla Artona, the Kaldor's senior Reblana and Regional Commander of the Order.

His wealth of battlefield experience and past history with Sir Luisan has made him a valuable asset and a trusted advisor to the Reblena. Kalas provides the Reblena with clear and straightforward advice. This special relationship between the two men has brought a measure of resentment from the newly assigned Turlana,

however. Sir Banneg Sageryne sees Kalas as usurping his authority by trying to rise above his position, thus bringing unbalance to the Chivalric Code and the "Holy Ordering of Man's Estates."

Kalas is extremely tough but fair with his meken. He stresses professionalism, combat skills, and battlefield readiness. As a result, the meken conduct training drills with near perfect precision. Many newly arrived melana have been embarrassed by being out of formation or even unhorsed during training and they soon learn to pay close attention when Kalas is giving orders.

[F6] Craftsmen's Quarters

This large room is home to members of the Seneschal's staff. The Tressor Zundin Elese and his clerk occupy to two beds against the north wall. Visitors are seldom invited to stay here.

The Tressor is the Chapter's treasurer and he labors in the Great Hall's basement [L1] to ensure that the Chapter's expenses are met. Because of the proximity of the prison cells, Zundin prefers to work in his room and usually sends his clerk to fetch whatever records he needs.

One of the two private rooms belongs to the head cook Breugor of Rallet. The Trapier, Tras of Rapha, lives in the other. Tras is a Veniken, having served the Order for his entire adult life. He has held the position of Trapier for the past five years. Tras oversees the purchasing and distribution of all the supplies, supervises all the household servants, and work closely with the Seneschal, Sir Randus Batta.

[F7] Seneschal's Quarters

Sir Randus Batta, a long serving Venilana, has held the position of Seneschal of the chapter house for the past four years. Sir Randus oversees the day-to-day administration of the chapter house and represents the Reblena to the reeve of the nearby village. In addition, Sir Randus coordinates with the Seneschals of the manor chapters at Hakstyn, Tendber, and Glasen for their support to the sword chapter. The Trapier [F6] is his constant companion and the two veterans have become good friends over the years of working together.

[F8] Reblena's Quarters

This large private suite on the upper floor is the quarters of the Sword Chapter's Reblena, Sir Luisan Kelic. He has commanded the chapter for only three years but during this time the men of Jenkald have fought against the gargun swarms in the Sorkin Mountains. He is a skilled leader who has become aware of the truths and deception within the Order. He is frustrated by the unnecessary deaths of his men and tries to do something about it. He sees his actions as consistent with the Goddess' duty for a knight to protect his followers. He is loyal to the Church and the Order and believes that a new Kaldoric Order will strengthen both organizations.

Sir Luisan's quarters are simply decorated with expensive, tasteful furnishings. A thick bearskin, the souvenir of one of the Serekela's hunts, covers his bed. A private shrine is in the corner behind his large oaken desk. Sir Luisan rarely invites anyone into his quarters. His valet and clerk guard the room at all times.

Part of Sir Luisan's reluctance to allow casual visitors is the sensitive correspondence that he keeps in his desk. These letters provide critical details about the number and identity of brothers and lay members of the Order who support the Kaldoric Patriot Movement through financial contributions and political action.

Locked in his chest, Sir Luisan possesses copies of messages that could only have come from someone with access to the Reblena of Whyce's private papers. The letters show the extent of Sir Luisan's influence across the Kaldoric chapters of the Order but they also could be taken as evidence of his disobedience to a superior of the Order.

Because of his informants, he knows that Sir Houla is considering sending certain chapters to the Crusade. Since the specific chapters are the ones most active in the Patriot movement, Sir Luisan knows that he will have to make a decision about an independent Kaldoric Order soon.

[F9] Turlana's Suite

This large private suite has been the quarters of the sword chapter's Turlana (Deputy Commander) since he arrived in Jenkald in the winter of 719. Sir Banneg Sageryne assumed the position vacated by Sir Drynn Elorieth after Sir Drynn was transferred to the Training Academy at Whyce. This room has a number of paintings and sketches executed by Sir Banneg along the walls. His favorite subjects are landscapes and animals.

[F10] Married Melana Quarters

These three large rooms are assigned to junior melana and their families. Though not as desirable as the houses near the Practice Field, these rooms provide more privacy than a manor hall affords. Because neither the Reblena nor the Turlana are married and all of these ladies are noble-born, these wives entertain visiting noble women and counsel the mekens' wives when their husbands are deployed.

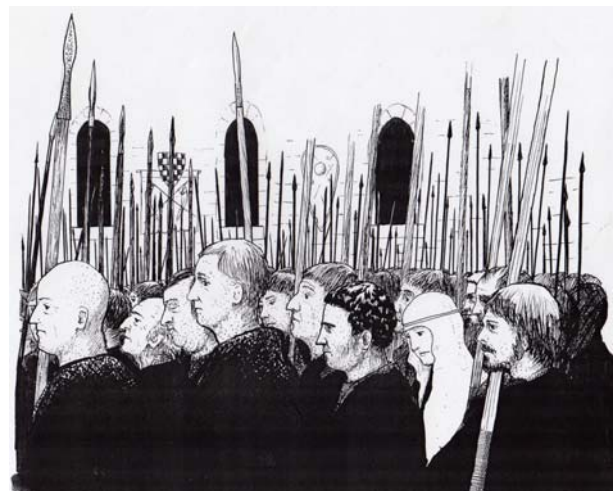
[F11] Reblena's Solar

The Reblena entertains visitors in his solar.

[S1] Atalanas' Dormitory

This is the barracks of the chapter house's squires. While the squires (Ainlana) sleep on the double bunks, the Reblana and Turlana's senior squires (Ataken) sleep in the single beds at the end.

Soratir in the Chapel of Saint Ambrathas



INHABITANTS OF THE CHAPTER HOUSE

Reblena Luisan Kelic [F8] is a burly, handsome man. At 45, he looks more like his half-brother, Baron Chimin Indama, than he cares to admit. He has dedicated his life to the Order and sees it as his duty to protect it, his chapter, and his men from the senseless waste of the misguided Crusade.

Ataken (Squire) Serald Ostal [S1] has served the Reblenas of Jenkald for the last ten years. He has been to Solora three times and is a fervent supporter of the Patriot movement.

Kotos of Rendrovin [F8] is Sir Luisan's personal valet. He has served his master for only four years but has been a model servant. Sir Luisan trusts him enough to use him as a courier on occasion.

Shoral of Luren [F8] has been the Reblena's clerk in Jenkald for over 20 years. He began his career as an ashesha in Brynd and has never regretted leaving the cloister.

Sir Fodial Ubren [G10] was named the Reblena's Pennant Bearer while the chapter was on Crusade five years ago. He is saddened by the actions of the Patriot movement to split the Order. He has asked the Reblena for permission to become an Erana.

The Turlana, **Sir Banneg Sageryne** [F9] is the younger brother of the lord who holds the manor of Rebemis in Daynora Hundred. His staunch insistence of the separation of social classes has embroiled him in several disagreements with the Turcopolier. Sir Banneg has pleaded with the Reblena to side with him on these disagreements but, to his displeasure, the Reblena supported the Turcopolier. The Reblena's stance has made Sir Banneg extremely jealous of the Turcopolier and he has begun to scheme to discredit Kalas. Despite this fault, Sir Banneg is a capable leader and is beginning to demand the same high level of skill and professionalism of the Melana as does the Turcopolier of the Meken.

Ataken (Squire) Povin Aren [S1] has seen Turlanas like Sir Banneg come and go. He thinks Sir Banneg is a pompous ass and believes that Sir Banneg's true colors will be seen when the Chapter goes on Crusade.

The Chapter's Banner Bearer **Morissa Verien** [F2] has carried the colors of Jenkald for six years through crusade and gargûn swarm. His wounds bother him. He plans to ask the Reblena for permission to retire this summer.

Remlana Borand Hengen [F10] is ready to retire but has married a young, pretty, and thoroughly useless wife.

Remlana Grunylo Protoshi [G10] is originally from Melderyn and feels ostracized by some of the more "patriotic" melana of the Chapter.

Remlana Eral Nalt [G10] has lived a pious frugal life. As he nears the end of his career, he has begun looking for someone to become his heir. Marriage is not out of the question but he isn't likely to be satisfied staying in one place, so a traveling companion might be better.

Remlana Yebin Serlien [F10] is a rising knight. His level-headed wife, Kaly, performs the role of Lady of the manor when necessary.

Three of the meken (**Mererin Kelt, Murder Kyngë, and Kaert Holast**) [F2] secretly assist Sir Eädir Narador [30] in torturing tribesmen, outlaws, and squatters. Mererin is the subtle one, using his knife to intimidate his victims. The other two just beat the story out of anyone unfortunate enough to fall in their hands.

The Seneschal, **Sir Randus Batta** [F7] has been feuding with Sir Boph, Seneschal of Hakstyn, for years. At the heart of the matter is the courtship of a young lady, Erlisa Oris. Although she was engaged to Sir Boph, Sir Randus won her heart during a torrid romance in the summer of 681 TR. Sir Boph remembers only that Sir Randus stole her from the altar. The sole thing the men agree on is that they hate each other. The tragedy of the matter is that Lady Erlisa did not live long after the wedding but the rivalry continues.

DAILY LIFE IN THE CHAPTER HOUSE

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

The Chain of Command

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

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

The Seneschal oversees the day-to-day administration of the chapter house and the nearby village, in coordination with the reeve. When the chapter deploys, the Seneschal commands the chapter house and the manor's militia. Since most of the members are venilana or veniken, this is quite a formidable force. Meken from the nearby Manor Chapters of Hakstyn, Tendber, or Glasen could reinforce the chapter house if called upon.

The Trapier is responsible for the Chapter's storerooms. He oversees the purchasing and distribution of all the supplies, supervises all the household servants, and works closely with the Seneschal.

ORGANIZATION

When on campaign, the Sword Chapter's Forces are organized into several sub-units: Banner, Bannerette, Company Afoot, Baggage Train, and the Rear Detachment.

The Banner is a reinforced squadron of 10 - 12 melana, commanded by the Reblena. The Gonfanier (Reblena's Pennant Bearer) rides beside the Reblena to mark his position. On the march,

the melana ride palfreys and lead their destriers (warhorses) until ready for battle. This ensures that the destriers are fresh and ready for action.

The Turlana (Deputy Commander) commands the remainder of the Chapter's forces. The Bannerette consists a reinforced squadron of 12 atalana (light horse). The more experienced squires are used as scouts and couriers. Less experienced atalana escort the baggage train.

The Chapter's meken form a reinforced medium foot company consisting of four files of six meken, each led by turken. On the march, two files lead the column while the other two form a rear guard behind the Trains. In battle, the Turcopolier (Molarin) stands on the right side of the company and relays the orders from the Turlana. The Gonfanonier (Chapter Standard Bearer) stands on the left side of the company. He carries the company pennant on a poleax and anchors the left end of the line.

The Baggage Train consists of the auxiliary craftsmen and servants required to support the Chapter when on campaign. The Trains consist of wagons and pack animals that carry large quantities fodder, weapons, armor, tents, supplies, and food. The Baggage Train has to be able to cover approximately six leagues per day, depending on the size of the convoy and the difficulty of the terrain. The Turcopolier ensures that the Baggage Train is always at a high state of readiness with regular inspections and drills. During one such drill in the fall of 719, the Baggage Train was able to achieve the round trip from Jenkald to Brynd, a distance of over ten leagues, in just two watches.

The last sub-unit is the Rear Detachment, which remains at the chapter house to secure it while the paladins are deployed. It is commanded by the Seneschal and consists of all non-deployed personnel, to include the craftsmen, the families, and any sick or wounded that return from the column. The Rear Detachment is also responsible for supplying the column with replacements and new supplies as they become available, although this task is rare in cases where the Chapter is quite a distance away.

Keeping Time

Time is kept in the chapter house the same way it is marked while on maneuvers. Glasses full of sand mark the time between the bells. A small glass takes about an hour to shift the sand from one chamber to another.

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

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

DUTIES

The paladins' duties consist of the following: Watch, Patrol, and Drill. Each duty lasts three days. A melana oversees each duty for three days and then receives another task from the Deputy Commander. A file of Meken (Arkalin, Watchkeeper, and three to four Remeken) is employed for three days at each duty before rotating to the next task in the following order: Day Guard, to Patrol File, to Night Guard, and finally to Furlough.

The Melana of the Watch is responsible for the security of the chapter house. He commands the File of the Watch (Day or Night). He reports to the Turlana at the end of each watch to brief him on the significant events.

The Day Guard mans the chapter house's Chapel, Gate, and Look Out. It is also responsible for patrolling the parapets and the courtyard. The Guard wakes at First Bell to prepare. The men are inspected by Guard's Corporal and receive the day's password from the Guard's Watchkeeper before mounting the guard at First Half Bell.

The Night Guard Duties are the same as the Day Guard's with the addition of being responsible for waking the Chapter at First Half Bell. The Night Guard wakes at Fourth Bell and reports for duty at the Fourth Half Bell after the customary preparation and inspection.

The Patrol is responsible for the security of the Silver Way east from Getha to the Guthe River and south as far as Uldien, occasionally escorting caravans to and from Jenkald. The Melana of the Patrol reports to the Turlana before and after the patrol no matter what time the file returns.

The Patrol is awakened at First Half Bell and prepares before it is inspected by the Patrol's Arkalin. At Second Bell, the Melana of the Patrol briefs the meken and leads the file through the gate. The patrol can be anywhere from a watch, to several days in duration.

The Melana of the Drill is responsible for the daily routine of drilling, weapon training, cleaning and maintenance of the chapter house's ainlana and meken. He reports to the Turlana each Fifth Bell to receive the next day's list of exercises and activities.

Squires and meken that are not part of the watch or the patrol participate in at least four hours of drills in the morning, starting at First Half Bell. After a meal break, the paladins receive religious instruction from the chaplain. These classes usually end by Third Half Bell, when the men are given further duties, which occupy them until the evening meal at Fourth Half Bell. The time after the evening meal is for relaxing .

When the Melana are not on duty or have not been tasked by the Turlana, the Melana are free to do what they please. Each Meken is entitled to three days furlough each month. This leave excuses him from all his normal duties; unless it is cancelled due to an emergency or he is assigned additional duties for punishment by the Turcopolier. Additional duties are meant to correct any minor faults before they become larger, more serious problems. Very few Meken transgress more than once, as these duties are heavily demanding and highly unpleasant, testing even the toughest Meken.

Special Duties

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

Once a month, a martial form of Alimatir is said at Jenkald. Every member of each manor house go to their sword chapter as a sort of muster. This muster includes tests of skill and strength, where meken and melana compete to be selected to represent their chapter and the Order at the various tournaments and fairs throughout the kingdom.

There are some tournaments that the Order will never miss. The Royal Chelebin Tournament, for example, is an event that the Order will ensure that the very best they have to offer are representing them in the lists. The Serekela's hunt is another occasion where the Order's chapters take great pains to show their best face.

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

GLOSSARY

Ataken* - Common squire

Atalana* - noble squire

Chaplain - A priest responsible for a chapel, attached to a Chapter from an Abbey to provide spiritual guidance to the paladins.

Erana* - a Reblana who quests to perform great deeds in the Goddess' name.

Gonfanier - The Reblana's Pennant Bearer is a melana chosen for his bravery

Gonfanonier - The Chapter Standard Bearer is a senior Turken chosen for his bravery.

Irmulite Brotherhood - An extremely powerful sect of priests in Pagostra before the Kaldoric Civil War. They sided against the usurper and were dissolved after the Civil War.

Meken* - a common soldier, a man at arms.

Melana* - Knight

Reblana* - Commander of a Chapter of the Order of the Lady of Paladins

Remeken* - experienced man at arms

Remlana* - an experienced knight

Seneschal - a Chapter officer, usually a Venilana, responsible for the chapter house and manor. When the Chapter deploys for battle, the Seneschal assumes command of the chapter house until the Chapter's return.

Spittaler - a Chapter officer, usually a priest, responsible for the Chapter infirmary.

Trapier - a Chapter officer responsible for the logistics of the chapter house.

Tressor - a Chapter officer responsible for the financial records and the chapter treasury.

Turcopolier - the Chapter's senior meken is responsible for the training and discipline of the Chapter's meken.

Turken* - veteran meken

Turlana* - A veteran knight, he is the second in command of the Chapter.

Veniken* - retired meken

Venilana* - a retired knight

Banner - a formation of 12 knights (heavy horse) commanded by the Reblana

Bannerette - a formation of 12 squires (light horse) commanded by the Turlana

Company - a formation of 20 men at arms.

* These terms originate in Kerry Mould's Lady of Paladins article, Lythia.com.

ADVENTURE SEEDS

Carela and Garelf

Carela [22] and Garelf [3] are fighting against the world to be together. They have taken to petty theft to earn the money they need to run away and start a new life together.

Bëarra Etine, the village miller [22], is looking up the social ladder to make a match for Carela. He thinks that the Churil boy has no prospects, no funds, and no future. Rather than flat out deny the boy and his family, Bëarra set a bride price that he knows is fair, if a bit high, but definitely beyond the Churil clan's means.

Garelf suspects that the issue of the bride price is another attempt to keep him in his place. If anything, Garelf has committed himself to raising the 240d that Bëarra has asked for. This commitment has endeared him to Carela more than ever.

Carela is an incredibly intelligent young woman. If it were not that she was bending her mind to criminal activities, her parents would be proud. She has been using her location in the mill to scout passing merchants for small treasures that Garelf can steal. She then hides the money gained from the sale in the rabbit warren.

Option 1: The PCs are passing through or are visiting Jenkald. The morning they pack to leave, they notice small tools, pieces of equipment, and decorations are missing. When they get to Hundholt, they see their missing possessions for sale.

Option 2: The PCs observe a pilgrim's tent being robbed. They give chase but the boy loses them in the woods by the river. The pilgrim offers a reward for the return of his property.

Option 3: Carela approaches the PCs and offers to sell them some trinkets or small pieces of equipment. The PCs might be intrigued to find out where a miller's daughter finds such things but when they ask around the village, a gang of young men threatens them.

Saint Orthas' Day

Jenkald, like most other chapters of the Order of the Lady of Paladins, holds Saint Orthas the Defender in special esteem. The saint's day is celebrated at Jenkald on 2 Agrazhar with a special Soratir in the Chapel. In years past, high ranking clerics to include the Serekela and the Rekela of Serelind have attended the saint's day as guests of the Reblena.

After the mass, a jousting tournament is held on the practice field [36], with prizes being awarded at a feast in the Great Hall [F1] that evening. The tourney is open to all knights, unless they have been banned from a tournament in Kaldor or are excommunicated. All of the knights from Jenkald and its subordinate manor chapters participate and they are usually joined by a contingent from the Rekela of Brynd's Lifeguard.

After the heralds register the participants, the Reblena or a distinguished guest makes the initial pairings by random draw. These selections match a member of the Order against a "guest" knight. Because of duty obligations, the local chapters can provide only 20 paladins for the list. Other Order members may attend at the GM's discretion.

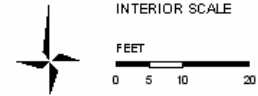
In most years, there are (2d6 x2) guests knights. In addition to the local nobility, professional jousters from Tashal attend the list. Sir Talnin Dolastar, lord of Elmeze, always brings a handful of young lances from the tourney circuit. His son, Sir Starin, comes from his home in Tashal and is always a favorite. The possibility for foreign or "mystery" knights allows another source for contestants.

If, as is usually the case, the guests outnumber the number of paladins, guests are set against each other to fill in the bracket. The tourney is a single elimination list. The winner receives a silver lance head, worth 200d, presented by the Reblena at the Saint's Feast that evening.

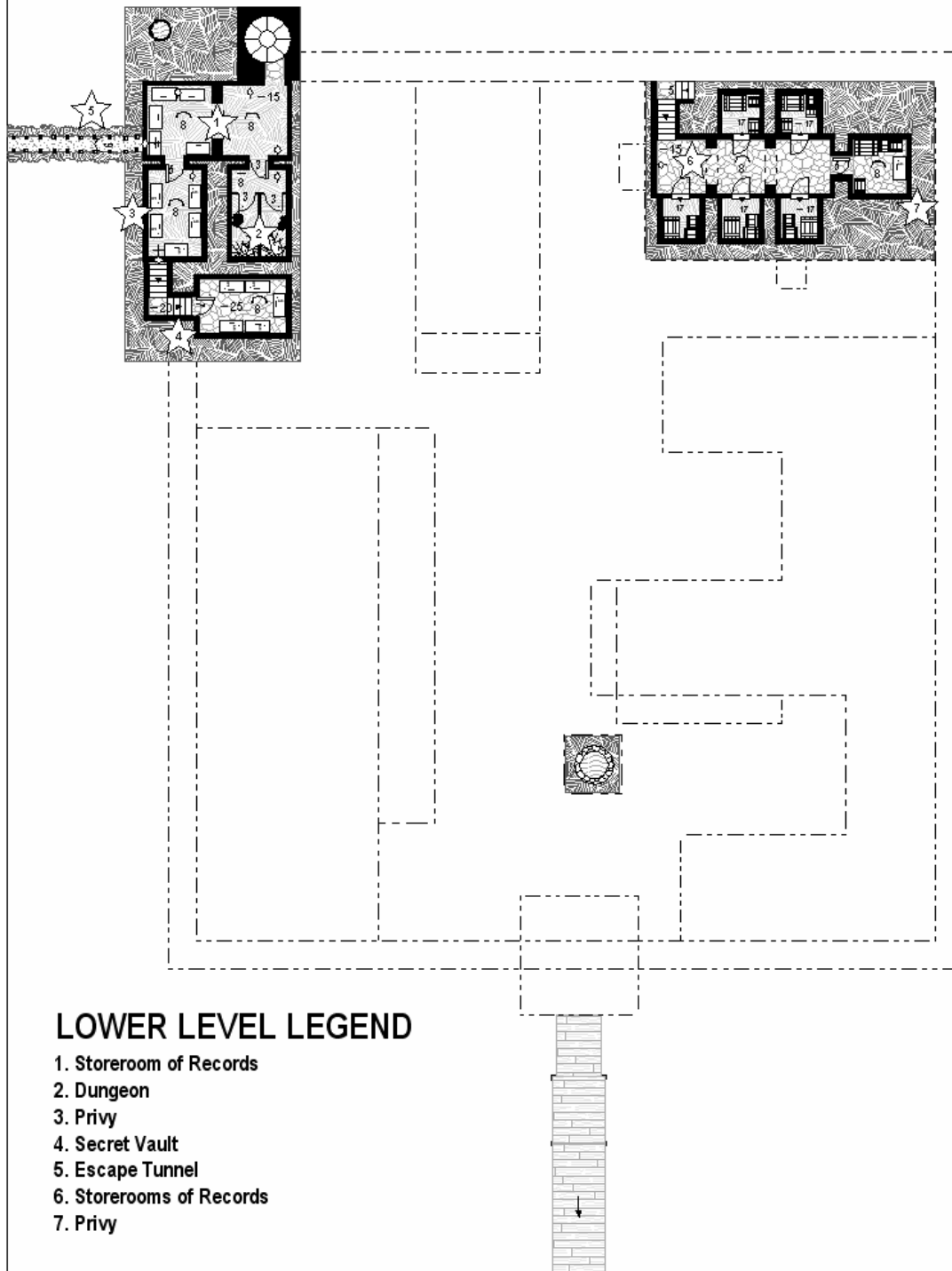
JENKALD 26

JENEKALD CHAPTER HOUSE

COMMON MAP



Lower Level

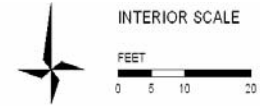


LOWER LEVEL LEGEND

1. Storeroom of Records
2. Dungeon
3. Privy
4. Secret Vault
5. Escape Tunnel
6. Storerooms of Records
7. Privy

JENEKALD CHAPTER HOUSE

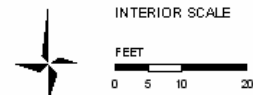
COMMON MAP



JENKALD 28

JENEKALD CHAPTER HOUSE

COMMON MAP

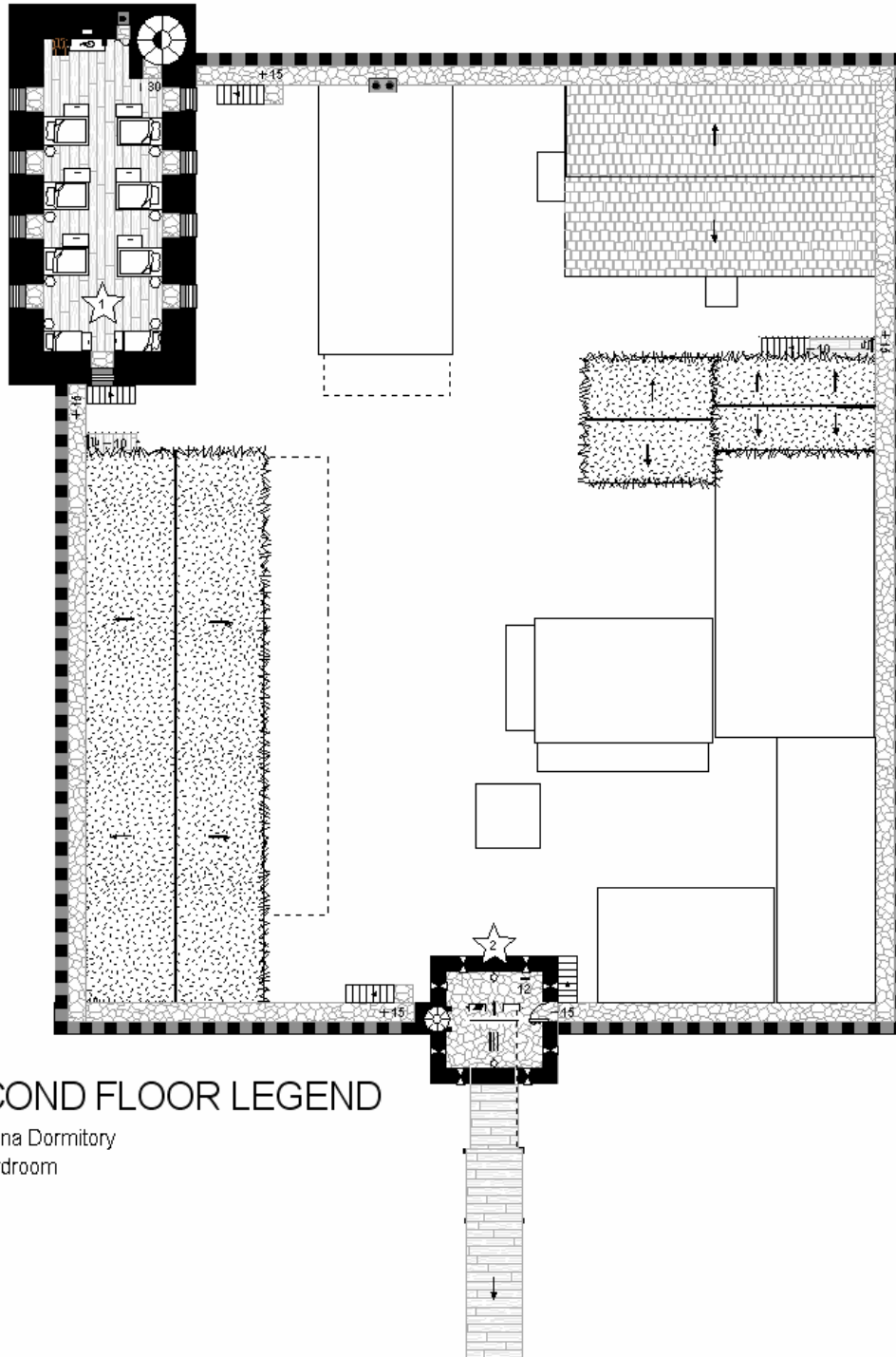
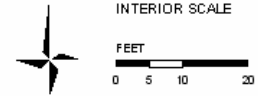


FIRST FLOOR LEGEND

- | | |
|-----------------------------|------------------------|
| 1. Great Hall | 8. Reblena's Quarters |
| 2. Mekens' Dormitory | 9. Turlana's Quarters |
| 3. Mekens' Common Room | 10. Remlanas' Quarters |
| 4. Mekens' Married Quarters | 11. Reblena's Solar |
| 5. Turcopolier's Quarters | |
| 6. Craftmen's Quarters | |
| 7. Seneschal's Quarters | |

JENEKALD CHAPTER HOUSE

COMMON MAP



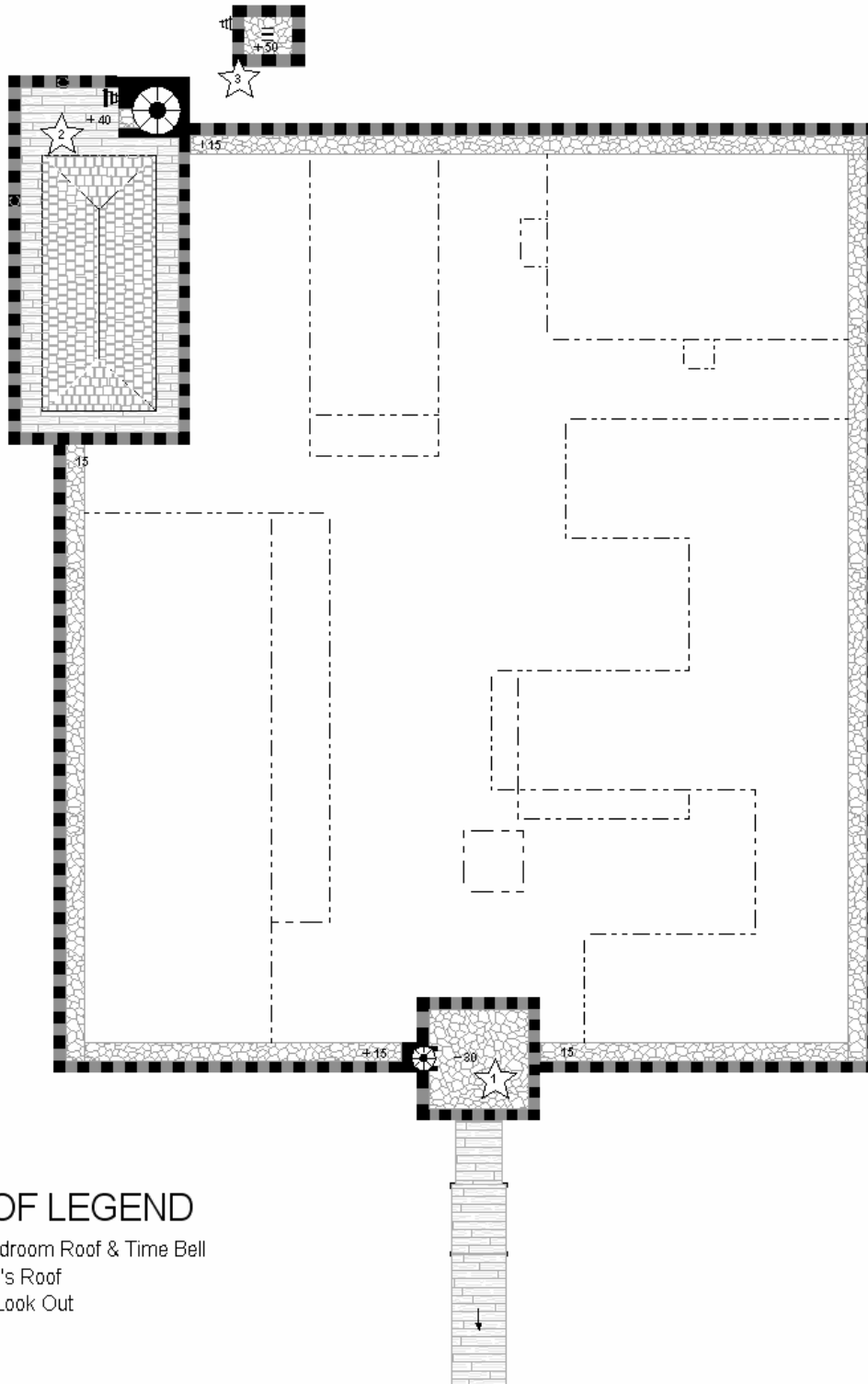
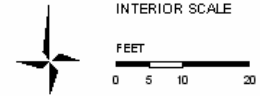
SECOND FLOOR LEGEND

- 1. Atalana Dormitory
- 2. Guardroom

JENKALD 30

JENEKALD CHAPTER HOUSE

COMMON MAP



ROOF LEGEND

- 1. Guardroom Roof & Time Bell
- 2. Keep's Roof
- 3. The Look Out



JENKALD

Lord: Sir Luisan Kelic

Owes Fealty to: Serolan of Lethyl Abbey

Acres: 1,320

LQ: 1.08

Market Day - eighth-day of each ten-day

Imports:

Horses

Copper, Iron, Tin

Salt

Exports

Charcoal

Fruit (Apples & Plums)

Salted beef and pork

Linen thread

H/H (pop)	UF	RF	SF
22 (115)		3	19

Muster	Kts	Yeo	Men
	1	2	5

General Feel

The Fethryn River physically divides the village but the real dividing line is much deeper. The chapter and its inhabitants live on the eastern side of the river, their neat houses and martial trappings lining the Silver Way. The activities of the chapter house dominate the manor. Paladins drill in the practice field or can be seen going about their duties in the Order's livery. Laxness is not tolerated here.

The villagers live on the western side of the river, a quaint and typical farming village. They tend to stay on their side of the river. Only the miller and the salter are in the middle, serving both sides as they do.

Business

(* = bonded)

	clan/location
Apothecary*	Gendrenon/37
Chandler*	Anwl/G4
Charcoaler	Asaka/1
Clothier*	Terraine/G9
Hideworker*	Mestin/G7
Innkeeper*	Lorial/37
Metalsmith*	Alant/G2
Miller	Etine/22
Ostler*	Canas/26 & G14
Physician*	Eldin/37
Salter	Andin/23
Weaponsmith*	Bist/G5
Woodworker*	Lombe/G8

Place of Worship

Religion/location

Chapel	Larani/40
Chapel	Peoni/15

Public Buildings

VIP

clan/location



Plot Hooks:

[2] Village prostitute, she entertains brothers from the chapter house that would rather their activities were not noticed by the others.

[3] Eldest son is the leader of the gang of villagers. He is also in love with the miller's daughter [22], a match that is opposed by her parents.

[4] Complains loudly about his feudal obligations.

[6, 16] Sons in the villager gang

[7] Daughter has strange spells and is going to be tested by the Peonians.

[8] House is in turmoil because of the visit of a strange relative.

[9] Is paid in strange coins to buy perfectly normal things. <Leads to a mystery in Blixth>

[11] Scheming to marry his daughter to a meken.

[14] Bears a grudge against the Falwens [26]

[17] Peasant with a satirical puppet show

[18] Son was rejected by the gangs but knows a secret that they need to have kept quiet.

[22] Has set a high bride price for his pretty daughter but doesn't know she's ready to run away with the serf's boy [3].

[27] Son leads the chapter house's gang

[29] Corresponds with the Reblena of Whyce about the activities in the chapter house.

[30] He and three meken often torture tribesmen, bandits and outlaws.

[32] A binge drinker, she concocts her own alcoholic potion.

Schedule of Events

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

..Week...	Reblena (Jenkald)	Events
Nuzy 1	Jenkald	
2	Whyce	Soylana Council
3	Whyce	
Peon 1	Lethyl	(3)
2	Jenkald	
3		
Kele.1		Wool Fair
2	Getha	Getha Fair
3	Jenkald	
Nolu. 1	Tashal	Tashal Fair
2		
3		
Lara. 1	Olokand	Chelbin Tourney
2	Jenkald	
3		
Agra. 1	Jenkald	(2)
2	Jenkald	
3		
Azur. 1		Kiban Fair
2		
3		
Hala. 1		
2		
3	Brynd	(4)
Savo. 1	Lethyl	(3)
2	Emerule	(1)
3	Jenkald	
Ilvin 1		
2		
3		
Nave.1		
2		
3		
Morg.1		
2		
3		

- (1) The Indama annual boar hunt is hosted at Emerule, a small manor in the western part of the Fethael hundred. Some politics. Lots of hunting.
- (2) As part of his progress around the kingdom, the Serekela attends the mass of St. Orthas' Day at Getha or perhaps (even better) Jenkald.
- (3) All of the Indamas come to Lethyl to celebrate St. Valamin's Day and St. Syrele's Feast. St. Syrele's is considered the start of the family's annual hunt
- (4) The annual tax recording is done during the end of Halane/beginning of Savor. The Reblenas and Sir Udet make their payments at Lethyl. The Reverend Father then goes to Brynd to pay his taxes.