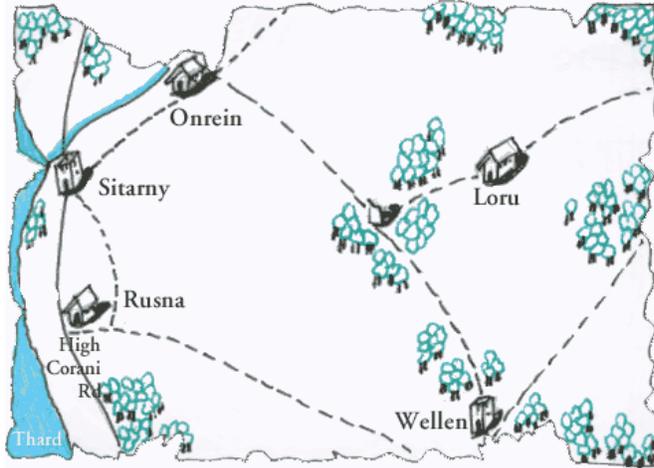


# RUSNA

Location	Gerium Province, Thardic Republic
Holder:	Clan Molorn
Liege:	Sir Larrius Molorn
Population	Village X, Manor Y



Rusna is a coastal manor on the north bank of the River Thard. Clan Molorn intrusted it to the care of the Clan's fourth son, one generation removed. The manor sits just north of the High Corani Road, between Fobin and Sitarny. The High Corani road crosses two lesser roads at Rusna. One runs north to cross back to Sitarny, with the other runs southward towards the outpost of Wellen.

Rusna lies on a river plane bounded to the east by haunted ruins that lie at another crossroads. To the west lies the Thardic River. The High Corani road runs north to Sitarny, and south to Fobin.

The grain and fallow fields of Rusna are divided by well-trimmed bushes business and fruit tress. The river has a rocky slope and shallow shore with fast dark water. Safe landfall is impossible because of the swift current close to sore, but locals still cast nets into the river to supplement their own diet and help pay their hearth tax.

The village lies south of the High Corani road, and is divided into small hamlets by fruit trees and planted groves. The design of the village comes from its founder, Karoke of Molorn, who was lovingly called the mad gardener. He brought a wide variety of fruit trees to this fertile corner of the Republic. His madness was catching for even today, visiting merchants try to better one another by bringing in exotic fruits and their ungerminated seeds. The current master of the manor has an interest in gardening but it does not compare to the obsession of gardening and beauty which is his wife.

## Current Affairs

Rusna is one of the few remaining holdings of the once-powerful Molorn clan. Founded decades before the Thardic Republic existed, the manor grew only slowly. Too close to either Fobin or Sitarny to be a way-stop, and too small to ever attract the larger caravans that roll along the High Corani Road. Still, the manor plays an important part in Clan Molorn politics.

Currently the clan insists that all equestrians of their clan serve a minimum term of four years in the legion before being permitted to inherit. While they do not have a senatorial seat, they are slowly gaining a majority amongst the Tala of Gerium legion.

Clan Molorn survived the turbulent years prior to the Republic's founding, but during the fall of Themeson, the clan lost its senatorial holdings. While the senate did pay the clan a reasonable stipend and provided legion appointments to those clan members who lost their revenue, the loss broke the clan's back. Rumor has it that Senator Agustus Molorn committed suicide rather than return to his clan without the legion's support. Others say the shock was too much for the 57 year old man, and the gods spared him seeing what the loss did to the clan. Without the constant income and the prestige of ownership, Clan Molorn could not afford to start more colonies; and without land important to trade, they found borrowing from fellow land owners impossible.

Fortunately Rusna's location is as much a protection as a curse. Since no caravan of good size stops in the manor, neither do the bandits. Raiders stay away because the High Corani Road is too well patrolled.

Sir Larrius of Molorn took control of Rusna in 708TR, when his father, Patrick, fell ill. He died three years later and is buried north of the manor. His mother, Matrina, lives with her youngest son's family in Loru.

With Larrius' uncle, Sir Purlod of Molorn, now ill in his old age, Larrius is the next in line to become patron of his clan. The patron seat, in Carmony, has other claimants all closer to Purlod and, while he's considered crafty and cunning still, Larrius fears Purlod will be swayed by sycophant mumbling instead of sacrifice and loyalty.

Sir Purlod's eldest son, Nibor, is expected to be the next candidate the clan backs for a senatorial seat. Nibor is to marry Alicia of clan Sosaldas this fall. He will gain the manor Nom, north of Loru, as

his marriage gift. Before he can marry, however, he must complete his fourth and final year in the legion. Neither his mother, nor his aunt believe the marriage is a good idea.

### Economics and Agrarian Life

Rusna has 1380 gross acres, of which 580 are wooded and 800 are cleared. Of the cleared land, the tenants hold 669 acres and the demense is 101 acres. The principal crops grown are Barley, Oats, Hay, Vegetables, Flax and Apples. The Thardic River valley is known for its variety of apples and the fruit is shipped both fresh and as alcohol all over the region.

Rusna has a small herd of sheep, goats and swine which provide it with milk and meat year round, about 1/3 of the meat produced by the village goes towards paying the legion hearth tax. A few villagers have their own swine or goats. A large number of these are slaughtered each winter, to reduce feeding costs. The sheep are kept throughout the winter because of their wool. Only a few of the villagers do not have their own swine or chickens and everyone fishes the river Thard with nets for fish, crabs, mussels and lobster. Fishing rights were given to everyone when the manor was founded.

### Local Map Key

The rough map of Rusna is available after the *Manor Forms* following this article.

#### [A] The Manor

Ialak, Sir Molorn's father, surrounded the manor with a wooden palisade in 698TR. While there are no men-at-arms in residence to defend the manor, most merchants still prefer trusting to the safety of the palisade than stay without.

#### [B] The Orchard

Producing the juiciest apples in all the river valley, the orchard is the manor's pride and joy. When the apples turn ripe everyone provides service in collecting them quickly before the birds and other wild animals can damage the produce. The permission to collect wind-fall from the orchard is rarely given to the populace of Fobin. During picking season, however, the manor does not seem to mind if some go missing.

#### [C] The Old Dock

Built in 682TR, the river destroyed all but its shell within the following winter. Now it provides a launching point for nets and swimmers, but no

boats use it due to the river's swift current which runs an undertow not 5' from the dock.

### The Village Residents

The key numbers below correspond to the numbers on the *GM Map* and the *Village Census Form*.

#### 1 WOODCRAFTER (Clavence & Mannellet of Arlon)

Clavence helped rebuild most of the buildings in town, after a fire in '16TR. Well liked by the locals, he tends to fix more wheels and barrels these days than actually build with wood. He and his wife are childless, but tend to act as grandparents and baby-sitters to most of the children of the village. Clavence has eight chickens, a goat and six sheep.

#### 2 VILLEIN/REEVE (Balan & Yganone of Amain)

Balan was elected Reeve in '12. He and his wife have five children. Anains (M:6), Ulfinas (F:7), Leron (M:10), Bencubon (M:10), Ettadain (M:12) who all help tend their father's land. Yganone and her daughter Ulfinas are weavers who work with Naniane of Birkonion (#14), when she is in town. The family has six sheep and trades with locals for more wool as needed. Ulfinas has a natural talent for weaving, and most believe she will be a good bride. Her mother has already filled her bridal chest with home-woven blankets, cloaks and shirts. The oldest boy, Ettadain, is learning his father's trade while the twins, Leron and Bencubon work as sheep herders when there's no fields to plow or harvest. Yganone refuses to let any of her children talk of marriage until after they have served their four years in the legion. Yganone is a veteran legionnaire who serves her 90 days in Fobin each winter. Balan is exempt from service due to his position as Reeve. Yganone also looks after Naniane of Birkonion's four children when Naniane serves in the legion. The two families are close, with the children considering each other siblings.

#### 3 TIMBERRIGHT (Brannes & Argodaine of Kail)

Brannes & Argodaine of Kailare locals who married at a young age. They have four young children, Ilian (M:2), Marrivis (M:3), Irgana (F:2), Argodaine and Brannes work their 20 acres together whenever they can. The children are left in Mannellet's care (Woodcrafter#1). The young couple have four chickens, and two goats. Brannes is responsible for seeing the wood is cut back from the farmland and houses yearly. While he would love to be hired to clear more woodland, he understands Sir Molorn's dilemma. The revenue

from woodland cutting is direly needed by the manor, but they just don't have the labour required. Brannes will suggest using legionnaires as a labour force at the next Hallmoot, but he doesn't believe it will be well accepted.

**4 SWINE HERDER**  
(Tadain & Hevaine of Chebel)

Hevaine comes from Sitarny. She met her husband, Tadain, when he was learning his trade in the fields between the two manors. She visits her parents each winter. They have four children: Llyraphe (F:8), Gatteres (M:9), Bevalvain (M:10), Hanis (M:11). Gatteres is smitten with Ufinias (#2, Villein/Reeve). The whole town knows of their young affair. Gatteres intends to return from his tour in the legion a hero - if only to better impress Ufinias. Hanis practices his father's trade, thinks Gatteres is a smitten fool and pray regularly he will fail the legion's test. His younger brother Bevalvain wants to join the legion, as does Llyraphe, if only so that Hanis has more to inherit. The family struggles to survive and work their 34 acres yearly. They have nine pigs, and two chickens.

**5 METALSMITH**  
(Antant & Gorrida of Harand)

Antant is from Onrein. He met Gorrida when she came to the village to trade wool for milk for her sick mother. They married last year and have one young son, Verdotan. Antant works regularly, repairing farm implements and pots and pans. Occasionally he helps Clavence fix barrels and wheels of visiting caravans, but the work is light and Antant enjoys farming more than metalworking. Neither he, nor his wife, served in the legion - but they both hope their son will succeed where they failed.

**6 HALF-VILLEIN**  
(Tasirian & Made of Quaridos)

Tasirian is brother to Antant. Tasirian, as the younger, looked after their ailing father until he died five years ago. Made is considerably younger than Tasirian, but married him because of his wealth and sees marriage as a simple duty. She is fond of Tasirian and hopes love will come over time. Tasirian loves his quiet and unassuming wife both for her weaving skills and her homemaking. Made works closely with Yganone as she does not have her own loom. Locals consider him to be a success story as his plot of land (some 55 acres) has always been plentiful. Made gave birth to a young boy last fall. Clelin is the apple of his father's eye.

**7 YEOMAN**  
(Liolfenan & Baurtun of Beda)

Liolfenan is a Longbow reservists who serves his 90 days in the fall at Sitarny. His family works 20 acres of land, mostly of flax and barley. His wife, Baurtun is Tadain's sister. Shortly after her mother passed away Liolfenan asked for her hand. Her father agreed. The old man, Clachew, lives with them still although he no longer works the fields. They have three children: Clacheu (M:2), Ines (F:3), Fallinian (F:5), of whom Clachew takes care. Baurtun is an embroiderer who gets regular work from Yganone. Liolfenan has permission to hunt on manor lands, and trades meat for the milk, eggs and thread his family needs. Liolfenan is a loner who's marriage surprised the village. He seems more at home in the wilds stalking game than at home with children on his knee. Tall and lean he is a stark contrast to his plump wife. Clachew has mellowed from the visitors old curmudgeon to a loving granddad in just a few years. Is it any wonder locals consider Baurtun a miracle worker?

**8 VILLEIN/GOAT HERDER**  
(Bline & Rutera of Chela)

Bline was born in a prison cell in Geishte and has worked hard to raise himself above that all his life. He refuses to speak of his mother, whom most believe to be dead. He has no father he can remember. Rutera is a local girl who's parents recently passed away. She met Bline, who was working as a pedlar, and invited him home for dinner. The story goes that he never left, giving up his peddling ways for her love. Now his wanderlust is constrained by his herding the manor's goats. For a small fee he also looks after the villager's goats. Rutera is a petite woman who manages the family's 36 acres of land. The younger children are sent to Clavence & Mannellet of Arlon (#1) during the day while the older tend the house and help with the field work. Lisitia (F:3), Cassia (F:4), Straso, (M:6), Donunius (M:7), Larrius (M:9)

**9 VILLEIN**  
(Leascalius & Vabennia of Mailobel)

Leascalius is a legion brat, who's father dumped him off with old Timyr of Mailobel. Timyr adopted the orphan and raised him as his own. Still Leascalius has a hatred for the legion. Leascalius is an argumentative, sour young man who seems happiest when arguing. His wife, Vabennia, is similar in attitude - at least with him. With her children she is protective and gentle. Their children are quiet, preferring anyone's company to that of their parents. The oldest boy, Angius, wishes to join the legion in two years and is thinking of

running away. The boys all help their father manage their land. Gritian (M:13), Ventus (M:13), Angius (M:14).

### 10 VILLEIN (Menare & Galontilian of Evimè)

Menare is a natural leader of men. While not in the legion, he tends to head up any village complaints in the HallMoot. In addition, he is well liked by everyone - including Sir Molorn and his family. Galontilian is a brewer, often working with the manor staff to produce apple brandy - the true money maker of the manor. The couple is deeply in love after 12 years of marriage. They have four children: Prelus (M:4), Tisirian(M:5), Baenia(F:6), Lunstalion(M:8), Melius(M:12)

### 11 VILLEIN (Brec Anesen)

Brec's wife died two years ago when their hut went up in flames. The man has since drunk heavily. His four boys look after their father's land and their father with equal care. They try to hide his drunkenness, but it's a well known secret. Mineles (M:9) is an extrovert who loves to see people smile and laugh, Abrius(M:10) is a pessimist who scoffs at his younger brother. Vunius (M:11) and Caro (M:12) are both quiet and hard working. Both worry what will happen when they turn 16. They hope to find their father either a wife or a keeper - as they fear if they leave the man will suffer a bout of depression and kill himself and possibly the younger boys; as he has tried to do in the past.

### 12 YEOMAN/LIGHT FOOT (Godis & Axena of Garphilon)

Godis is a picky man, many find him impossible to deal with. His form is near perfect, and he's never missed a target in all the years he's been in the legion. His wife, Axena is shy, never contradicting her husband in public. When they get home, however, it's another story entirely. Their fights are commonly heard two and three houses down the street. Their sons seem embarrassed by their parents fighting, but are very polite and reserved with the other townsfolk. They work their father's land. The sons are: Lattullius (M:6), Eptian (M:7), and Malian (M:9). Godis often jokes that he always wanted a daughter - so his sons will just have to marry early.

### 13 VILLEIN (Thelodis & Lena of Trunsen)

Thelodis was a Militias Auxilliari when he met Lena. Their five children have exempted him from military duties these past three years. He

hopes the exemption will remain as Lena cannot look after their brood alone. With the help of their two oldest they manage to farm their 34 acre plot of land with good results yearly. Their neighbors describe them as quiet and energetic. Thelodis never seems to mind helping a neighbor, and never asks for recompense. Lena is reserved and quiet but good natured. She likes to help when she can, but is fairly busy herself. Still she always manages to make something nice (a shawl, a blanket, or food) when a new baby is born or when someone falls ill. Her children are often drafted into her good deeds. Peroniusus (M:3), Mucirdius (M:4), Crania (F:5), Lena (F:7), Mister (M:9)

### 14 YEOMAN/MEDIUM FOOT (Naniane of Birkonia)

Naniane is a widow of good standing. Her husband died three years ago, serving in the legion. Since then she's survived on her own legion pay and what income she gains working as a weaver with Yganone of Amain. When she is on duty with the legion, her children are left in Yganone's care. Naniane has four children: Vonnas (M:4) is the youngest but struggles hard to keep up with his brothers. Many say he looks identical to his father. Peroniusus (M:6) and Mucirdius (M:8) are inseparable. They regularly bother Ircel (#15) for stories, or stroll through the village greens searching for adventure. Both boys hope to become full time legionnaires when they grow up. They tend their mother's plot of land and work only 1/3 of their allotment of the Manor's lands. This still gives them a surprising amount of time to get into trouble. If a legionnaire comes into town, it is certain these three boys will be there and take in every moment, just waiting for something to happen.

### 15 PEONIAN PRIEST (Ircel)

Ircel lives alone and cares for the two oldest men in the village. Vunian (M:53) was a man-at-arms for Sir Larrius of Molorn's father. He chose to retire within the village and pays Ircel for his keep. The man is a veritable font of local lore, gossip and knowledge. Ircel often diverts children his way to hear his stories. Tolpius (M:52) is arguably the second-oldest in the village. He claims to be the oldest and often argues that Vunian's memory failed long ago, thus he forgot the year of his birth. It's an old argument. Tolpius was a local farmer. After his wife passed away two seasons ago, he moved in with Ircel and gave his home over to Martason and Quara of Frael (#17). Quara is his only child. Ircel also looks after a mute woman who seems to be in her late twenties. Locals call her

Maria, but since she was found at the roadside some three years ago, no one is sure of her name. She was originally rather skittish around men, but has since calmed down some. He receives a total of 3760d a year from tithing (Glebe).

**16** SLAVE  
(Guinencalla & Cucennius of Frinary)

Cucennius (M:4), Encrunis (M:5) Cost: 7,200d Guinencalla and Cucennius use to work in the manor house. When their love for each other became apparent with Guinencalla's pregnancy, Sir Larrius granted them land and a house. Cucennius is working hard to earn his children's freedom. The two boys are quiet and tend to hide behind their father as often as possible when out in public. Together the four of them are most regularly out in the fields, working land either out of duty or for money. They are occasionally hired by Bline & Rutera of Chela (#8) and Tadain & Hevaine of Chebel (#4).

**17** HALF-VILLEIN  
(Martason & Quara of Frael)

Quara is a quiet, unassuming house wife that cooks well and seems to live for her family. Her husband, a farmer from Onrein seems equally dedicated. They visit Tolpius regularly, often bringing him food. Martason has big plans for his land, and works hard to feed his ever-growing family. Quara does some needlework, but is usually busy trying to keep her brood clothed. The children seem to be everywhere, and always underfoot. Cantienius (M:1) can already walk, and while he does teeter some still, he now moves fast enough that Quara has a hard time keeping up. Maro (M:2) is considered a little angle by everyone but his mother - who always has to deal with the trouble he gets into. If there's a place he shouldn't be or something he shouldn't be doing - chances are that's exactly where he is and what he's doing. Sylanis (M:2) is quiet and seems unwilling to partake in Maro's trouble. But his looks are less and he seems less charismatic for a 2 year old. His mother loves him no less, but people tend not to notice him. Classius (M:4) and Immius (M:6) both help their father in the field. Classius works for a few hours each morning, and again after breakfast, where as Immius is expected to work all day long. The brothers fight as siblings often do, but they are staunch defenders of each other and their father's honor.

**18** MILLER  
(Tonare & Verigia of Khond)

Tonare is a rich man by local standards. While he owns his own mill, he rents the millrights

yearly from Sir Larrius. He inherited the mill from his father when he fled Themeson and was forced to give up his land there. His then pregnant wife, Verigia, only barely survived the trip. She is since considered "delicate" although such a term belies both her physical appearance and her attitude towards hard work. She has four children. Andrew (M:4), Mathius (M:6), Araenapus (M:7), and Hitelabius (M:9) all help their father with the land and the mill. The boys are close and often form a team against all comers in the village. They are friends with Cucennius, Encrunise (Slave's children #16), and the Yeomen's boyd (#8, 12). The other children in the village find this group too rough to accept as close companions, but the boys always do try to present their nicest side to the ladies (whether they like them or not). In their minds no woman is a "lady" until she's at least 20.

**19** YEOMAN/LIGHT FOOT  
(Tarise & Sirtidus of Shebelis)

Tarise and Sirtidus both server 9 ten-days in the legion, she in the winter and he in the summer. The twins, Antonius (M:16), Maria (F:16) are both in Fobin serving their first four years of legion duty. In return for serving as part of the land duty, they receive 102 acres. The twins were close to Gritian, Ventus, and Angius (#9) and their parents hope that, when Maria returns she might consider marrying Angius. While Angius seems willing, Maria has yet to be informed. Tarise is a respected huntsman and his wife sometimes cooks for the manor.

**20** VILLEIN  
(Evanes & Flaccunia of Hordirin)

Cevarus (M:8) plays with the other children of his age in the village, and is a close friend to Immius (#17). His mother, Flaccunia is the daughter of a dye merchant from Coranan. She works with the local women to help bleach and dye the wool each spring. Evanes is a quiet and hard working farmer. He and his son work their 26 acres alone. It is a source of great pride. Cevarus is a good farmer, although a bit young, his father intends him to receive everything when he turns 16. Cevarus is currently uncertain if this is a blessing or a curse. Like most young boys in Tharda, Cevarus wants to be a Legionnaire. Evanes hopes he will soon outgrow the notion. Evanes is a local lad who's father passed away when Cevarus was born. His mother died in giving birth to him. Many believe that was why Evanes insisted Flaccunia only have one child. He still tends to get nervous when around pregnant women.

## 21 YEOMAN/LIGHT FOOT (Baleins & Poncrolia of Urd)

Baleins is a stout man whose career always catches strangers by surprise. His girth hides great strength and an agility few believe until they see it. His wife, Poncrolia, came from Themeson where she lost her parents and her brother. She is exempt from legion service until all her boys reach the age of 16. It is most likely she will ask that one of her boys replace her. Sir Larrius knows her intentions, but has --as yet, said nothing. The boys, Cargedianus (M:10), Ciccus (M:11), Esdranus (M:13), all intend to be legionnaires. Cargedianus, however, has a knack for looking after the land. He started working the land with his father and older brothers when he was 6. His father serves over the winter at Sitarny.

## 22 SLAVE (Menstias of Anesen)

Menstias and Augustus (M:37) live together. Neither of them are married, although some believe Augustus to be Menstias's father or uncle due to their close looks. Together they help the village reeve (Balan #2) look after the lord's lands. Balan relies on them to oversee Guinencalla, Cucennius and their children (slaves #16) and Brovan's family (#25). While Balan organizes the work of the villeins and half-villeins, Menstias organizes the slave labour. Menstias is a tall and quiet man that always has a gaunt look about him. Augustus is a learned man who is as tall as Menstias but always seems to be better filled out. Both have straight brown hair, brown eyes and square jaws. Augustus was purchased three years ago by Sir Larrius when he returned from Onrein. Rumor says Augustus was causing problems in Onrein by sleeping with free and unfree women. While no one has accused him of rape, it has been speculated by the women of the village.

## 23 HALF-VILLEIN (Liline & Vellus of Trunsen)

Liline was a young bride of a farmer's son. She hails from Fobin, but her family has since left that legion town for another. Vellus is a strong man of light build and blond hair. Most consider him quarrelsome and to be a curmudgeon. Still Liline's love for her husband is obvious in the lunches he brings to the field, the mending of his clothes and the smiles she bestows him. If he loves her it is not obvious. Many just assume he is a private man - for he has never spoken ill of his wife, or his five boys. The boys work the land with their father and spend their spare time getting in trouble in the village. They are known for their rough and tumble way of

having fun. While they never mean to cause trouble, they somehow always do. The boys are: Fustian (M:13), Pontircus (M:14), Crinitius (M:15), Plaulannius (M:15), Sipsius (M:16).

## 24 HALF-VILLEIN (Cleuns & Durtius of Trunsen)

Cleuns' boys tend to mix well with those of Liline (#23), but both mothers worry as to their marriage prospects in town. They have asked Ircel (#16) to act as match maker. To date he's found possible matches for the three oldest in the nearby towns. Durtius is a short man of great stature. While he barely stands 5' tall, few locals are willing to risk fighting him for the right to comment on his short stature. The man is almost unbeatable in any form of unarmed combat. He appears very muscular and seems to almost have no neck. He is as proud of his wife as he is of his sons. Macro (M:8), Jalludius (M:10), Olus (M:12) all help their father in the fields as often as they can. When not working they tend to get in trouble with the Trunsen boys (#23). Virtes (M:18) and Celius (M:19) are currently both serving in Sitarny as full time legionnaires.

## 25 SLAVE (Brovan & Murbia of Beda)

Brovan and Murbia are elderly but still hard workers. Both are in their late 30s and have grey hair and bent backs. Murbia has tried to get her girls positions in the manor house, but to no avail. The family tends to keep to itself, even among the other slave families. Marriage between the free and the slaves is ... socially unacceptable, and so the girls are very shy. The villagers find the family to be nice enough. Balan worries about the girls, especially since they work closely with Augustus (#22), but to date he's not seen or heard of anything to increase his suspicions. The children are: Flecia (F:14), Vullian (M:15), Dacellian (M:16), Velva (F:18).

## 26 SALTER (Clescard & Clonia of Aim)

Clescard is the son of a salter in Sitarny. He has a small shop in his house and sells a variety of goods. Clonia specializes in making herb-salts. Clescard is gone half the year in organizing and buying salts from Rethem and the north. They do a fine business. Their children, Maspius (M:4), Trinius (M:6), and Tecanian (M:9) help their mother work the land. The family appears self-sufficient, although Clonia seems to never have anything good to say about her husband. They fight loudly when he is in town.

**GENERAL DATA**

Topography:	Lowland
Gross Acres	1380
- Woods Acres	580
=Cleared Acres	800
- Tenant Acres	699
= Densense Acres	101
Labour Pool	13000
Labor Obligation	5036
Land Quality	1.09
Fief Index	1.00
Trade Index	1.20

**LORD'S HOUSEHOLD**

Name/Occupation	ML	Each	#	Total
Fiefholder/Sir Larrius of Molorn	87	3000	1	3000
Bailiff/	80	2000	1	2000
Wife/	80	2000	1	2000
Steward/	75	2000	1	2000
Servant - Cook	95	500	2	1000
Servant - Domestics	93	300	4	1200
Craftsmen - Clothier	86	900	1	900
STABLE/Palfreys	N/A	900	5	12100

**MANOR BUDGET**

Weather Index	1	Acres	Labour	Kind
<b>F I E F</b>	1. Woods	20	580	1740
	2. Crops	421	400	2600
	3. Pasture	244	400	2436
	4. Waste		0	
	5. Total Harvest			74941
	6. Crop Seed		400	5054
	7. Winter Feed		400	2923
	8. Fief Maintenance		800	4800
	9. Assart		116	3480
	10. Fief Income			12656

<b>L O R D S</b>	11 Demenbse Income	6091
	12 Tenant Rents & Fees	13196
	13 Glebe Revenue	1880
	14 Taxes and tolls	4896
	15 Amercements	1508
	16 Feudal Income	0
	17 Total Income	27571
	18 Household	12100
	19 Legion Tax	3450
	Scuttage Paid	0
	20 Tithe	0
	21 Labour Hired	0
	22 Political Expenses	1380
	23 Total Expenses	16930
24 Privy Purse	10641	

**CROPS**

CROP	Yeild	Acres	Labour
Rhy			
Barley	1 58	40	240
Oats	1 46	40	200
Hay	1 44	40	200
vegetables	1 87	40	320
Flax	1 79	40	240
Wheat	0		
Apples	5 108	200	1400
Totals	421	400	2600

**LIVESTOCK**

Head	Yeild	Acres	Labour
Oxen	2 142	49	414
Cows			
Goats	4 48	97	390
Sheep	3 36	73	658
Swine	2 18	49	974
Totals:	244	268	2436

**Notes:** Yields have been modified by Land Quality, Fief Index and Weather Index. Standard values for Labour and Kind are replaced with the values calculated under Crops and Livestock.

Legion Tax is rated at 2d 2f per acre. The Hearth Tax of 1d per household is not included in this tabulation. Rusna does not pay scuttage, but rather sends four legionnaires into service every four years. The manor pays no tithe nor has any Feudal Income.

Because this is Tharda and because Rusna is not a home to a clan head, the manor has no men-at-arms in service.

Tabulation for the year 720 produces a poor privy purse for the Clan Molorn.

Chickens and other animals owned by the villagers are not tabulated in the livestock section of the above form, instead they are listed within the villager's description.

	Tennant Household Name/Occupation	Type	ML	Size	Acres		Labor Days	Kind	
					Serf	Free		Rent	Fees
1	Clavence & Mannellet of Arlon	Craftsman (Woodcrafter)	80	2	0	18	90	1140	144
2	Balan & Yganone of Amain	Villein/Reeve	105	7	24	0	120	60	24
3	Brannes & Argodaine of Kail	Craftsman (Timberwright)	65	5	0	20	0	1260	242
4	Tadain & Hevaine of Chebel	Villein (Herder - Swine)	70	6	34	0	0	60	26
5	Antant & Gorrida of Harand	Craftsman (Metalsmith)	85	3	0	30	135	1860	180
6	Tasirian & Made of Quaridos	Half-Villein	85	3	11	0	55	60	36
7	Liolfenan & Baurtun of Beda	Yeoman (Longbow)	75	5	0	20	0	60	17
8	Bline & Rutera of Chela	Villein (Herder - Goat/Sheep)	75	7	36	0	0	60	26
9	Leascalius & Vabennia of Mailobel	Villein	65	5	32	0	160	60	42
10	Menare & Galontilian of Evimè	Villein	85	7	24	0	120	60	38
11	Brec Anesen	Villein	85	5	22	0	110	60	30
12	Godis & Axena of Garphilon	Yeoman (Light Foot)	75	6	0	50	0	60	28
13	Thelodis & Lena of Trunsen	Villein	55	7	34	0	165	60	56
14	Naniane of Birkonía	Yeoman (Medium Foot)	65	3	0	19	0	60	40
15	IrceI	Peonian Priest	85	4	0	45	5	2760	0
16	Guinencalla & Cucennius of Frinary	Slave	85	4	0	0	600	0	0
17	Martason & Quara of Frael	Half-Villein	55	7	26	0	60	60	6
18	Tonare & Verigia of Khond	Craftsman (Miller)	110	6	0	30	0	1860	276
19	Tarise & Sirtidus of Shebelis	Yeoman (Light Foot)	85	5	0	102	0	60	234
20	Evanes & Flaccunia of Hordirin	Villein	60	3	26	0	130	60	32
21	Baleins & Poncroliá of Urd	Yeoman (Light Foot)	70	5	0	45	0	60	51
22	Menstias of Anesen	Slave	80	1	3	0	300	0	0
23	Liline & Vellus of Trunsen	Half-Villein	95	7	26	0	65	60	32
24	Cleuns & Durtius of Trunsen	Half-Villein	80	7	19	0	95	60	25
25	Brovan & Murbia of Beda	Slave	40	6	22	0	720	0	0
26	Clescard & Clonia of Aim	Craftsman (Salter)	75	5	0	25	0	1560	151
Totals				131	339	404	2930	11460	1736

## Yeomen

#13, 12, 7, and 21 are all households serving in the legion for the Clan Molorn. While disproportionate to the required service for the lands of Rusna, Sir Larrius offers more than his share for the clan out of a sense of duty; although many suggest it is to gain points with the current patron.

## Field Descriptions

**Type:** This is the type of job performed by the tenant. A villein, also called a serf, owes his lord labour. A half-villein is more wealthy than a villain. A craftsman and Yeomen are considered free.

**ML:** This is the skill of the head of the household. For villeins and slaves the skill is farming.

**Size:** This is the number of people in the family and not the size of the building.

**Acres:** Yeomen have serf acres, while the free have free acres. Yeomen acres tend to be on the edges of the Lord's land (and are often of poorer quality), whereas free acres are grouped together. Yeomen have little say in how to irrigate their land, or what to plant.

**Labor Days:** This is the number of days owed to work the Lord's land in a year.

**Kind Rent:** This is the rent on their land and their home.

**Kind Fees:** These include licensing (for craftsmen) and other purchasable rights (the right to collect

wood or deadfall on the lord's land, the right to collect nuts and gather foods, the right to hunt, etc.)

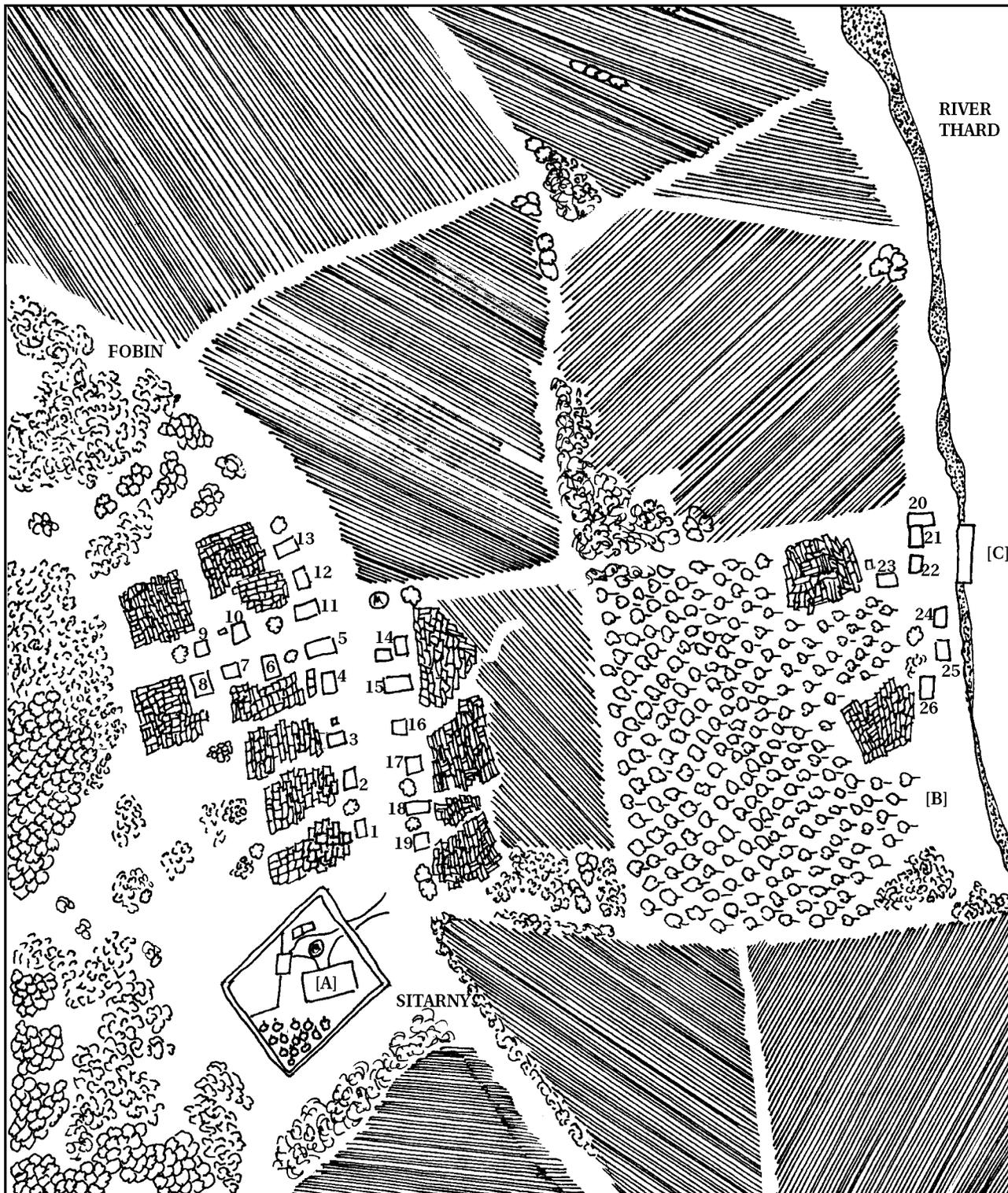
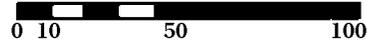
**Note:** Slaves do not owe Rent or Fees, and instead serve 300 days of labour per adult and 120 days of labour per child. Women with children are exempt 80 days per child per year.

## Housing

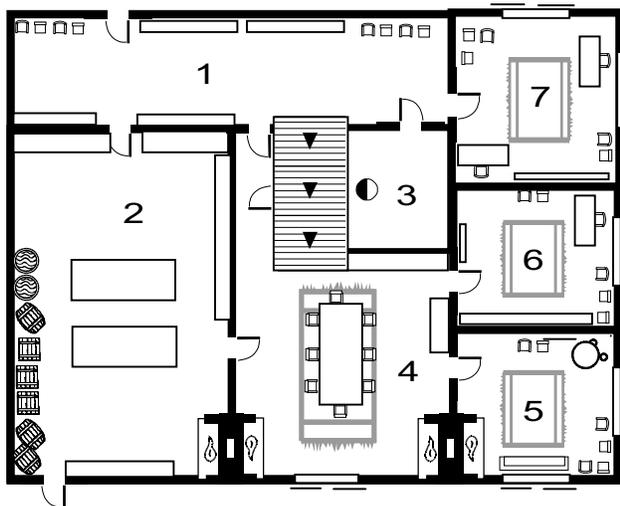
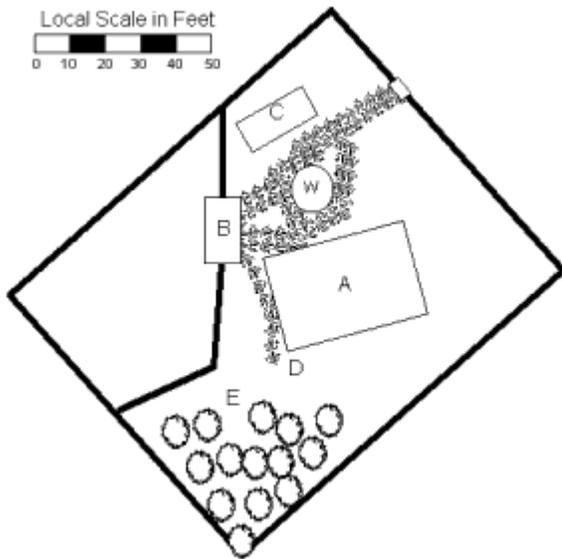
All houses in Rusna are made of wood and have a shingled roof. Houses on the Thard side of the road are elevated slightly, and have two or three wooden steps leading up to a front porch that runs the length of the house. Houses on the opposite side have no such porch.

# RUSNA

PLAYER MAP

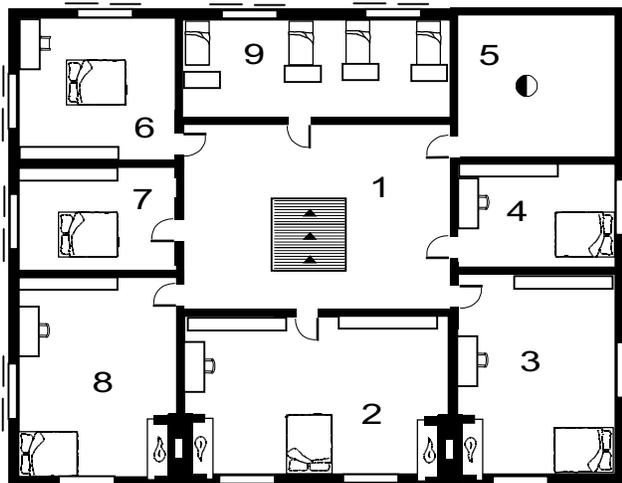


Local Scale in Feet



Rusna Manor Index  
Ground Level - All floors are wood, unless otherwise marked.

- 1. Entrance
- 2. Kitchen
- 3. Under the stairs storage
- 4. Dining Room
- 5. Solar
- 6. Sir Larius's Office
- 7. Bailif's Office



Rusna Manor Index  
Level 2 - All floors are wood, unless otherwise marked

- 1. Stairwell Down
- 2. Sir Larius's Bedroom
- 3. Bailif's Bedroom
- 4. Clothier's Bedroom
- 5. Storage
- 6, 7 and 8. Guest Rooms
- 9. Slaves Quarters

# The Lemon Tree

This adventure was written for a tenacus on patrol along the High Corani road. The setting should be a small, rustic manor, along a trade route.

## Maps

- Regional (Thardic Republic)
- Local (Rusna, Village Detail)
- Manor (Rusna, Manor Detail)

## Characters

- Populace of Rusna
- Tenacus (2-5 PCs of intermediate skill)

## Background Documents

- The Rusna article describes (in brief) the history, and the people of the place
- Populace of Rusna (NPCs galore).
- Alternate Army/Schylla & Charibdis (If you want to use my version of the legion) OR The Thardic Republican Module (If you don't).

## The Setup

People are being murdered in Rusna. It began on the 25th of Azura with reports of a mad dog terrorizing the manor. The legion patrol was called out to assist in finding the crazed beast before anyone else gets hurt. Unfortunately, the death of the beast did not stop the murders. Each day someone is found dead atop what was once the kitchen trash heap. Their blood soaks the ground, and covers the roots of a very fast growing tree that seems to defy fire and has roots deeper than it is high. The locals have begun blaming the tree for their misfortunes.

If the murderer is not soon caught, there will not be many people left in the village. Already clan Molorn is thinking of selling the land, or perhaps releasing its people from the land in an attempt to save their lives.

## Introduction

It began with a dinner. The Manorial Lord, Sir Larrius Molorn, had guests that night who brought a strange fruit from Lythia. Their own cook (Slave, M,34, Maldak, Tall, thin and perfectionist.) prepared a series of delectable courses using this fruit in every means possible. It was in the salad, the soup, as a sauce for the chicken and the fish, and even as an creamed desert. The drinks were touched by it and it was even used to remove grease from the fingers after the meal. The only part the cook through away were its seeds, as - according to the visitors, the seeds would not germinate in this climate.

The visitors were local merchants and left the next morning to trade with Themeson, promising to return in a fortnight - which is when the second crop of apples should be ripe.

None of the visitors have anything to do with the murders. Daethold bought the fruit in Coranan. Tracking down the original seller could be a "seed" for another game... Daethold's been running caravan goods to and from Rusna for years. He is a highly reputable Master Merchant.

## The First Victim : The Cook

She's been with Sir Larrius for as long as he can remember. Aedic is found dead atop the kitchen rubbish pile out back behind the manor. The first person to find her was Balan (#2). Sir Larrius, once informed sends his steward (Anndia, F:38) by horse to Fobin (about 30 mintes away by fast horse, 1 1/2 hours away on foot) to alert the legion that there is a mad dog on the loose in the region.

Sir Larrius has 2 great Mastifs. Agustus is missing, and Lazerus and Magnus are hiding in his master's bedroom.

The trash heap has a fair amount of new material beneath the body.

## The Dogs

Agustus, Magnus and Lazerus - are all large (34" at the shoulder) dogs with black, short haired coats.

STR 18, Size 18, CON 12, AGI 12, INT 07, POW 12, LUK 12, Nose 16, BID 16

Bite: 9t | Pounce: knockdown | Armor: standard short-furred animal | Move 6

A large, slow-moving and aggressive dog, bred for combat. The Azeryan mastiff is the most well known, 28-34 inches at the shoulder, 210lbs. The mastiff is moderately intelligent, frequently equipped with armor and/or a spiked collar. It is a favorite in the Pamesani games of western Harn.

### The Body

Her body has been worried by a dog. She was a bit pudgy. She had grey hair going white, and blue eyes. She has a chunk of her neck missing, and lesser bites along her arms and shoulders. Her clothes are torn, the sleeves end in ragged bits of cloth. Her robe is bloodied around the neck.

No one heard the scream, but it assumed the dog jumped over the Manor's fence and got away.

- Any medical examinations (magical or religious or mundane) will show the cook died from a dog bite to the neck. All other wounds (tearing along her arms and shoulders) occurred after death.
- Divine Intervention *might* show something else - as will spells that specifically look for possession, but it should be weak and vague. The soul is no longer present.
- Psychometry may see the dog's attack. She was killed in the kitchen and dragged outside. The floor in the kitchen has bits of blood under the counter, and around the doorframe. The path may have been wet in places, but after an hour or two the blood will soak into the ground and be invisible.

### Hunting the Dog

By 10am a group is dispatched by the legion to help hunt for the dog. It is assumed that the GM can lead the group on a merry hunt as the day is long, but eventually the dog is found, and killed; if not by the PCs than by a villager.

There should be absolutely nothing to show the dog is anything other than rabid. It's a male and its foaming at the mouth and walking funny (as if drunk). It's growling, snapping and yapping at things that are not there.

- Any medical examinations (magical, religious or mundane) will show that it is infected with rabies.
- Divine Intervention **might** show something else, as will spells that specifically look for possession, but it should be weak and vague.
- Sensitivity (and other such psionics) are not set off by the beast.

### After the Dog is Killed

Sir Larrius thanks them profusely and offers a gift of thanks (30d). He will invite them to dinner and stay the night. They can return to Fobin or stay in the Manor until the following morning.

### Thereafter

If a villager found the dog and killed it, then that villager is possessed by the spirit of the lemon tree. If it's a PC, have one or two villagers tagging along so that one of them can get possessed instead. Perfect NPCs for such are Brannes(#3), or any of the Yeomen. Each night who ever's possessed goes out and kills someone.

Each morning a villager should find a body draped over the rubbish pile and bleeding into the ground. Extra wounds will be made to make certain this happens.

### On Being Possessed

The spirit is malevolent, has no name and is not the least bit interested in talking to anyone. It has a will of 23 and performs a test of wills against the intended target before overcoming them (as per HMC rules). Assume, for convenience, any non-PC character fails the test and is immediately possessed. They may claim they have a headache to hide their sudden lack of concentration, if it is noticed.

Their morality becomes Diabolical and they begin plotting ways to feed the tree blood. If they can find no one to kill, they will kill themselves and the spirit will hunt during the night, resting in the tree during the day. They are otherwise unchanged (no new skills, no bonuses to any stat, etc.). They will plot and plan on how to get a victim onto the roots of the tree. Although if they have a suicidal streak or a martyrdom streak, they may just kill themselves.

### About the Lemon Tree

Each morning the tree has grown 1d12 inches, sprouting leaves and even fruit as necessary. Anyone who eats the seeds of the fruit will become possessed.

As the tree grows, the spirit becomes more visible. Treat its height as the % chance of detection.

- Day 1: 0" - not detectable.
- Day 2: 6" Roll vs. ML 6.
- Day 2: 8" Roll vs. ML 8 and so on and so forth.

When it reaches 100" anyone with sensitivity automatically detects it, but not before. Ditto for all other like abilities in sensing spirits.

The lemon tree houses an ethereal entity which can exist outside the tree only in a conquered victim. If the victim is slain, the entity must return to the tree within the hour, or begin to perish. The entity must remain in the tree for 13 hours before it can leave again.

The tree looks like any other leaf-bearing tree. But no birds or bats will nest or rest within the tree. No dog will casually approach it. As it grows this aura of danger grows as well. For every foot high, the aura grows a foot in diameter as well. Any animal trapped within this range will become desperate to flee, turning on anything that stands in their way.

The spirit can only roam within its conquered victim from the hours of dusk until dawn, thus the possessed character is inclined to remain within this dark aural limit of the tree during the day. If the conquered victim ranges beyond this limit during the day, he or she may try to mentally escape its clutches. (See Mental Conflict in HMC)

The Lemon Tree can only control one victim at a time and must relinquish its hold on one victim to regain another. If the tree is attacked, it will try to gain control of the attacker. A released victim will have no memory of the events that transpired since the Lemon Tree gained control.

The Lemon Tree feeds on the Aural energy of its victims. The blood is only a secondary food source. Once over a few feet tall the Lemon Tree will begin seeking individuals with higher aura than the surrounding populace for its victims. Treat the total number of aural points consumed to be its endurance against magical or spiritual attacks. It does not heal these points back, instead it must feed to replace them.

The tree to flower about three or four days (assuming it's still around) after all this begins. The flower will be a blood red five petal led beauty that smells incredibly sweet. The flowers will fall off on the fifth day and on the sixth - blood red fruit will form. As the fruit matures, it pales in color to resemble a lemon.

## Growing More Lemon Trees

The plant can only germinate in a semi-tropical climate - where it is harmless.

When planted in another climate, it needs to be nurtured on blood-soaked ground. In Rusna, the tree takes root on a place where three brothers fell to bandits, and a woman was raped just last year. The superstitious people of Rusna dumped their garbage there because no one wanted to build on such a place.

In the Thardic River valley there are many patches of blood soaked ground. Anyone possessed once the tree bears fruit might get the idea to plant the seeds in the nearby ruins, or worse still along the border with Rethem.

## Killing the Lemon Tree

- It will not burn from normal fire, but does suffer damage from ethereal fire.
- Ethereal water will feed it, allowing it to grow twice in one day.
- Magic functions upon it normally (it can be frozen, burned, etc.).
- Weapons can cut it, but its roots are down deep (twice its height). The tap root must be removed and burned using magic or divine intervention/invocation.
- Peonian invocations (healing, growth, etc.) do it damage, reducing its growth by half for that day. A Peonian may notice that the victims have no soul to help into the after life.

## But...What Happens to the Bodies?

All bodies will be brought to the manor house, stripped and washed. They will then wrap the bodies in clean linnen and sew the body shut. The bodies will be burried in graves dug just north of the manor house, at the edge of the trees.

The graves will be dug by the slaves of the manor, and all the villagers will attend. Iracus will preside over the short ceremony. Since this adventure must occur in the Spring or Summer, bodies will only be placed on display for a day.

## Who are the Other People in the Manor?

The Manor's 4 domestic servants (Comma (F:16), Siastus (F:27), and Quentus (M:22) will perform the labour as required. They are willing to help, but nervous about being involved in a murder. While Sir Larrius treats them well, they know slaves are the most obvious scape-goats for crimes.

The clothier (Tricadus) left with the caravan, and will return in a fortnight. Hopefully, by then, the murder will be solved.

The second cook is Tarise of Shebelis (#19). She lives in the village, attending at the manor only in times of great need. With the cook dead - Tarise will come to the manor house to cook. She will ask that her husband stay with her (and the children) at all times when she's at the manor - for fear of the murderer returning.

Sir Larrius's wife is terribly distressed by the death of their cook - and will spend the day in her room, eating very little and sleeping a lot. Over the next few days the PCs may encounter her. She is no help in the mystery, but should be described as one of the most beautiful, and fragile people the PCs have ever seen. She will go back to her beloved gardening, but she will not be comfortable alone until the murderer is caught.

### But...Where Did it Come From?

Little is known of this mysterious plant. It could be that, because the plant is use to growing amongst others of its kind - being alone drove it mad. Or perhaps it is use to feeding on something in its homeland that is missing on the isle of Hårn (and can be found in small amounts in the bodies of humans and animals). It may become a threat to the island of Hårn, especially if the caravan has more "Lemons".

### What will Happen to the Dogs?

Sir Larrius loves his hunting dogs, even if their breed is not the best for hunting. He wants to keep his remaining two dogs, but now realizes he may have to keep the chained or locked up to make his household feel safer. The dogs have no history of ever attacking a member of the household. They sleep with their master, and come down to the kitchen at dawn for a snack. They are not picky eaters and seem quite content to lay about under the table when Sir Larrius eats, or near his desk. If he travels - they follow. Most likely he will make the dogs a gift to his patron.

### A Brief Note about this Adventure

This adventure idea began with a post to the HårnList about Lemons being a "foreign" and "evil" fruit. Not being grown on the island - it is therefore an import. After letting the idea stew for a while I posted to the E-Groups HårnList where I got input and more ideas as well as input.

Thinking I had a solid adventure, I ran it ... and all the questions at the end of the adventure are the questions my PCs asked that I could not immediately answer. If, after reading the adventure - you have a question, I'll gladly add it here.

The clip art, by the way, comes from the same web page as the cover. The adventure was running about 1/2 a page short and so I decided to spice it up.

### Where's the Map of ...

The maps of both the Manor and Rusna are located just after the Rusna Manor Forms, in a section called "Rusna Maps".

The maps were made in Visio 5 using a HårnMaster Map Key and then saved as PNG for importing into Adobe FrameMaker. For those interested in the Map key, you can download a copy at: [<http://www.columbiagames.com/HarnPage/miscpics/FloorPlanKey.jpg>].