

LOCATION: Fethael Hundred, Kaldor

STATUS: Manor

GOVERNMENT: Sir Falstran Haunty

LIEGE: Sir Eadwin Lournay (Drilen)

POPULATION: Village 115; Manor 12

Ominstru is unremarkable except that the village common anchors the end of the track from Emerule. This manor farms and raises cattle, as is typical of the western part of the Hundred. An old settlement, there are only two clans of peasants in this manor. A visitor might find the inhabitants of Ominstru quiet, even furtive.

HISTORY

A young nobleman of clan Rynsel returning from the Migration Wars founded Ominstru. As the years passed and the clan's bloodline thinned, the lordship passed to the Haunty clan by marriage. The manor's out of the way location has spared it the ravages of war and strife. Enemy armies marched and pillaged their way along the Silver Way, but few forces could be bothered to send raiders into the dark forest to the end of the small track.



Haunty: Chevronny or and gules.

GOVERNMENT

Sir Falstran Haunty is Lord of Ominstru Manor and a vassal of clan Lournay. Sir Falstran is a rotund man who weighs over 300 lbs., as much as a cask of his favorite mead. Since the lord is obsessed with mead brewing, his wife, Lady Erlyna, and her mother, Lady Lorlyn, rule the manor except for the Hall Moot.

ECONOMICS

Like the other villages in the western part of Fethael Hundred, Ominstru raises cattle instead of sheep. The brushy woodland that surrounds the manor spoils any hope of producing wool, so the farmers concentrate on raising cattle for milk, butter, cheese, and beef. In good years, the village exports its smoked cheeses and meats to Getha in time for the Fair.

Bees and furs from the slopes of Omin Mountain are the manor's real source of income. Maunat [5] has carefully distributed his hives around the pastures north of the village. Sir Falstran prizes the clover honey that is gathered, claiming it makes superior mead. The wax from the hives is pressed into brick-sized cakes before being sold to the chandlers of Getha and Jenkald.

Katrin the hideworker [24] sends two large shipments of tanned hides to the ostlers and hideworkers in Getha for use in saddles and armor each year. Rich pelts of sable and bear are sent to the clothiers at midsummer.

CREDITS

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OMINSTRU 2

Sir Falstran's love of mead consumes the manor's privy purse and has sent him deep into debt. His collection of aged meads is worth tens of pounds to any discriminating collector in Tashal, Burzyn, or Cherafir. His emphasis on brewing has been at the expense of other activities, specifically the assart. The fields west of the village have become less and less productive as the forest reclaims those fields.

RELIGION

The religious climate of Ominstru is similar to the rest of Kaldor, where worship of the "Dark Gods" is punishable by death and other religions are viewed with suspicion. The lord and his family attend Laranian services at the abbey in Lethyl or the Chapter House in Hakstyn, rather than endure the company of the Kobarneys of Hyzevel. The ride to the abbey is long, so Sir Falstran and his family generally stay the night before returning home. An Ebsathe visits from Hyzevel and holds Peonian rites in the common.

CURRENT EVENTS

The manor's location at the end of the road has been both a blessing and a curse. Although their remote location has spared them from wars, predatory bandits are as common as wolves in winter. A group of bandits has been raiding the village's stores from the forest to the west and south. They are usually content to steal food and drive off a few head of livestock but their most recent raids have targeted the village's craftsmen. Within the past few months, the salter's warehouse has been broken into during the night. Lady Erlyna is worried that the craftsmen may default on their taxes if they lose their goods.

With Sir Falstran's attention in the brew house, six members of the Arsarl clan have formed a vigilante militia to protect their fields and animals. The existence of such a group of armed and organized peasants is against the law but the reeve and the beadle see no alternatives.

LOCAL MAP KEY

The houses in the village are single story and consist of two main areas. The family uses one part of the house as a living area, which includes space for cooking and eating. The other side is a byre for the animals. Mud and stick chimneys provide for heating and cooking. Interior walls, if any, are the same wattle and daub as the exterior.

THE VILLAGE

1 Hrogun Urdel Yeoman

Old man Hrogun has a house full of children. He had hoped to move his eldest boy, Datril, into an empty homestead across the creek [10] when the boy married but Lady Erlyna said that she needed the cash and rented the house to a foreigner. Since all of the manor's yeomen live under his roof, Hrogun feels slighted. He is now trying to raise money to buy Datril a "piece of wilderness" for the boy to clear for his own farm. He does not hold much respect for Sir Falstran and makes sure that his boys stay indoors at night. Hrogun, a man to carry a grudge, thinks that the lord will give the Urdels the respect they are due only after something bad happens.

2 Margaen Astal Villein

Margaen is an innovator. While others in the village complain, he finds opportunities. He and his beautiful wife hire their neighbors to collect walnuts in the forest every autumn. He then presses the nuts to make oil used to flavor foods, which he sells for a handsome profit in Getha. He pays Lady Erlyna one gallon in three for this privilege.

The real economic masterstroke in his scheme is that he keeps the paste that is left over from the pressing the nutmeat. His wife feeds the paste to their geese, lending a deep nutty flavor to the birds' flesh and increasing their value as well. His wife employs several of the village women to help her pot meat and liver pastes, all of which are highly prized in the markets of Tashal.

**3 Lirana Panda
Half-Villein**

Although she is still a young woman, Lirana has four mouths to feed. Her husband is often away working his trap line in the forest, so she looks after the children and tends the fields by herself. Late last winter, she saw the bandits as they were withdrawing from the village with their loot. Since it was a full moon, she can give a good description of the bandit leader if pressed but has thus far kept this information secret for fear that the bandits might take revenge on her husband.

**4 Cherin Faleren
Cottar**

Cherin holds the dubious distinction of being the fattest person in the village. The old woman is incredibly superstitious and waddles around muttering to herself while she fingers the many charms that are tied to her person. Her daughter disappeared two years ago while watching the cows in their pasture. Cherin thinks the girl was taken by demons but the rest of her family think she is a dotty old lady and the child ran away with bandits.

**5 Maunat Faleren
Cottar (woodward)**

Maunat is the village beekeeper and sometime brewing assistant to Sir Falstran. He is completely loyal to Sir Falstran and admires how the lord makes his meads. Maunat is in charge of collecting the raw materials. In addition to taking the pots of honey to the manor brew house, he makes sure that the beeswax is properly processed and packaged for shipment.

**6 Shorka Faleren
Cottar (Herder)**

In charge of the village's herd of dairy cattle, Shorka pushes her neighbors harder than she does the cattle. She employs almost all of the children in the village to mind the herd as it grazes in the pasture and makes sure that everyone grazes their cow in the correct field. The older children help gather and store fodder for the winter in the manor's barn [6a]. Although she has not been gifted with a great amount of

intelligence, this tall, skinny woman seems to understand her charges and is able to get the cows to yield a good amount of sweet creamy milk.

**7 Vakkell Arsarl
Villein**

Vakkell's chief concern in life is his family. His farm is productive, his six children are healthy, and he is very protective of both. Last winter, his uncle [14] came to him with a proposition. Synë said that the family needed him to train as a warrior and become part of the village's militia. Vakkell volunteered without hesitation, even though he knew that bearing arms was against the law. Now Vakkell trains in the use of bow and spear with his cousins in the forest. Every third day he helps patrol the woods south of the village for bandits and predatory animals.

**8 Roran Arsarl
Villein**

Everyone calls her "Little Roran" but this tall, good looking woman takes the teasing in stride. She and her husband Gosrin have volunteered for the reeve's secret militia and both are natural spear fighters. Her husband claims they are destined to become yeomen but Roran would be satisfied to avoid being hanged for owning the spear that is hidden in her eaves.

When she is not training or patrolling, she wanders the woods looking for truffles. She has a trained pig, fitted with a specially made muzzle that keeps "Spot" from eating the delicacies that his snout discovers.

**9 Habar Asaka
Cottar**

Habar works hard to feed his wife and six children. A short, stout man, he is one of the best plowmen in the village. When he has time, he helps farm Margean's fields [2]. Although the life of a cottar is not easy, he is a good father and does his best for the family. Last year his eldest daughter, Birgita, disappeared in the forest. He does not believe the girl ran away and would give anything to know what happened to her.

10 Loran the Southron Scholar

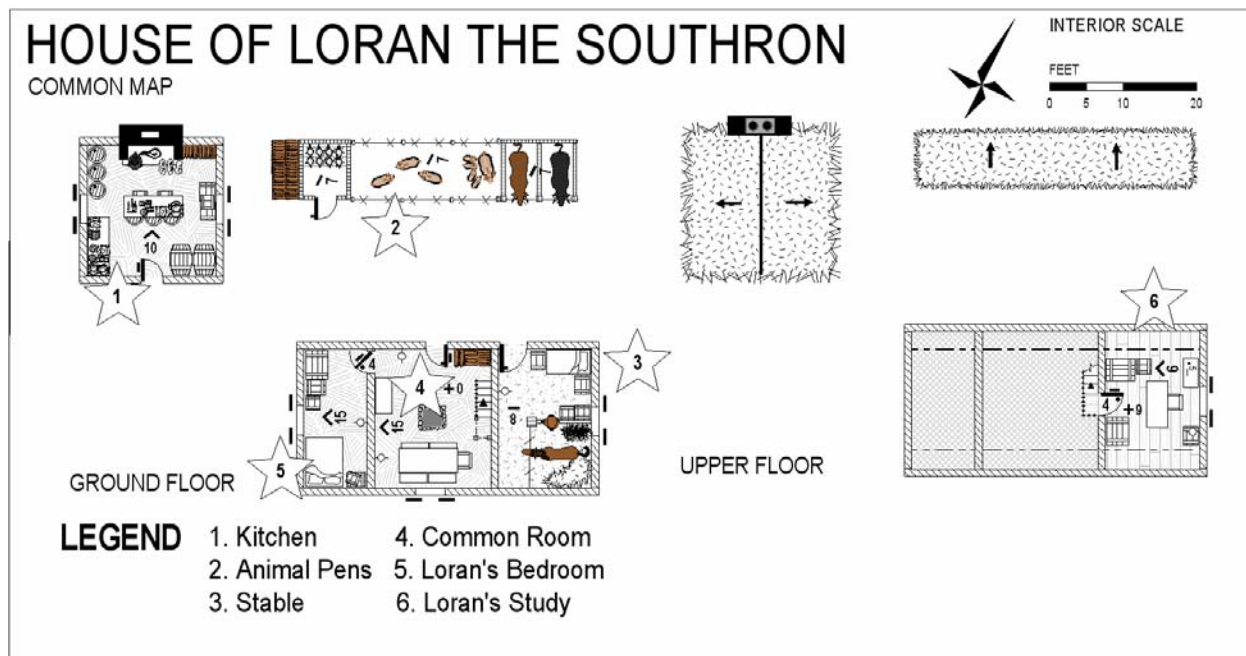
Loran the Southron lives quietly in an old farmhouse he leases from Sir Falstran. Originally from Melderyn, he is amused that the villagers call him a Southron because he is a foreigner from the south. Loran allows locals to think he is an eccentric nobleman pursuing his hobby of poking around old ruins. He won't tell anyone what he is looking for but often pays villagers to tell him about things they've seen in the deep forest.

He is, in fact, a Save K'norran scholar whose specialty is pre-Kaldoric religious history. He has spent the last 12 years studying the history and relics of six minor Laranian saints from ancient Serelind. Loran has researched the subject extensively and thinks that he has located the home of one of the saints. Now, he looks for adventurous people to help investigate the ruins. Obsessed with history and iconography, Loran views the forest bandits as environmental hazards, much like wolves and other wildlife. He would only get concerned if he thought that the bandits might steal something from the ruins that would hinder his studies.

Loran is a slight man of medium build. He can be fawning and unctuous when he wants something but arrogant and demanding when he feels that he is in a superior position. He is balding with long strands of graying yellow hair. He has a bushy, untrimmed, beard and is constantly sucking on the ends of his mustache, making him difficult to understand at times.

Loran's bodyguard, Kiren of Gofayet, is a mercenary Loran hired in Cherafir. The other servants call him "Master Kiren" and are scared to death of the hulking, scarred man. While Loran's nose is usually in a book or old scroll, Kiren keeps his eyes and ears open. He guards against the bandits and has an idea of the identity of the highwaymen but, as long as they leave his master alone, he keeps his peace.

The cook is Pella Faleren. Her husband Iran and their sons Kiran and Kerlyn work in the kitchens. The groom, Mosa Faleren, is their cousin and sleeps in the stable. None of the domestic staff know their master's real identity. As long as they avoid his pet peeves of talking while he is eating and stay away from his private study, they have found him an easy man to work for.



11 Thirsen Arsarl Villein

Thirsen grew up thinking that he would be enjoying a warm hearth and foaming mugs of ale as he approached middle age. Instead he is creeping around the woods at night looking for bandits. He is a good spearman but cannot hit anything with an arrow, no matter how much he practices. More disturbingly, Thirsen is sloppy and occasionally leaves his weapons in his house where they can be seen. Only his wife's diligence has kept anyone from discovering his bow or spear and exposing the secret of the Arsarls.

12 Sign of a Cow's Head Salter (Ketta Andin) Size: 4 Quality: *** Prices: Avg

Ketta spends his day making cheese and smoking meat. He views himself as a food artist. He works closely with Shorka Faleren [6] to get the best raw materials possible. He hires many of the villagers to help him with his work and is a strict taskmaster. His wife badgers him about getting fat, so he attends militia practice with the Urdels [1] at mid-morning.

The Cow's Head's specialty is a white, firm cheese called *gistina*. This is a cheese made in autumn, after the fields produce their second crop. He also makes *rellä*, which is a type of *gistina* that has been exposed to a special mold. Finally, like the other salters in the area, Ketta uses from the whey drained off during the production of other cheeses like *rellä* and *gistina* to make *ristina* (another firm, tangy cheese). Much of the cuisine of the western part of the hundred uses *ristina* but it is a young cheese and does not travel well enough to send to the Tashal market.

Ketta relies heavily on his cousin's salt works in Sezaze to provide him with the mineral he needs to make the cheeses. Before the salt works started producing, he had to purchase salt from merchants in Gardiren. This cost, plus the expense of transporting the salt, left him with little profit. Now his profit has increased five-fold. Later this year, he is sending his eldest son, Gilmar (age 9) to Sezaze to apprentice with his cousin Forsta.

13 Kan Arsarl Half-Villein (Beadle)

Kan is the leader of the secret Arsarl militia. He swells with pride whenever he thinks of the way his kin have supported him in his duty to protect the village. He drills his troops hard, in small clearing at the end of western fields. He spends many early mornings practicing with spear or short bow. Some secret militia members have become reasonably proficient with their weapons and Kan has started to think that they could protect themselves without the help of fat old Falstran and his bullying boy Taerq.

14 Synë Arsarl Half-Villein (Reeve)

As reeve, Synë is responsible for organizing and arming the peasants of the village. She took a grave risk when she used her position to steal weapons from the manor house to arm a secret militia formed from members of her clan. Thieves and small groups of bandits had raided the manor in the past but she only considered this drastic step after her favorite aunt, Aldlë [22], was injured by outlaws.

Fearing discovery, Synë no longer takes weapons from the manor's armory but has been buying arms from her cousin Solvena [Hyzevel #41]. Most of the clan's cash has gone toward buying spears, bows, and arrows for the secret militia. Now almost impoverished, Synë has started "taxing" the manor's revenues to fund her arms purchases and, eventually, to acquire quilted and leather armor for the secret militia.

The weapons are smuggled from Hyzevel by Solvena's sons. Linla Arsarl's boys [Hyzevel #38] carry messages from Aunt Solvena when a shipment is ready. The Hyzevel cousins bring the mule load of weapons' parts under the guise of bringing material to their Aunt Aldlë [22]. Other weapons are brought into the village under guise of trapping equipment.

15 Udar Panda Cottar

On the outside, Udar is an attractive, intelligent man. He is reserved but neighbors

OMINSTRU 6

generally like the tall, well-built man. His four children are quiet and respectful, often helping during the worship services.

Inside, Udar hears voices that demand things from him and when he gives into them, he must kill. The voices come to him at the end of harvest, usually in the first ten-day of Agrazhar. In his dementia, he wanders around the woods north of the village looking for a victim. Two years ago, he strangled Cherin Faleren's daughter [2] with his bare hands. Last year, he garroted Birgita Asaka [9].

16 Torn Tolonan Half-Villein

Torn is a short, miserly man. As broad as he is tall, he dislikes working in the fields but he also dislikes paying others to do the work for him. Few of the villagers enjoy working for him because, no matter the job or the pay, people walk away feeling cheated. Torn likes to watch his six children chase his wife's ducks.

17 Zorna Arsarl Half-Villein

A member of the Arsarl militia, Zorna is an expert bowman. He leads one of the clan's three men nightly patrols every third night. He has poached in the woods long enough to be the militia's tracker. He enjoys the patrols, especially since he usually ends the night by carrying home a hare or even a young deer.

18 Soryn Nelt Cottar

Soryn works long, hard days as a trapper and is worried about bandits. He is envious of his cousins' sudden wealth. Realizing that Tarast [21] is the smarter of the two, he concentrates on Darbain's [23] boasting and divined that they have moved from poaching to banditry. He has not yet figured out if Tarast and Darbain are part of a bandit group or are working on their own.

19 Ardin Loyril Cottar

Aside from being an adequate farmer and a good neighbor, Ardin is a natural performer. He

can sing, juggle, and perform comical skits. He uses these talents to earn money and food entertaining in the Great Hall.

20 Bathil Loyril Cottar

Until last fall, Bathil was the village teamster. He drove the village's goods to Getha and Jenkald in his ox-drawn wagon. The journey was uncomfortable when it rained but he would console himself that walking was better than farming. His attitude changed as he was returning from Jenkald last fall. Three highwaymen fell upon him and tried to take his wagon. When he defended himself with his stave, their leader slashed him with a sword. The bandits left him for dead in the forest but hunters from Drilen found him and saved his life. The hunters found his looted wagon and oxen in a copse of woods belonging to Sir Tommas Kobarney but Sir Falstran decided not to press the issue and accepted Sir Tommas' explanation of the matter.

21 Tarast Nelt Half-Villein

Tarast thinks that he is the luckiest man in the world. Six months ago he was preparing himself to lose a hand after being caught poaching. Two nights before the sentence was to be carried out, Sir Taerq stood over him and offered a bargain. Tarast could not believe that the heir of the manor was offering to pardon him and gave him a job that was not that different from poaching.

Over the last few months, he has helped Sir Taerq rob travelers and pilgrims. Tarast and Darbain grab the purses while Taerq brandishes his sword. In all, they have made a pretty penny from being highwaymen. Sir Taerq has promised to make Tarast and his cousin Darbain [23] yeomen once he becomes lord of the manor.

22 Aldlë Arsarl Cottar

Aldlë is getting on in years so, when bandits broke into her house and tried to steal her cow, they probably did not expect much of a fight. The little old lady flew at them like a demon, however. She saved her cow but ended up with a cracked

skull. Her family nursed her back to health and she is back in the fields with only some blurry vision and a ringing in her ears to show for her adventure.

Her two sons are grown and patrol the village perimeter together. The patrols stay close to the village and the Arsarls are rough with anyone they find in the forest at night.

23 Darbain Nelt Half-Villein

Darbain's cousins [18 & 21] tell him that he looks like a rat with mange. Darbain, whose intelligence is overshadowed by any sort of rat, thinks that this is a complement to his tenacious nature. He is part of Sir Taerq's band of robbers and is quite pleased with the added income. Darbain likes to drink and when he drinks, he likes to talk. Tarast has had to stifle his drunken stories on more than one occasion. Recently, however, Sir Taerq heard one of Darbain's boasts and now the little man's days are numbered.

24 No Sign Hideworker (Katrin Astal) Size: 3 Quality: **** Prices: Avg

The local hideworker is a tall, thin man. His neighbors think he is furtive but he is just uncomfortable around people. Katrin leases traps and other equipment to several of the serf families. These peasants, mostly from the Arsarl clan, run trap lines and pit traps in the forests around the village. They lease the equipment and then sell him the unfinished pelts at the end of the season, keeping the profit.

Katrin is unaware that the Arsarls do more than trap animals in the forests. If he were ever to discover that his trappers were smuggling weapons or acting as an illegal militia, he would leave the Shire rather than face the court.

He hopes this year's pelts will give him enough cash to buy a large cauldron to make kurbul. He has convinced Lady Erlyna that the manor's beeswax can make armor locally at a better profit than sending the wax away to be made into candles and salves.

The Manor House

The manor house has not changed much over the years but the signs of decay are there for those that are observant. The rampart is eroding into the dry moat. Clusters of weeds sprout up in the courtyard and most of the roofs leak. Most significantly, the manor house's walls are weakened and in need of a mason's service.

A The Gatehouse

A1. One of the lord's yeomen stands here guarding the gate during the day but the gate is closed at night.

A2. Beldis (see pg. 9) likes to stand here in the evenings and watch the sun disappear into the mountains.

B The Manor House

B1. The Storeroom and Armory: The southern end of long, dark room is where Sir Falstran keeps the manor's daily necessities and household mead that is aging. The other end holds the militia's weapons and salted rations. Lady Erlyna has the cook use the salted rations to cut costs.

B2. The Great Hall: During the day, this room is a lively place, full of sounds and smells of life. Sir Falstran's family and personal staff sleep and eat here. Lady Lorlyn and Sir Taerq sleep near the dais. Beldis, the squire, makes do near the hearth.

B3. The Lord's Chamber: Sir Falstran and his wife sleep in this room.

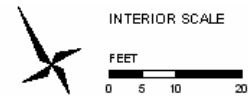
C The Brewery

Sir Falstran spends many hours supervising Haes Loyril as they produce his mead. Haes makes a *bragot* from the lesser quality honey and malt. This sweet ale is popular and Sir Falstran often gives away kegs as presents. The real prizes are the dry meads that age in oak barrels [B1]. Made from the best clover honey and local herbs, the brews are left to mature for years. Some of these hogsheds are worth over a 1,000d each.

OMINSTRU 8

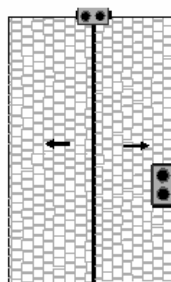
OMINSTRU MANOR

COMMON MAP

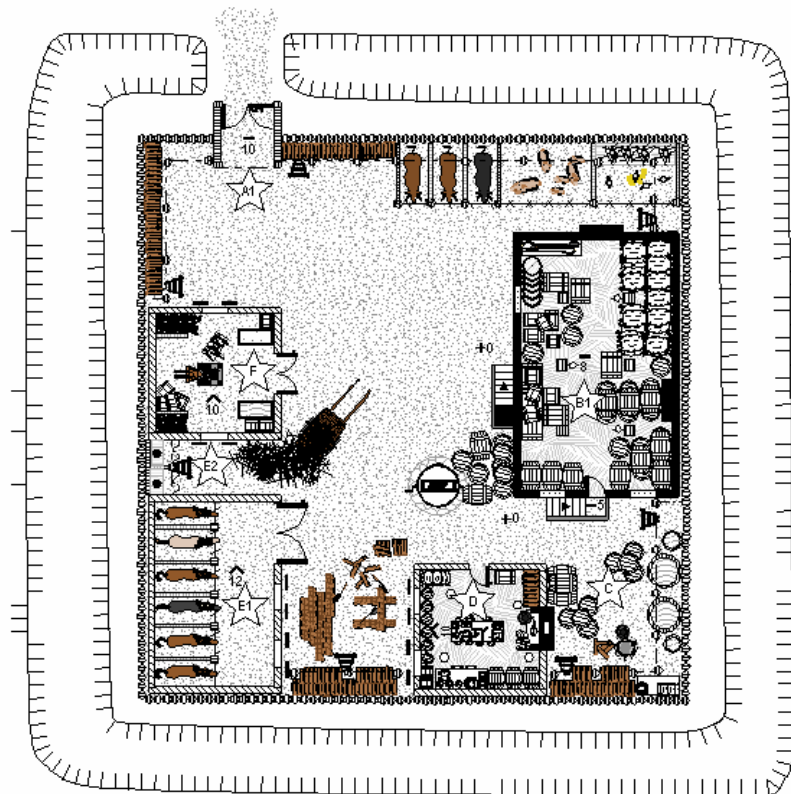


Legend

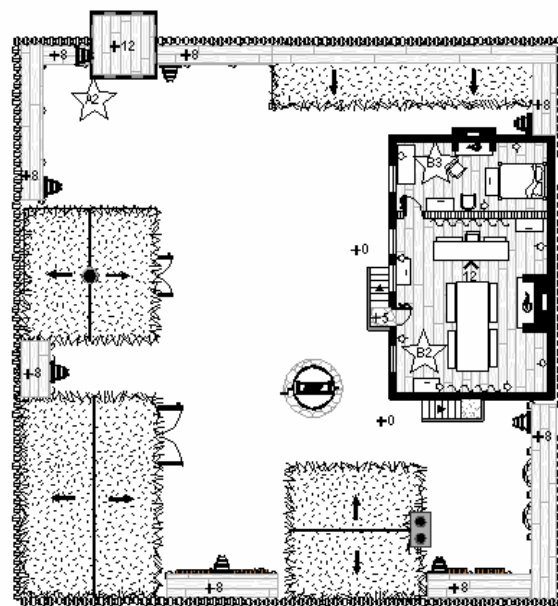
- A1. Gate
- A2. The Look Out
- B1. Storeroom
- B2. Greathall
- B3. Sir Falstran's Chambers
- C. Brewery
- D. Kitchen
- E1. Stables
- E2. Garderobe
- F. Smithy



Manorhouse Roof



Ground Floor



Upper Floor

D **The Kitchen**

The kitchen staff sleeps here, leaving the Great Hall to the family. In addition to cooking and cleaning, Sorgin is responsible for the ducks and chickens that live in the kitchen yard.

E **The Stable**

Sir Falstran's warhorse is here but has been rarely exercised since the beast bit Sir Taerq. The family keeps four hunters and two palfreys. The horses have seen so little use that Lady Erlyna is trying to sell two of the hunters to cut the manor house's cost and pay some of the bills.

F **The Smithy**

Ravin Sermel is the manor's only bonded craftsman and the work for the villagers keeps him busy. He makes household tools and traps for the hideworker but his specialty is pots and pans. He is the Hundred's best tinker and supplies Varybis with items made to order.

The Manor Household

The Lord and Lady of the Manor

Sir Falstran Haunty is a 41 year old oenophile. Rotund and irrepressibly happy, his life's focus is in crafting his meads. He does not have any idea how far his family is in debt and is content to let his wife attend to daily matters around the manor. He hasn't ridden in a hunt for years and avoids most of the usual knightly activities, preferring to work in his brewery.

Lady Erlyna Haunty, nee Sarebor, is 43 years old but still as svelte as she was when she was 20. Her elfin features belie a hidden strength. Her marriage to Sir Falstran is her second. Her first husband died in 694, leaving her a 17-year old widow. Lady Erlyna works hard to stave off Ominstru's creditors but knows better than to suggest that her husband sell any of his meads.

Inhabitants of the Manor House

Sir Taerq Haunty (male, 20) is Sir Falstran's heir. He is arrogant and vindictive, secure in the

knowledge that his social class will absolve him of most of his offenses. Taerq is especially offensive toward merchants and moneylenders. He calls them leeches and carrion crows.

Beldis Banadar (male, 17) is a fair-spoken young man with an interest in history. He is a slightly built, attractive young man who would rather read a book than tilt at a quintain. While not weak, he is not a loud mouth bully like Sir Taerq. His key goal is to do good and this provides Sir Taerq with endless baiting fun. His family is from Bidow, where they are clerks and warders of the Shire Moot court. Beldis is in a difficult spot since Sir Flastran doesn't care about chivalric pursuits and the rest of the Haunty family ignores him. He has become friends with Loran and is entertaining the idea of becoming a herald. His family wants him to become a knight in the Baron's household, marry a landed girl, and raise the family back to being landowners. A tall order indeed.

Lady Lorlyn Sarebor is an older version of her daughter. At 58, she carries herself with the sprightly energy of a youth. She despairs over her son-in-law's preoccupation with mead making and is determined to help her daughter stop the downward slide of the manor's fortunes. While Lady Erlyna is hesitant to sell her husband's mead, Lady Lorlyn has been making discrete inquiries about how to sell some of the older barrels to pay off the creditors.

Inhabitants of the Manor Kitchen

Sorgin Astal (male, 36) is the cook. He is a committed bachelor, not that any woman would have him. His conversations are littered with profanity, whether he is happy or angry. Some of his more colorful phrases have raised cursing into a vulgar art form.

The Alewife **Haes Loyril** (female, 36) is fascinated with Sir Falstran but she has trouble convincing herself that all the fuss over the mead is worth it. In addition to helping the lord with his hobby (as she sees it), she also brews the ale for the manor house. Her husband, **Aerlan Loyril** (male, 44), assists her and is also the manor's baker.

OMINSTRU 10

The manor house has three domestics. **Varancë Arsarl** is the beadle's niece. She was drawn into the risky business of borrowing bows and spears for the men of her clan to use while they patrol the woods. Her uncle has thankfully started buying weapons for the militia but Varancë still smuggles a few bows, spears, or shields from the store room when asked. **Saril Panda** and **Naben Dyren** are teenagers that work in the kitchens. Neither is aware of Varancë's deeds.

CLAN HAUNTY

The Haunty clan is a picture of a fading noble family. They were once known for their skill at arms, especially the use of a battleaxe in the shield burgh. The family gained Ominstru through marriage after the Baronial Revolt. Though once doughty warriors, they have been poor stewards and the manor has declined over the years. They were never renowned for their inventiveness but action has given way to dissipation and the last three lords of Ominstru have been gambling drunkards and common gluttons.

Sir Falstran is the latest of this failing line. He is perhaps the last lord, but that remains to be seen. He, like his father before him, is a fool and a better trencherman than knight. He is blissfully content to tinker with his brews or debate the quality of various honeys while the forest reclaims his fields. He is heavily indebted to the moneylender of Getha and his wife has difficulty maintaining their lifestyle.

Most everyone in the Hundred calls young Sir Taerq "the Terrible." The heir to the manor, he is a bully and a thug. At 20, he is widely avoided by peasant and noble alike. He favors flogging those that vex him and carries a quirt at all times for that purpose.

Hanis is eighteen and a squire in Drilen. Not suited for a vigorous life of a mercenary or paladin, he is bound for a herald's life. Hanis is his mother's favorite.

Pers has just passed his sixteenth birthday. He is lucky enough to be squired in the Baron's household but has no ambition to become a

landless knight bachelor. He is a timid young man, better suited for the Shattered Spear of Sorrow than the Lady of Paladins.

ADVENTURE SEEDS

Save my Shipment

Varybis Haral is the Hundred's peddler. He has been having some problems during the last two months. While traveling between manors, he has been stopped and his cart ransacked by a group of masked bandits on three separate occasions. He offers the PCs 10d if they guard the next shipment, with a further 20d if the shipment makes it through. It is well known that Varybis takes special orders and often carries expensive goods in his cart. He has a special order of some luxury item to collect from Sir Falstran Haunty and is worried that the bandits will try to take the item away. Sir Falstran has detailed one of his squires to scout the area but nothing was found.

In fact, the Sir Taerq and two of the local villagers are responsible for the highway robberies. Sir Taerq has taken a dislike to Varybis for some slight and is enjoying the feeling of revenge and the use of the peddler's goods.

If the PCs refuse the request, the shipment will be stolen and Varybis will end up walking back to Getha without his clothes. His very low opinion of the PCs will make it difficult for them to purchase goods from him or his clan in future.

If the PCs accept, they will be paid their 10d and will start the next morning. The cart will be attacked as it crosses the road between Emerule and Drilen. The bandits are wearing hoods and masks and carrying spears and bows. Not expecting the PCs, the bandits will flee once one of them has been wounded. The PCs will accompany the delivery and receive their 20d.

If the PCs report the attempted robbery to Sir Falstran, a careful PC will notice that Sir Taerq or one of the villagers have wounds matching those delivered to the bandits. The lord will ignore any accusations and PCs will become unwelcome should they press their case too vigorously.



OMINSTRU

Lord: Sir Falstran Haunty

Owes Fealty to: Sir Eadwin Lournay (Drilen)

Acres: 1,080

LQ: 1.10

Market Day – Villagers take goods to Drilen on sixth-day every ten-day

Imports:

Wood (casks, lumber)

Copper, Iron, Tin

Salt

Exports

Charcoal

Fur & leather

Truffles & potted meat

Wax & Honey

Cheese (gistina, rella, ristina)

Mead

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

Muster	Kts	Yeo	Men
	1	2	

Business

(* = bonded)

Hide-worker

Metalsmith

Salters

Teamster

clan/location

Astal [24]

Sermel* [F]

Andin [12]

Loyril [20]

Place of Worship

Religion/location

Public Buildings

VIP

Scholar

clan/location

Sukriel [10]

Haunty [Manor house]

General Feel

A manor that is struggling to make ends meet.

A lord, preoccupied with his hobbies, has allowed his manor to sink into debt and disrepair. His wife and his mother in law are trying to make the once profitable manor successful once again.

The peasants feel abandoned by their lord and, rather than rebel against a fool, are looking at other ways to defend their lives and property.



Plot Hooks:

[1] Yeomen feel slighted and are shirking their duties.

[4] [9] Young girls have disappeared in the forest.

[10] Scholar pays people to find things for him in the forest. He pretends to be an eccentric nobleman but this is only half true.

[14] Arsarls have started a secret militia and are smuggling weapons from Hyzevel. The Reeve is paying for these weapons by skimming manor revenues.

[15] A serial killer has been strangling young people in the woods.

[18] [21] Poachers turned highwaymen, they work for the heir to the manor, Sir Taerq.

[20] Teamster is looking for protection.

Schedule of Events

Hall moot held on the second Second Day (day 12) of each month. While Sir Falstran may begin the proceedings, Lady Erlyna makes sure that all of the business is concluded properly..

..Week...	Sir Falstran (Ominstru)	Events
Nuzy 1	Ominstru	
2		
3		
Peon 1	Lethyl	(3)
2	Ominstru	
3		
Kele.1		<i>Wool Fair</i>
2	Getha	<i>Getha Fair</i>
3	Ominstru	
Nolu. 1	Tashal	<i>Tashal Fair</i>
2		
3	Ominstru	
Lara. 1		<i>Chelbin Tourney</i>
2		
3		
Agra. 1	Jenkald	(2)
2	Ominstru	
3		
Azur. 1		<i>Kiban Fair</i>
2		
3		
Hala. 1		
2	Ominstru	
3	Getha	(4)
Savo. 1	Lethyl	(3)
2		(1)
3	Ominstru	
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. Sir Falstran goes to Drilen to meet with Sir Eadwin before accompanying him to Getha to meet with the Baron