

LOCATION: Fethael Hundred, Kaldor
STATUS: Manor
GOVERNMENT: Sir Garulf Kobarney
LIEGE: Sir Tommas Kobarney (Hyzevel)
POPULATION: Village 105; Manor 21

Nestled against the Forest of Leth, this little manor wrests a living from wooded fields and pastures. The collection of thatched houses is only 40 years old, and most of the manor's land is still woodland, with scattered meadows for the bailiff's cattle.

HISTORY

Medtald was granted to the Kobarneys for services to the King in the Treasure War. They harvested timber and gave generous land grants to free families willing to carve a home out of the forest. Sir Tommas Kobarney, lord of Hyzevel, made his brother, Garulf, bailiff in 680. Garulf had few funds, however, and construction of the manor house did not begin until 690.

GOVERNMENT

Sir Garulf Kobarney is the bailiff, and his wife Lady Misnyla actively manages his demesne with Toribira of Arandin, the reeve.



Kobarney (the lesser) - Quarterly or and sable, two fleur de lis sable in first and fourth quarters

ECONOMICS

Sir Garulf barely earns enough to feed his large family. The manor holds 1,630 acres and is fertile (LQ 1.12), though much of the land is still forested. Lady Misnyla hopes to recruit new families to move to Medtald and clear more land in the coming year.

The fields grow rye, but because there is no mill in the village, every family has a quern license and bakes their own bread. The manor's cash crops are its walnuts and apples. The nuts are pressed for their oil, and the apples are eaten fresh, dried, or fermented into cider.

The manor's small herd of beef cattle graze and calve in these pastures throughout the spring and summer. Young bulls are selected at the beginning of Nulus to be taken to market in Hyzevel and sold at the Saint Ebryn's Day festival. The rest are fattened up over the summer and sold for their meat at the end of fall.

Trying to make a commercial venture of hideworking, Sir Garulf bonded Kenald [1] and plans to have a consignment of furs to take to Getha in time for next year's first caravan.

RELIGION

Medtald's religious climate is similar to the rest of Kaldor. Worship of Agrik, Morgath and Naveh is punishable by death. The lord and his family attend Laranian services in the chapel in Hyzevel. An Ebsathe visits from Hyzevel and holds Peonian rites in the common. Other religions are largely unknown.

CREDITS

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CURRENT EVENTS

Last year, three girls saw visions of Peoni dancing in the fields. Inspired, they danced and spoke in tongues. Some villagers took these visions as signs of the White Lady's role as a fertility goddess. The girls selected Ubrat [20] to interpret their visions for the villagers. As a result, many villagers now pay Ubrat some sort of tithe.

The girls came to Lady Misnyla's notice when they began accusing certain people of blasphemy and witchcraft, but she felt that these accusations were merely petty jealousy and did nothing. In fact, the accused had not tithed the "Dancers" and Ubrat was punishing them.

As if the religious turmoil was not enough, bandits stole cattle and beat a herdsman recently, although no one has been killed. Tracks led north into the forest and Sir Garulf has been very candid with Sir Dergil Selekos, Warden of KIRSTA Forest, about his concerns over the bandits' actions.

LOCAL MAP KEY

The houses in the village are thatched, wattle and daub cottages. They consist of two main areas. The family uses one side of the house as a living area, while the other side is a byre for the animals. Mud and stick chimneys provide a place for heating and cooking. Interior walls, if any, are the same wattle and daub as the exterior.

The Village

Villagers use the ford across the Nolan River to get to the fields, pastures, and woodlots north of the river. The river's flood-plain is upstream from the lord's sawmill and tannery. A small packed earth plaza surrounds its only well. Barns and sheds stand at the southern edge of the village against the fields.

1 **No Sign**
Hideworker (Kenald of Saemons)
Size: 2 Quality: * Prices: Avg**

Kenald is known as "the Hairy" because of the thick, coarse hair that covers every part of his body. He and his family are originally from Tonot and have lived in Medtald for almost eight years.

Kenald has a small network of traps but he also trades with hunters in the forest that bring him wolf, bear, and deerskins to be prepared for the clothiers of Getha and Uldien. His sources tell a story about a great lizard living in the Forest of Leth. If true, the skin would be worth a fortune.

2 **No Sign**
Timberwright (Karibbean of Fostus)

Size: 6 Quality: * Prices: Avg**

The sawpit is the oldest permanent structure in the village. It was built to provide the timber for the strong house and for trade. Karibbean leads small parties of loggers into the forest and brings logs back behind a pair of draft horses.

3 **Ledis of Tyune**
Cottar

Ledis and his wife Hyral blame each other and everyone else for everything negative that happens. Hyral is a lazy harpy who finds fault in everything Ledis does. Avoided by their kinsmen and most of the other villages, their screeching fights and constant bickering are heard throughout the village.

4 **Ethar of Tyune**
Cottar (Alewife)

Ethar's modest home is Medtald's gathering place. His wife, Ravinara, is an alewife of little talent, but Ethar is known for running gambling events, like cockfighting. He plans to build a rat-pit as soon as he can buy some terriers at the next Spring Fair in Getha.

5 **Frosta of Tyune**
Half-Villein

Frosta manages to find joy in whatever she does. A strong-limbed and strong-willed woman, she spends a lot of time with her pigs in the woods. She tells the beadle [11] about the people she sees in the forest.

6 **Toribira of Arandin**
Half-Villein
Reeve

Toribira (f, 56 yrs.) is a tall, attractive woman who has been the village reeve for over 23 years. While her husband farms the family's fields, she

keeps an eye on everything that is going on. She works well with Lady Misnyla and is trying to get Sir Garulf's permission to allow more settlers to move to Medtald. Her clan, the Etines, own all of the mill franchises in the Hundred, and she hopes they will build a mill in the village.

An accomplished politician and something of a performer, Toribira is in constant motion. Faced with the Dancers, she does not have the courage to confront them and hopes the strife they are causing will just go away.

7 **Awal of Arandin** **Villein**

Awal had the perfect life with a large, healthy family, productive farm, and respect of his neighbors. All that changed last fall when his twelve-year-old daughter Haldyne got sick and started having visions. She's now one of the Dancers and he worries that she is cursed.

8 **Usaran of Arandin** **Yeoman**

Usaran had a good farm, a loving wife, and two strong children until a few days ago when Tarast [21] discovered that he was having an affair with Ermina Enten [12]. Before Ermina's husband could charge them with adultery, Usaran ran away with his lover to her family in Hyzevel. Only now does Usaran realize his foolishness. He is considering traveling as a caravan guard like his uncle Saunë rather than face his wife's furor.

His wife Sersyl swears that she will not remain in Medtald and be the object of ridicule. She has sent word to her father [Elmeze 9] for his advice.

9 **Saunë of Arandin** **Yeoman**

When he was a younger man, Saunë was called Strongbow and journeyed far and wide across eastern and central Harn in search of khuzan ruins and gold. His stoutly-built home has many discreet reminders of his time as an adventurer, but otherwise he has tried to fit into the village. He is deeply troubled over his neices' heresy and plans to discuss the matter with Father Birard [Hyzevel 15] the next time he visits the manor.

10 **Sarlin of Arandin** **Yeoman**

Sarlin loves this village. His father was one of the original settlers; he was born here and boasts that he helped cut the manor from the forest. He is very popular in the village, but his life took a turn several months ago when his 14-year-old daughter, Keryla, became the leader of the "Dancers." His brother Awal's daughter Haldyne [7] is one as well, and they speak often to share their fears.

11 **Handin of Arandin** **Yeoman** **Beadle**

Handin wants to talk with his cousins Sarlin [10] and Awal [7] about their daughters' visions but is afraid to approach the matter after a mob of villagers thoroughly beat Hendil [13] for saying anything against the girls. He feels that he could defeat the cattle stealing bandits if he was not distracted by his nieces' nonsense.

12 **Onart of Enten** **Villein**

Onart is taciturn as a mule when he is working, but after he's had a mug or three of ale, he's much more talkative. He tells everyone in earshot about how his nagging wife, Ermina, ran away with her lover [8], and is cowering in Hyzevel with her family. He wants to see both of Ermina and Usaran flogged as adulterers.

13 **Hendil of Enten** **Cottar**

Hendil always considered himself a good Peonian. He works hard, loves his family, and cares for his animals. It was a complete surprise when Lonyla of Panda [19] accused him of being a devil worshiper. When he protested angrily, his neighbors beat him with staves to keep him away from Lonyla. He feels betrayed and bitter. Now he prays to Peoni for guidance and patience. He has sent his wife and children away to his uncle Colinë [Elmeze 1] so that others hear of the disquiet in the village.

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14 Tarran of Evalyr Villein

Since his brother Culbin [16] was beaten by bandits last fall, Tarran has acted as the village herder. Sir Garulf has not decreased Tarran's other obligations in the meantime, however, feeling that he is being benevolent by not appointing a new herder while Culbin heals. As a result, Tarran pleads with his kinsmen to help him stand guard over the cattle.

15 Uldin of Evalyr Villein

Uldin is desperate. His large family is always hungry and he isn't afraid to cut the odd corner to put food on the table. Things were well until last fall, when apples went missing from the lord's orchard. He took the opportunity to divert suspicion from his family by blaming some of the Arandin children. He was repaid for his deceit last winter when one of those children, Keryla of Arandin [10], accused him of being a witch and a Dark Follower. He paid Ubrat [20] to "redeem" him rather than risk being beaten. Now he is in the man's grasp and sees no way out.

16 Culbin of Evalyr Half-Villein Herder

Culbin is deeply depressed. He is a large, strong man but was severely beaten by bandits last fall. He was watching the small herd of cattle, when bandits drove off some of the animals. He managed to save most of the younger beasts but paid the price with his body and has been wounded, both physically and mentally, since.

17 Kaery of Panda Villein

Kaery is on the verge of rebellion. He is a large, stout man and has let everyone know that he is not interested in taking orders from little girls, no matter how divinely guided they may be. Wary of his neighbors and ignored by Sir Garulf and the reeve, Kaery sent his wife to Getha to plead for help from the Peonian temple [Getha 18], since he thinks the local priest is dying [Hyzevel 15].

18 Ribon of Panda Cottar

Ribon swears he is cursed. Late last winter, he ventured into the forest to hunt rabbits, or if he was lucky, a deer. Roaming the western slopes of Mount Hyzen, Ribon was chased back to the Medtald by a terrifying creature. As he told his story to others, he found out that he had only narrowly escaped certain death and damnation at the clutches of the Demon of Leth. So vivid were the stories of the Demon's victims' demise that Ribon refuses to cross the river for any reason.

19 Taran of Panda Villein

Taran is a widow with seven mouths to feed. She has watched over the last few months as the Dancers have become a new power in the village. The way the young girls accuse others scares her. Making matters worse, her twelve-year-old daughter Lonyla is one of the Dancers.

20 Ubrat of Drelin Half-Villein

Ubrat was just another peasant six months ago. That changed the day the Dancers pranced around him and spoke to the gathering villagers in a strange language. Seizing the moment, Ubrat translated for the girls and became their Prophet. Since then, he built a shrine to Peoni in front of his cottage and collects tithes from the villagers.

21 Tarast of Drelin Cottar

Tarast is the village gossip. A cheerful woman, she has a natural talent for finding news and following rumors. Nothing is sacred to her and she will share anything and everything she hears.

22 Pasory of Oralis Half-Villein Woodward

Pasory spends his days in the forest. He always wears an acorn pinned to his cloak or hat. He, like his father and his grandfather, is a member of the Tamsen Roliri. He carries news and messages to the Uthriem Roliri who live in the forest. He has spread tales of the creature that his neighbor Ribon [18] "barely escaped."

THE MANOR HOUSE

When the manor was founded in 680, the Kobarneys built a solid strong-house of timber near the sawpit. Later, another house was built farther west on a rise above the river. That house protected the handful of inhabitants that stayed in the wilderness throughout the year.

When a kitchen fire burned down the first stronghouse, Sir Garulf convinced his brother to build a sturdier structure. A mason arrived and built a thick stone foundation and ground floor for the new stronghouse. A timber second floor provided room for the family and the workers. Since then, Sir Garulf has added a palisade and several outbuildings for his expanding family.

Cellar

A Root Cellar

Little more than a foundation for the stronghouse above, the ceiling is only five feet from the floor. Anrain has bumped her head against the ceiling too many times and now makes the maids fetch items from the the cellar.

Ground Floor

B Storeroom & Stables

The bottom floor of the stronghouse is entered through a double door that leads to the stable. The manor's six palfreys are stabled here. Although obligated to provide a knight to his brother's muster, Sir Garulf does not own a war horse.

The western wall of the stable has a stout oak door that guards the storeroom. Regular household stores, feudal payments to Sir Tommas, and tithes for the Church are all stored here. Only Darin of Arsarl knows how much of which pile or stack goes to each purpose.

C Kitchen

After the fire consumed the first stronghouse, Sir Garulf had a separate kitchen constructed. This little building is warm in winter and sweltering in summer.

D Hall

As workers came to work in the forest and the fields, Sir Garulf constructed a hall for him to feed and house them all. Currently, Karibean of Fostus, her two journeymen, and three apprentices live in the hall when they are not in the forest harvesting timber. Garulf holds his hallmoots here rather than in the stronghouse.

E Sir Thedaen Kobarney's room

After Sir Thedaen was married, his colicky son caused such a disruption in the stronghouse that Sir Garulf built a small house for Thedaen and his family. The lodging is little more than a large room and requires Thedaen's family to walk across the muddy courtyard to eat, but Sir Garulf is happy to not hear squalling babes in the middle of the night.

F Sir Thenisen Caradaen's room

Sir Garulf's son in law and daughter occupy this room with their daughter.

G Gate House

The gatehouse guards the iron-bound oaken doors that lead to the courtyard. The doors are open during the day and locked at night. They are rarely guarded.

Upper Floor

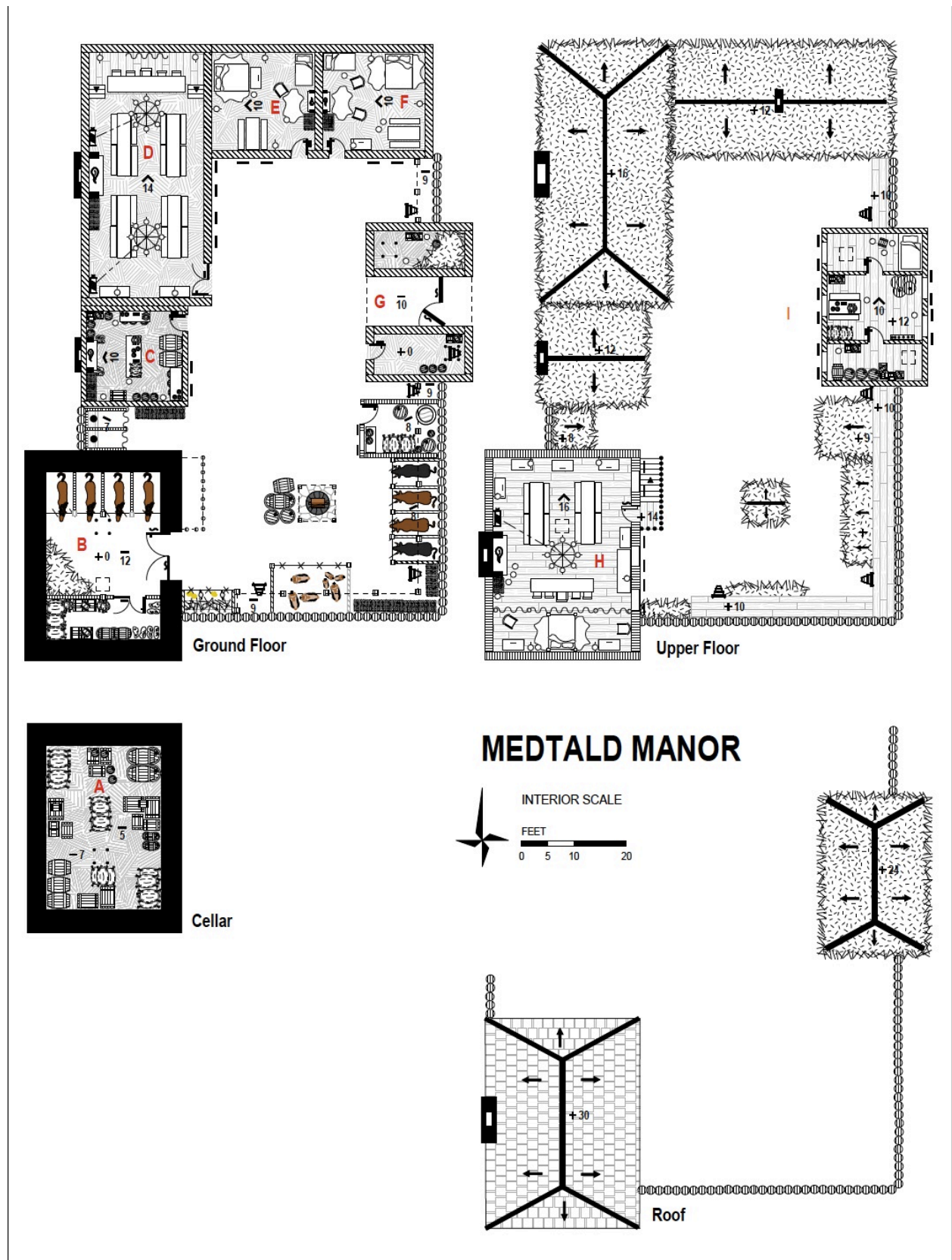
H Family Quarters

Sir Garulf, his family, and their senior servants live in the snug hall of the stronghouse.

I Guard Quarters

The Loyril brothers live above the gatehouse. The main room has the manor's weapons and Norsca sleeps here to avoid his brother Perriq's nightly couplings with the manorhouse's maid Pasorilla. Perriq and Pasorilla share the bedroom. Sir Garulf uses the storeroom for empty crates and barrels, but the brothers have hidden a pouch of 55d, their life savings in one of the casks.

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The Manor Household

Sir Garulf Kobarney (m, 57 yrs.) is the younger brother of Sir Tommas Kobarney. As a youth, he dreamed of joining the Order of the Lady of Paladins. When his brother became Lord of Hyzevel and exiled their mother [qv. Hyzevel 19], Garulf entered the Order but failed to pass the tests to be knighted. He returned to Hyzevel in disgrace in 680 and was made Bailiff of Medtald, an empty title since the manor was nothing but forest. Sir Tommas expected Garulf to live off Medtald's scant earnings, but Garulf became a tourney knight and traveled from fair to fair competing for prize money. He was only a mediocre jouster but managed to marry young Misnyla Zolaster. The newlyweds stayed with his mother's family at Krettel, close to Misnyla's family. Their first son, Thaeden, was born and they were happy. Four years later, however, Sir Tommas ordered them to live in Medtald to improve the manor and spite their mother.

Garulf remains close to the Order and jousting. He prefers to spend his time with the paladins in Jenkald or in Elmeze observing training, than worrying about "details" in Medtald. He lets his wife run the manor with the reeve, and ignores the shortcomings of his sons and son-in-law. Garulf's inattention has allowed a festering jealousy to exist unchecked between his sons. Each is waiting for Sir Garulf to die, ready for the battle for the bailiff's office.

Lady Misnyla Kobarney (f, 50 yrs) nee Zolaster, is determined to leave a growing, prosperous manor for her children and grandchildren. Disappointed in her husband, she is bitter that her life led her to Medtald. She is the real power in Medtald and always gets her way, by reason or by force of will.

Their firstborn, **Sir Thaeden Kobarney** (m, 34 yrs.) is a weak, scheming man. As a young knight, he fell in with Sir Danyes Bernan [Tashal H8]. His first wife, Lady Dorsylla nee Erhen gave birth to a boy **Gillmar** (m, 10 yrs.) but died in 712 TR. Thaeden remarried quickly to another of Sir Danyes' entourage, the Lady Seleryn in 714.

Seleryn (f, 22 yrs.) nee Vareth, is determined and decisive, making up for her husband's flaws. She treats Gillmar as her own child. He is hoping to be sent to Kiban as a page. Her son **Jeris** (m, 5 yrs.) follows Gillmar around like a puppy dog. Their third child, a little girl named **Erpael** (f, 1 yrs.), is sickly and may not live to see the end of the year. To make matters worse, her brother-in-law Brynard has returned. She refuses to be alone with him.

Garulf's second son, **Sir Brynard Kobarney** (m, 28 yrs.) feels that life owes him more. Born in Medtald and squired in Uldien, he only saw Tashal on rare trips to the Summer Fair. His marriage to Asomae Rathval, a plain girl from a small manor, did little to appease his ambition. After he forced himself on his sister-in-law Seleryn, he and Asomae had a terrible fight, heard by all in the manor house. The next day, she went hawking alone in the forest but was thrown from her horse and broke her neck. Brynard was supposedly in Elmeze at the time, only returning after the search party had recovered her body. He went to Tashal soon after and found employment on a Salt Route caravan, traveling to Coranan and Shiran a few times before returning home last winter. He is usually found drinking in the Hall.

Garulf's daughter **Alke** (f, 22 yrs.) fell out of a tree as a child and broke her leg so badly that she walks with a limp. She compensated by becoming an amazing horsewoman. Later, she was engaged to a brave, intelligent warrior but he died of fever and she was wed to his woolgathering brother instead. She has yet to find joy in her marriage, but her daughter **Revekka** (f, 5 yrs.) is her delight.

Sir Thenisen Caradaen (m, 25 yrs.) is Alke's husband. An acolyte at Tirsend, a Laranian abbey in northern Kaldor, until his elder brother died unexpectedly. He is more monkish than martial.

Sir Garulf's squire, **Corran Lennob** (m, 17 yrs.), is from a poor local family of tourney knights and will become one when he is knighted.

Darin of Arsarl (m, 47 yrs.) is the manor house's butler. He has been with the manor from the beginning and is now Lady Misnyla's

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confidant. His wife of 25 years, **Anrain of Arsarl** (f, 40 yrs.) nee Berma, is the house's cook. She is related to the innkeeper of Hyzevel [Hyzevel 28].

The baker, **Kovan of Tyune** (f, 61 yrs.) has had three husbands and more lovers than she can count. She mentors all the servants and often speaks directly to Lady Misnyla if an issue arises.

The three maids are a chatty, sisterly bunch who work under Anrain's supervision. **Yolern of Dyren** (f, 33 yrs.) prefers kitchen work, since it keeps her away from Sir Brynard's wandering hands. Her sister **Berry** (f, 30 yrs.) likes playing with little Erpael and will grieve when the little girl dies. The third maid, **Pasorilla of Awensel** (f, 17 yrs.) will have Perriq's child this summer.

Twenty years ago, a man calling himself Felix of Loyril appeared at the manor house with two scruffy boys and offered his services as a man at arms. Felix admitted little more than his wife had died but demonstrated that he was a superb bowman and Sir Garulf accepted his service. Felix died in his sleep six years ago and the boys, **Perriq** (m, 26 yrs.) and **Norsca** (m, 24 yrs.), have grown into stout, sharp-eyed soldiers. Perriq's lover, Pasorilla, is pregnant and he plans to ask Sir Garulf for a yeoman's grant for their new family.

ADVENTURE SEEDS

The Prophet and his Speakers

The village experienced ergot poisoning in its rye crop last fall, affecting those who ate the poisoned flour. As a result, several people displayed symptoms. Three young girls, Haldyne of Arandin [7], Keryla of Arandin [10], and Lonyla of Panda [4], had repeated and prolonged fits and seizures. One day, the girls danced around Ubrat [20], and he became their spokesman, claiming that they were given visions by Peoni.

An opportunist, Ubrat is now respected as much as the Ebasethe from Hyzevel, Father Birard, who has been absent of late. He has embraced his role and accepts his neighbors' donations as his due. He sent his family away and works to make the girls' symptoms persist.

Ergot poisoning normally runs its course in four to six weeks. As the Dancers' visions become fewer and less intense, Ubrat started giving them doses of tea spiked with mushrooms, which causes hallucinations that are more intense than Barsela's tea [q.v., Hyzevel 8], but cause lasting effects.

Sir Thenisen is curious and follows Ubrat and the Dancers around the village. He is very interested in why Ubrat goes into the forest with an empty satchel but returns with a full one. What Ubrat might do to the former cleric is a mystery, for exposure would lead to serious punishment.

Finding Loyril

Norsca of Loyril was only four years old when his father brought him and his brother to Medtald. Before that, he remembers living in a ruined manor that his childhood memories turned into a castle surrounded by the forest. His "clan name" comes from an engraving over a fireplace.

They were part of a loose collective of runaway serfs, fugitive criminals, and outcasts. This group is responsible for the cattle thefts from Medtald, but they, in turn, hide from more powerful forest denizens. Furtive, the rustlers may ambush a small group or try to lure their pursuers farther east away from their camp.

The Lord Must Die

Medtald's future lies in the manor's lands. Sir Tommas chafes at his brother's lackluster performance, especially since his travels drain cash needed for assart from the privy purse.

Thedaen procured a vial of amber liquid during his last trip to Tashal. He is plotting ways he could use it to inherit early. Seleryn saw him staring at the vial and deduced its purpose. He tried to hide it, but she plans to use it on Brynard.

Brynard follows Garulf on his trips through the Hundred. He has watched Sir Taerq [q.v., Ominstru] ambush travelers on the road to Jenkald. He is making plans to arrange an accident for his father on his travels through the forest and is considering hiring the young man and his followers.



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MEDTALD

Lord: Sir Garulf Kobarney

Owes Fealty to: Sir Tommas Kobarney (Hyzevel)

Acres: 1,630

LQ: 1.12

Market Day – afternoon of the fourth-day of each ten-day

Imports:

Cloth

Salt

Exports

Fur

Herbs

Cattle

Timber

H/H (pop)	UF	RF	SF
21 (105)		7	15

Muster	Kts	Yeo	Men
	1	4	0

Business

(* = bonded)

Hideworker*

Timberwright

clan/location

Saemons [1]

Fostus {2}

Place of Worship

Shrine

Religion/location

Peoni [20]

Public Buildings

VIP

clan/location

General Feel

A small, poor manor at the literal and metaphorical end of the road.

The lord ignores his responsibilities and lets him wife and reeve run the manor.

The lord's sons and son in law bully the villagers as they plot and scheme against each other.

The villagers are uneasy with the new and possibly heretical, visions of girls called the Dancers. One of the villagers is cultivating the girls as prophets of an aspect of Peoni, enriching himself along the way.



Plot Hooks:

[8] Usaran had an affair that he now regrets.

[18] Ribon saw a demon in the forest.

[20] The Dancers are girls who have visions of Peoni. Suffering from ergot poisoning, they should be recovering but their speaker, Ubrat, is taking steps to make sure the visions continue.

[22] Pasory is a member of the Tamsen Roliri.

[H] Sir Garulf's sons are plotting to kill him and then fight each other to become the bailiff.

Schedule of Events

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

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

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

MEDTALD

COMMON MAP

