

## BURRDAN<sup>1</sup>

<b>Location:</b>	<b>Semethshire, Kaldor</b>
<b>Status:</b>	<b>Manor, Held by Sir Aethelgeld</b>
<b>Government:</b>	<b>Bailiff</b>
<b>Population:</b>	<b>386</b>

## History

The earliest residents of Kolorn were Jarin who settled down in the area sometime around 1,150 BT; by 1,000 BT the area was well populated and organized. When the Battle of Sorrows ended, the Jarin succeeded in retaining independence of sorts from the Lythian invaders. Instead of fighting, the two cultures evolved into a hybrid as the masses of the barbarians settled the area. They eventually became Harnic People.

When Lorthrim ravaged northern and middle Kaldor, the kingdom of Pari, nowadays the western part of Thelshire, was able to negotiate peace with the invading tyrant. Pari, as many other states, was afterwards part of his vast empire. When news of Lorthrim's fall came in 120 TR, most of the kingdom was fought over by various warlords seeking power and land. It was during this time that the four kingdoms arose and Pari became a part of Pagostra.

Pagostra was ruled by Hain Parlis, who built a stone keep at the current location of Qualdris. One of Hain's sons, Ruthar, was sent to build a stone keep on the site of an earlier Jarin fortress at Kolorn. This Keep was completed in 160 TR. During the fifteen years of civil war in the fourth century, Kolorn, which was held by a baron whose name is no longer remembered, supported Fierth and his ambitions. When the house of Artane was restored, Kolorn was held by an incompetent baron named Jarin. Jarin's captain of the guard, Koroch Bastune, saw his opportunity in the turmoil that ravaged the kingdom. He slew the baron and took his place. Koroch was a great leader; he rebuilt the keep in 530 TR, and almost doubled his estates. The first manor house and Burrdan Manor seem to date from this time.

When Haldan the elder came the throne, the clan of Bastune had held for almost eighty years under the kings of Kaldor. The new king rewarded one of his earls, Caldeth of Minarsas with the barony. The Bastunes became vassals to the earls of Vemion and it has been so to the present day.

Burrdan Manor lies on the east bank of the Kald River on the main river road south from Tashal and just across a small river from Kolorn Keep. Up until the 15th of Ilvin 701 TR the manor was part of the Barony of Kolorn. On that date the Earl Caldeth took it from the Baron of Kolorn as a punishment for his rape of the thirteen-year-old daughter of the Bailiff, Sir Custus Aries. By his command the manor would go to the child born of that rape and that child would thereafter hold from him and not the Baron.

In the month of Larane 702 TR the Earl of Caldeth arranged to triple the size of Burrdan Manor to 5,200 acres. At the same

<sup>1</sup>Typesetting and Maps by Michael Jung

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time he arranged an enceinte permit that allowed for the building of the current manor house. These arrangements were in response to a plot by the Baron of Kolorn to seize the manor.

### Government

Sir Aethelgeld Bastune von Burden holds this manor of Earl Caldeth. He is the child born of the rape of Sir Custus' daughter. A young knight who wishes to see something of the world before settling down, he has left the management of the manor in the hands of his grandfather Sir Custus. Sir Custus has been bailiff for thirty years, having taken up the post while the present Baron's father was still living. He has proven to be a capable and prudent administrator who has been both stern and fair. The tenants of the manor, with the example of the Baron of Kolorn close at hand, appreciate his rule.

### Economics

Since Burrdan Manor was enlarged in 702 the cleared area has been enlarged to 2,088 acres of which 696 are in the Demesne. The land quality of the manor is 1.21, the fief index under Sir Custus' prudent administration has risen to 1.25, and the trade index is 1.3. Last year the total fief income was 216,316d.

A market is held here every ten day on Burrdan square. Stalls rent for 1 d payable at the toll and bonding house [qv].

### Rents & Fees

Property, Cottage	60d/y
Property, Land with service	1d/acre/y
Property, Rented land	8d/acre/y
Property, rights fees	6d/y/ea
Rights fees, plus per acre	1d/y/ea
Craft fees	(as per Harn Manor)
Hawking	9% x value of goods
Bonding	1% x value of goods/m
Tolls	1d per axle, animal or human (not charged to locals)

### Manor Military

The long-standing concern over the possible actions of the Baron of Kolorn has led to a considerable military establishment on the manor. Sir Custus Aries, the bailiff, and Sir Beostan Furic, the Castilian, both have complete suits of plate mail with great helms and knight's shields. They also have fully barded heavy warhorses, and are armed with broad swords, bastard swords, maces, and lances. Each knight has an armiger who is armed as a medium horseman with a mail hauberk, breast and back plates, ring leggings, 3/4-helm, Vambraces, and a kite shield. Their weapons are lance, mace, and broadsword. There are fifteen medium foot in the moat house garrison. Their armor and weapons are: scale byrnie;

plate Vambraces and greaves, and 3/4-helm; tower shield, short sword, and two javelins. There are also sixteen archers in the garrison. Their armor and weapons are: mail byrnie, kurbul Vambraces, half helm, round shield, short sword and longbow. Four of them are mounted as Archer-hobblers. There is also a forester equipped as a light horseman.

## Local Map Notes

### 1 Burrdan Moat House

The present manor house was built from 702TR to replace the former tower and bailey that was falling down. See details below.

### 2 The Standing Bear (Ragnald Totenbar)

Size: 3                      Quality: \*\*\*\*                      Prices: Average  
This inn sits on the main road running south from Tashal along the River Kald and caters to mercantylers who do not wish to spend the night at Kolorn. It had been closed for some time but the current Innkeeper reopened it in 703. See details below.

### 3 Site of Old Manor House (Moot Hall)

The stone tower was pulled down in 703 TR so the material could be used in the new manor house.

(1) Moot Hall: This one story one-room waddle and daub building is used to hold court for those arrested by Holgar [qv] and lodged in the jail. It saves the trouble of moving them to the Moat House. Fines, flogging, and exposure in the pillory are the usually punishments given by the manor court.

(2) Jail: a one story stone building with three cells and a room for the jailer. Jailer: Senan, 61 a drunkard with rumored odd sexual preferences.

(3) A waddle and daub one-room cottage where Gefmund of Bedol, the village night watchman sleeps. He is also rumored to have odd sexual preferences. Gefmund has the equipment of a medium footman as described above. He claims to be a veteran of the Thardic legions and will hold back in a fight so he can use his "superior" tactical wisdom. He is, in fact a deserter and a coward. Holgar [qv] has his doubts about Gefmund's claims. Gefmund is a friend of Senan [qv], to tell the truth, the only one.

(4) Gate

(5) Pillory

(6) Bastions, the palisade is 10 feet high.

### 4 Mercantylar (Donnan of Tashal)

Size: 2                      Quality: \*\*                      Prices: High (ML85/90)  
Donnan is a grasping greedy man who is always putting down others. He always knows the latest rumors about the debaucheries of the Baron of Kolorn and others. Much of his business comes from Kolorn and other nearby manors to the south and east since many mercantylers dislike lingering within the grasp of the Baron. He

ML is shown for the principal skill of the person described. Where two or more MLs are shown the additional MLs are for other skills etc. as described in the text.

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Where children's ages are not given assume the oldest child was born when the parent whose age as given was eighteen, and the remaining children were born two to four years apart.

originally came from Golotha where he was a member of the Lai-Kavair. He left town quickly after getting on the wrong side of that guild and still fears that any stranger in town might be after him. In truth the Golotha guild has long since forgotten his existence. He has four children and one foster child. His children are: Wuffa, age 13 who does not get along with his father and is learning how to use a bow from Balthgar of Pinide [qv]. (ML 85) He has a ring byrnie, short sword, and longbow. Wuffa has a crush on Stacy [qv]. Iviar, Age 12 the younger of Donnan's sons. He isn't too bright. Iriona, age 10 and Marfa age 8 are Donnan's daughters. His Foster son is Bjorn, age 8. Bjorn is a cute, fair complexioned, blond haired, blue-eyed child.

### **5 Chapel of Peoni (Egbert, Ebasethe) (ML 105/65)**

He is a gentle, soft spoken, some-what senile man of 67. He has served the goddess at Burrdan for over forty years. A year ago the church sent Ainalov (ML85/90) a 21-year old Ebasethe to assist father Egbert. The Glebe consists of 45 acres.

### **6 Cottage (Fand and Asa)**

Fand is a semi-retired prostitute (ML 95) who moved to Burrdan a few years ago. Asa is her green eyed, red haired 13 year-old daughter who, it is noted, has an all-inclusive terminal case of freckles. She is considered a shameless slut by most of the village adults and often goes skinny-dipping with the village boys. She has a ring mail byrnie and short sword and talks of being an adventuress. She also makes it plain that the only reason she is still a virgin is she hasn't been offered enough. (ML 65)

### **7 Cottage (Gertrud {the fat})**

Gertrud (ML 110) is the cook at the Standing Bear where her skills are highly prized. Her weapon of choice is a rolling pin. She shares her cottage with Fryigth who also works at the inn as the Ale Wife (ML 95).

### **8 Metal smith (Torctswid of Kyg)**

Size: 2      Quality: \*\*\*\*      Prices: Average (ML 100/72)  
Torctswid, age 34, works with aid of one apprentice boy: Trumcynne, age 9. He is able to do all kinds of metal work and can do some simple armoring such as weapons heads, fittings for shields, rings and scales for leather armor. He will attempt short swords if asked. He has an ox-shoeing frame and will shoe oxen as well as horses. He also works the forge at the manor house as needed. Donnan [qv] makes snide remarks about Torctswid's sexual preferences. Torctswid is short and brawny. He has gray eyes, black hair, a medium complexion, and is very hirsute. He is forthright, hardworking, and likeable. He has a ring byrnie, half helm, war hammer, and short sword. Trumcynne is cute black haired, brown eyed, little boy who often runs about starkers in the summer.

### **9 Yeoman (Holgar of Aleath) (ML 105/67)**

Holgar is retired mercenary from the Thardic Republic who married a Kaldoric girl and settled down at Burrdan where he took the job of Constable (Beadle). Sir Custus found he needed a free man as a beadle after the half villain manor beadle was unable to maintain order among the many free man who either stopped at

Burrdan to avoid staying in Kolorn or some of the rougher types that were attracted to the service of the Baron and didn't respect the fact that the manor was not part of the Baron's holding. He is assisted by Brockden [qv] and Gefmund [qv]. He has three young children and a taste for sexual adventures that often leads to meetings in the Standing Bear. His friends know he loves his wife so they do not mention this to her. He rents thirty-four acres. He is 35 and has the equipment of a medium footman.

### **10 Yeoman (Celph of Hutop)**

Celph has eighty free hold acres for which he owes three light foot. He is 69 so his three oldest sons provide the military service for his holding as well as work his 80 acres (ML 75/92). His farm compound is out side the village. His wife, four grown sons, one of whom is Brockden [qv] (ML 80), the wives of two of his sons with three children, a farm hand, and two servant girls also live here. All of his sons have riding horses. Brockden is 18 and has the same equipment as Holgar [qv]. He would like to be an adventurer.

### **11 Yeoman (Kara of Anflax) (ML 85)**

Kara is a mature widow of thirty-three with three children: Bresal who is fifteen and claims he can do the "service" for the holding (ML 80). He has a ring byrnie, half helm, leather Vambraces, a short sword, longbow, and a round shield. He also has a horse. Stacy is thirteen. She is cute girl with blond hair. Of all the boys in town she is most interested in Wuffa [qv] but doesn't like his father. Colum, the youngest, is eleven. He is a cute little boy with black hair and blue eyes. He thinks Senan [qv] is weird.

### **12 Yeoman (Bilthgar of Pinide) (ML 115/105)**

Bilthgar is proud of his service with the Order of the Checkered Shield during Ezar's war. He acts as Archer Captain of the Manor Levee and has the same equipment as the archers of the guard. He also has a horse. His wife and four children share his modest cottage. He holds 45 acres.

### **13 Yeoman (Albhead of Burrdan) (ML 110/90)**

Albhead's family has held as yeoman on Burrdan Manor for almost two hundred years. He and his wife have five children. He has a ring byrnie, half helm, leather Vambraces, a short sword, longbow, and a round shield. He also has a horse. He holds 45 acres.

### **14 Cottage (Cale of Tashal) (ML 70)**

Cale rents this little cottage to which retires when "offended." He is a harper, not a very good harper, which is why he settled in Burrdan. He often boasts of the courts he played in his traveling days. He "entertains" nightly at the Standing Bear [qv] for meals, a bit of ale, and such coins as are thrown his way. His "Master Work" is the tale of Ragnald Bear Slayer. He shares his cottage with Olga whose charms are for hire (ML 90).

### **15 Cottage (Tavel of Cherafir)**

Tavel rents this small cottage and can even be found there from time to time. He is thin hard-eyed young man. He claims to

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come from Cherafir, which might even be true. He is a gambler and the locals all know this. His favorite scam is to lure a sucker into a knife-throwing contest, a skill in which he is an expert (ML 125), with increasingly high stakes until the sucker's purse has been lightened. The regulars enjoy watching and often place side bets on how fast the sucker's purse will be emptied.

### **16 Villain (reeve) (Wulfwald) (ML 110)**

Wulfwald is forty and has been reeve for ten years. He and his wife have four children. He holds 30 acres in villain tenure and rents 30 more. He also owns a yoke of oxen, two cows, and a dozen pigs.

### **17 Half Villain (Beadle) (Aldwiu) (ML 95)**

Aldwiu is twenty-six and has been Village Beadle for two years. He assists Holgar [qv], with the serfs, and attends to the other duties of the office. He is married with no children. He holds 13 acres in villain tenure.

### **18 Villain (Tilnoth) (ML 100)**

Tilnoth is thirty-one. He has a wife and two children. He holds 38 acres in villain tenure and is one of the wealthier serfs on the manor. He owns a yoke of oxen, two cows, and fifteen pigs.

### **19 Villain (Waldhild) (ML 100)**

Waldhild is thirty-five. He is a widower with six children. He holds 25 acres in villain tenure and rents 15 more. He also owns a yoke of Oxen, a cow, and twelve pigs.

### **20 Villain (Earntheow) (ML 100)**

Earntheow is thirty-four. He and his wife have four children. He holds 36 acres in villain tenure. He owns a yoke of oxen and eight pigs.

### **21 Half Villain (Garmear) (ML 85)**

Garmear is twenty-seven. He is trying to support a wife and two children on his villain holding of 13 acres.

### **22 Half Villain (Lindlid) (ML 80)**

Lindlid is twenty-nine and is trying to support a wife and three children on his villain holding of 17 acres.

### **23 Half Villain (Maegenwald) (ML 50)**

Maegenwald is not a very good farmer and cannot support his family on his villain holding of 14 acres. He depends on Egbert to help his family out. He is closely watched for he has tried to leave the manor in the past. He is twenty-five and has two children.

### **24 Cottar (Waldwuda) (ML 105)**

Waldwuda is twenty-six and a very good farmer and would like to get more land than the 4 villain acres he now holds to support himself, his wife and their four young children. He would like to be a free tenant. Sir Custas would like him take more land and be a full Villain. He is presently sharecropping land for Heahulf [qv].



**25 Villain (Waegtheof) (ML 95)**  
Waegtheof is forty-one and holds 26 acres in villain tenure. He and his wife have five children. He owns a cow and eight pigs.

**26 Villain (Oidilward) (ML 97)**  
Oidilward is forty-nine and holds 23 acres in villain tenure. He and his wife have seven children. The oldest, a daughter, is marriageable. He owns twelve pigs.

**27 Villain (Coentheof) (ML 90)**  
Coentheof is forty-two and holds 28 acres in villain tenure. He and his wife have four children. He owns a yoke of oxen, two cows, and three pigs.

**28 Cottar (Breguwald) (ML 85)**  
Breguwald is Twenty-three and supports himself and his wife on his holding of 5 acres in villain tenure and by sharecropping for Ragnald [qv].

**29 Villain (Hrethfor) (ML 90)**  
Hrethfor is twenty-four and holds 33 acres in villain tenure. He and his wife have two children. He owes a yoke of oxen, a cow, and twelve pigs.

**30 Villain (Torctwiu) (ML 85)**  
Torctwiu is twenty-nine and holds 22 acres in villain tenure. He and his wife have four children. He owns one cow and twelve pigs.

**31 Villain (Beogeld) (ML 85)**  
Beogeld is twenty-eight and holds 34 acres in villain tenure. He and his wife have three children. He owns a yoke of oxen, two cows, and twelve pigs.

**32 Villain (Dryetwiv) (ML 85)**  
Dryetwiv is thirty-five and holds 24 acres in villain tenure. He and his wife have four children. He owns one cow and four pigs.

**33 Cottar (Breguwald) (ML 85)**  
Breguwald is twenty. He is married but there are no children yet. He would be interested in getting more land to go with the 5 acres he holds in villain tenure.

**34 Cottar (Hathuwalh) (ML 75)**  
Hathuwalh is not the best farmer. He cannot support his family of six on his 5 acres of land that he holds in villain tenure.

**35 Cottar (Coesig) (ML 75)**  
Coesig is a sickly man of thirty-five who has a wife and four children who he struggles to support on his villain holding of 3 acres.

**36 Villain (Cynewald) (ML 85)**  
Cynewald is twenty-four and has two young children and a wife to support on his villain holding of 33 acres. He owns a yoke of oxen, two cows, and twelve sheep.

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### **37 Villain (Grimtheof) (ML 85)**

Grimtheof, is twenty-seven and holds 33 acres in villain tenure. He owns a yoke of oxen, two cows and ten sheep.

### **38 Villain (Ongenhun) (ML 85)**

Ongenhun is thirty and supports a family of six on 29 acres of villain tenure land. He owns two cows.

### **39 Villain (Berctbrand) (ML 85)**

Berctbrand is thirty-four and supports his family of seven on his land which consists of 30 acres held in villain tenure and another 30 which he rents. He owes a yoke of oxen and four cows.

### **40 Villain (Beoferth) (ML 85)**

Beoferth is thirty-three. He and his wife have five children the oldest, a boy, wants to leave the manor but his father cannot afford to pay for his release from his income. He holds 28 acres in villain tenure and owns two cows.

### **41 Half Villain (Rathhild) (110/85)**

Rathhild has a huge family with eleven children. He owes no labor on his holding of 16 villain tenure acres because he and his family act as herdsman for the manor livestock and care for the manor bull. He owns eight cows.

### **42 Villain (Saexgar) (ML 75)**

Saexgar is thirty-two and holds 38 acres in villain tenure. He and his wife have four children. He owns two cows.

### **43 Cottar (Coensig) (ML 65)**

Coensig is at best an indifferent farmer whose wife and three children often go hungry. He holds 4 acres in villain tenure. He often works for Heahulf [qv] as a laborer.

### **44 Villain (Hygrefu) (ML 70)**

Hygrefu is not a very skilled farmer he holds 32 acres in villain tenure. The reeve often faults his work. He and his wife have two children. He owns two cows.

### **45 Timber Wright (Heahulf of Ternua)**

Size: 4      Quality: \*\*\*\*      Prices: Average  
Heahulf is thirty-five, married, and has two children. He also has three apprentices and five journeymen living with him. In addition to his license to harvest timber on Burrdan Manor he also harvests on several other manors up stream from Burrdan. When working on a manor he often hires local labor. His large riverside establishment includes one half dozen sawpits. He supplies timber to a number of locations up and down the Kald and its tributaries including Tashal.

### **46 Miller (Ongenwalh of Kiban)**

Size: 4      Quality: \*\*\*\*      Prices: Average  
Ongenwalh is forty-four and operates this mill with the help of his wife, oldest son, who is journeyman miller, another journeyman and two apprentices. He also has two young children at home. He also grinds grain on the side for some of the tenants, both serf and free, on nearby manors who don't like to deal with Jylthe, the Kolorn miller. He charges these off manor customers an extra 1%



on their mullage. He rents 35 acres which he share-corps and owns two yoke of oxen, and two cows.

## **47 Woodworker (Iaraferth of Tashal)**

Size: 3                      Quality: \*\*\*\*                      Prices: Average

Iaraferth is forty-nine. He is married and has seven children. The oldest is a Journeyman and works with his father. Two other sons are serving apprenticeships elsewhere and he has two apprentices to help about the shop. He rents 15 acres, which he hires cottars to work.

## **48 Hide worker (Leofburg of Tykan)**

Size: 2                      Quality: \*\*\*\*                      Prices: Average

Leofburg is fifty-one but looks older. His wife died a few years ago and his oldest daughter keeps house for him and her ten siblings. His two oldest sons help with his work and work the land he rents.

## **49 Charcoaler (Sigsige of Burrdan)**

Size: 2                      Quality: \*\*\*                      Prices: Low

Sigsige is a local boy with a wife and four children. His oldest son, who is eleven, helps in his work. Mostly he works with Heahulf [qv] converting the slash into charcoal. He serves as Woodward for the manor and rents 15 acres which he and his family do most of the work on.

## **50 Toll and Bonding House**

Tolls for the use of the bridge and road are collected here. Residents of the manor pay no tolls but villains must show a pass to cross. Villains and other tenants of Kolorn who are brining grain to the mill are also exempt as are nobles and clerics of Larani and Peoni. Two men-at-arms from the manor house are stationed here during the day to collect the tolls. This is also the bonding house. At dusk the money collected is taken to the manor house.

## **51 Cottar (Hathuhere) (ML 60)**

With two young children he and his wife take any work they can get to supplement what they can produce on the 2 acres they hold in villain tenure.

## **52 Villain (Waegmund) (ML 85)**

Waegmund is hard pressed to support his family of eight on his holding of 27 villain tenure acres.

## **53 Villain (Folebrand) (ML 70)**

Folebrand and his wife have only one child and more land than Waegmund but he is still hard pressed to support them on his 29 villain tenure acres. He blames everyone and everything except his lack of skill and bad work habits for his poor showing.

## **54 Cottar (Erconwini) (ML 80)**

Erconwini tries hard to support his wife and two children on his holding of 2 villain tenure acres and usually has to work for others to make ends meet.

## **55 Villain (Yrmenferth) (ML 100)**

Yrmenferth is one of the most skillful farmers on Burrdan manor. His wife and three children live well on his holding of 39 villain tenure acres. He owns two yoke of oxen and five cows as

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well as a dozen pigs.

**56 Half Villain (Redfrid) (ML 85)**  
Redfrid has only his wife to support on his holding of 17 villain tenure acres so manages to get by.

**57 Cottar (Ulfbrand) (ML 65)**  
An indifferent farmer at best Ulfbrand usually has to work for others to get by even though he and wife have no children. He holds 3 villain tenure acres.

**58 Cottar (Dryhtwict) (ML 80)**  
Dryhtwict has only his wife to support but even so he usually is found working for others for he has only 1 acre of villain tenure land.

**59 Half Villain (Raedwiht) (ML 80)**  
Raedwiht has a wife and four children to support on his 16 acres of villain tenure land. He often has to work for others to make ends meet.

**60 Cottar (Waegwin) (ML 65)**  
Even though he lives alone Waegwin cannot manage on his holding of 1 acre of villain tenure land due to his lack of skill.

**61 Cottar (Bernwine) (ML 105)**  
Bernwine is a very skilled farmer but still, with only 4 acres of villain tenure land, must work for others to support his wife and child. Sir Custus has offered more land if Bernwine will agree to be a full Villain.

**62 Villain (Hrathgisil) (ML 70)**  
Hrathgisil is an indifferent farmer at best and has trouble of supporting his wife and six children on his holding of 27 villain tenure acres. He often grumbles about his "bad luck" and beats his wife and children often.

**63 Villain (Hugugeofu) (ML 105)**  
One of the best farmers on the manor he still has trouble supporting his large family; he has a wife and six children, on his holding of 33 villain tenure acres. He would like to add more land and has suggested as much to Wulfwald [qv].

**64 Salter (Cenetheow of Feron) (ML 95)**  
Size: 2                      Quality: \*\*\*                      Prices: Average  
Cenetheow is twenty and recently married. He rents 5 acres that he hires others to work.

## SEGRIM

<b>Location:</b>	<b>Semethshire, Kaldor</b>
<b>Status:</b>	<b>Manor, Held by Sir Aethelgeld</b>
<b>Government:</b>	<b>Reeve</b>
<b>Acres:</b>	<b>530; Tenant 523</b>
<b>Population:</b>	<b>54</b>

## **1 Villain (Oslec of Segrim) (ML 80)**

He supports his wife and four children on 30 acres in villain tenure plus 10 free acres. He owns a yoke of oxen, six cows, and six pigs.

## **2 Half Villain (Raedwine) (ML 95)**

A very skilled farmer Raedwine supports his wife and four children on 15 acres in villain tenure and 8 free acres. He owns a yoke of oxen and four cows.

## **3 Villain (Theodwalh) (ML 75)**

Theodwalh manages to support his wife and six children on a holding of 30 acres in villain tenure plus 8 free hold acres. He owns a yoke of oxen and two cows.

## **4 Villain (Alhdegn) (ML 85)**

Alhdegn supports his wife and four children on 31 acres in villain tenure. He owns a yoke of oxen, four cows and six pigs.

## **5 Cotter/Herder (Wigwald) (ML 100/90)**

Wigwald has only his wife and an infant child to support on his four villain tenure acres. He looks after the manor bull plus sixteen goats and forty-eight sheep. He often gets the younger sons of other serfs to help him.

## **6 Half Villain (Walfberct) (ML 90)**

Walfberct supports his wife and five children on twelve acres held in villain tenure. He manages to get by with the help of herd of twenty pigs.

## **7 Reeve (Saxlaf) (ML 99)**

Saxlaf supports his wife and two children on thirty-nine villain tenure acres. He owns a yoke of oxen, four cows, and a dozen goats.

## **8 Villain (Wynnsig) (ML 60)**

Wynnsig holds 27 acres in villain tenure but is a best a lazy and indifferent farmer. He has trouble supporting his wife and five children on his holding, drinks when he can and beats them often. Saxlaf often faults his work.

## **9 Yeoman (LH) (Cynwin) (ML 90/90)**

Cynwin and his wife live on sixty-four acres which he holds in military tenure. He owns two horses, two yoke of oxen, and sixteen cows. Most of his land is in pasture and hay for his stock. He serves as Beadle.

## **10 Yeoman (LB) (Heahwiu) (ML 110/80)**

A better bowman than farmer Heahwu holds forty-five acres to support his wife and three children. He owns a yoke of oxen and serves as Woodward.

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## PEMBINA

**Location:** Semethshire, Kaldor  
**Status:** Manor, Held by Sir Aethelgeld  
**Government:** Reeve  
**Acres:** 520; Tenant 250; Demesne 110  
**Population:** 65

### **1 Villain (Aedildegne) (ML 70)**

Aedildegne is not the best farmer on the manor but does manage to support his wife and five children on his holding of thirty acres in villain tenure and seven free hold acres. He owns a yoke of oxen and four cows.

### **2 Cotter (Saerferth) ML (75)**

With a wife and three children to support Saerferth often has trouble making ends meet. He usually has to work for others because he can not make it on his holding of three acres. He tried to run away as a lad but was caught and whipped. He also had the toes on his right foot cut off and is lame.

### **3 Villain (Ecgisil) (ML 85)**

With a wife and five children manages to get by on thirty-three villain tenure acres. He owns a yoke of oxen, two cows, and thirteen pigs.

### **4 Villain (Cainmon) (ML 55)**

By all measures save his want of skill and willingness to work Cainmon should be the wealthiest villain in Pembina. He holds forty acres in villain tenure and has another ten freehold acres. By rights he should be Reeve but his want of skill led to his being set aside in favor of Eogmaer [qv.]. He owns a yoke of oxen which are getting old and he probably will need to replace them soon. He also owns four cows which are also getting old.

### **5 Reeve (Eogmaer) (ML 95)**

Eogmaer holds 25 acres in villain Tenure and nine free hold acres. He owns a yoke of oxen, four cows, six goats, and three cows. He supports a wife and four children on his holding.

### **6 Half Villian (Theodwin) (ML 95)**

A skilled farmer he supports his wife and four children on fourteen villain tenure acres. He owns a cow and a thirteen pigs.

### **7 Yeoman (LH) (Waeghelm) (ML 90/75)**

Waeghelm holds sixty-one acres and is the Beadle and woodward for Pembina manor. He owns three yoke of oxen, eighteen cows, a bull, three horses, two ponies, and fifty-eight sheep. His older children help with the animals. He has a wife, two daughters, and three sons But often employs Saerferth and Bregnbald to work his land.

### **8 Villain (Thrydhelm) (ML 90)**

Thrydhelm is a good farmer but has trouble supporting his wife and six children on twenty-three villain tenure acres. He owns a yoke of oxen, two cows and twenty goats.

**9 Cotter (Bregnbald) (ML 95)**

He is good farmer but can not support his wife and four children on his four acres of villain tenure land. So usually works for others.

**10 Half Villain (Ceneburh) (ML 90)**

Ceneburh manages to support his wife and three children on nineteen acres of villain tenure land. He owns a yoke of oxen, and three cows.

**11 Hunter/Trapper (Blithdegn) (ML 100/65)**

Blithdegn is not a very good farmer and if he had to depend on his two free hold acres would probably starve. He spends most of his time hunting and trapping in the forests. He has a boy straying with him. They keep to themselves and don't mingle with the manor folk.

**Interior Map Notes****History of the Moat House**

This Moat house was started in 702 TR at the suggestion of Earl Caldeth to be a watchtower over the Baron of Kolorn. At that time the Earl arranged to expand the size of the manor by adding additional land. The designer and construction foreman of the moat house was Adrian of Ailet, a mason, who learned his trade in Azeryan. He remains on the Manor staff. The land next to the walls, except on the river side, is planted in multa-flora roses (known for supper thorns).

**Details of the Moat House****Ground Floor:**

1. Keep: lower level, storage and well. (a) Breakwater.
2. Boat house, holds two twentyone foot long pindas. The openings to the river are covered by two separate portcullis that lift up and down in tracks and are hoisted with winches. It can be hoisted high enough to leave five feet above water for the boats' entry and exit and lowered far enough to reach most of way to the bottom of the slip. The special construction marked on the interior map is located on the ceiling and is a rope (block and tackle) operated hoist that can be connected to the boats and thus lift them out of the water. After hoisting, supporting beams, kept on the north wall, can be pulled below the boats to relieve the ceiling. This is used to protect the boats from rotting in the water. The doors are iron bound oak, 2-3 inches thick and locked from the inside only.
3. Garden Terrace.
4. Corner towers, lower level, used for storage.

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5. Manor house storage.
6. Laundry. (a) Laundry Gateway.
7. Inner Bailey stable. Sir Custus and Sir Beostan keep their war horses and Palfreys here. The war horses of their armigers and the forester are also kept here. (a) Tack room with cot for stable boy.
8. Inner Bailey courtyard.
9. Inner Bailey gatehouse tower.
10. Drawbridge.
11. Outer Bailey courtyard.
12. Stable. The war-horses of the archer hobblers are kept here. (a) Tack room, a stable boy sleeps here.
13. Smithy.
14. Ox shed.
15. Ostler's (a), Gardener's (b), Journeyman Ostler's (c) house.
16. Kennel. The dogs, Mastiffs, are free to roam the grounds and will, like all dogs, bark if someone starts pounding on the gate at night.
17. Bastions.
18. Gatehouse: two medium foot are stationed here during the day..
19. Bridge.
20. Moat.
21. River.

## 1st Level:

Inventory: 45 round shields, 45 hand axes, 45 glaives, 45 ring byrnies, 45 quilt cowls, 6 mail hauberks, 6 plate 3/4-helms, 6 quilt gambesons, 12 lances, 24 pilum, 12 short swords, 8 broadswords, 8 ring gauntlets, 6 tower shields, 6 scale byrnies, 6 short bows, 8 long bows, 6 mail byrnies, 6 quilt tunics, 6 plate greaves, 12 gross long bow arrows, 3 gross short bow arrows

1. Armory
2. Lord's council chamber.
3. Covered bridge.
4. Great Hall.
5. Priest's office and robing room. (a) Priest's sleeping chamber.
6. Chapel of Larani. (Also available for use by Peonians in household.)
7. Chamberlain's office. (a) Chamberlain's sleeping chamber.
8. Keep kitchen.
9. Domestics.
10. Corner Towers.
11. Gatehouse tower. Two archers are quartered here.
12. Stable Roof.
13. Smith's quarters. (a) Ox stable roof.
14. Ostler's and gardener's houses. There are additional trundle beds in these rooms not shown on the map.



15. Gatehouse. Two archers are quartered here.
16. Block house. Two archers are quartered here.
17. Bastions.

## 2nd Level:

1. Keep entrance level and guardroom, twelve guards can be quartered here.
2. Drop Bridge.
3. Ladies retiring chamber. (a) Guest chamber.
4. Ladies dining loft. (a) Covered bridge.
5. Open to 1st level.
6. Music gallery.
7. Quarters: Ale Wife.
8. Quarters: 2nd Cook.
9. Quarters: Chief Cook. There is an additional trundle bed in this room not shown on the map.
10. Servants' sitting room.
11. Quarters: Mason. There is an additional trundle bed in this room not shown on the map..
12. Quarters: Guards 4 Archer-hobblers, 2 Medium Foot.
13. Quarters: Guards Sergeant-at-Arms and Forester.
14. Guest Room (sleeps two).
15. Guest Room (sleeps five).
16. Corner Towers. Two archers are quartered in each tower.
17. Gateway Tower. Two archers are quartered here.
18. Gatehouse roof.
19. Roof: Ostler's and Gardener's house.
20. Block house roof.
21. Smith's quarters roof.

## 3rd Level:

1. Quarters: Bailiff and Castilian (Sir Custus and Sir Beostan), and their armigers.
2. Boat house roof.
3. Moat house roof.
4. Corner tower Battlements.
5. Gateway tower battlement: a medium footman is always stationed here.

## 4th Level:

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1. Lord's chamber. Richly furnished (see above). Sir Aethelgeld is single and lives here only during his occasional visits. There is a cot for his servant and armiger.

5th Level:

1. Keep Battlements. A medium footman is always on duty here.

Dungeon:

1. Inquiry room.
2. Common cell.
3. Cells.

## Moat house and Manor persona

**Aeadhead of Rymire**, Sergeant-at-Arms. (ML 100) 5'10", 160 lb. Medium complexion, blond hair turning gray, blue eyes. A veteran soldier 52 years old Aeadhead is armed as a medium footman and is Sir Beostan's First Sergeant.

**Aldgis of Zena**, Chamberlain (Bonded Inn Keeper). (ML 75) 6'1", 175 lb. Fair complexion, thinning red hair, hazel eyes. 55 years old, Aldgis has been chamberlain for seventeen years. He manages all of the domestic help in the moat house.

**Blithnoth of Vareth**, Archer-hobbler (Sir Custus). (ML 100) 5'6", 131 lb. Medium complexion, thinning red hair turning gray, gray eyes. A thin man he is 51 years old. He has a mail byrnie, plate half-helm, kurbul vambraces, a round shield, a short sword, and a long bow.

**Coistan of Tinwean**, Ostler (Bonded Master). (ML 90) 5'6", 160 lb. Medium complexion, blond hair, hazel eyes. He is 35 years old and has been the Ostler master at Burrdan moat house for seven years. He is married with three children, the oldest, Alhswid, is a boy of eight. He is 3'8", 75 lb. Medium complexion, brown hair, and hazel eyes.

**Heardhard of Skaist**, Journeyman Ostler (ML 85). 5'11", 149 lb. Medium complexion, brown hair, hazel eyes. He is 25 and joined the staff two years ago after finishing an apprenticeship with Harbal of Portin. He is married with one child.

**Haewthlid of Thex**, Archer-hobbler (Sir Beostain). (ML 95) 5'6", 160 lb. Dark complexion, brown hair, hazel eyes, 47 years old. He is a heavy set man. He has a mail byrnie, plate half-helm, kurbul vambraces, a round shield, a short sword, and a long bow.

**Hereos of Sagg**, Forester (ML 80) 6', 170 lb. Medium complexion, silver hair, hazel eyes. A man of average build Hereos is 30 and has been forester for four years. He has a ring byrnie, plate half-helm, kurbul vambraces, a buckler, a falchion, a lance, and a short-bow.

**Selerved of Matass**, Armiger (Sir Custus). (ML 105) 6'4", 162 lb. Fair complexion, silver hair, hazel eyes. A tall thin man Selerved is 39. He has a scale hauberk, ring leggings, a plate 3/4-helm, a kite shield, broadsword, mace, and a lance.

**Theodlac of Lyb**, Archer-hobblor (Sir Beostain). (ML 85). 5'8", 160 lb. Medium complexion, black hair, hazel eyes. A heavy set man Theodlac is 41. He has a mail byrnie, plate half-helm, kurbul vambraces, a round shield, a short sword, and a long bow.

**Tillind of Orin**, Armiger (Sir Beostain). (ML 90). 5'10", 160 lb. Medium complexion, red hair, blue eyes. A man of average build. He has a scale hauberk, ring leggings, a plate 3/4-helm, a kite shield, broadsword, mace, and a lance.

**Wynsax of Nyan**, Archer-hobblor (Sir Custus). (ML 90). 6'8", 153 lb. Medium complexion, brown hair, hazel eyes. A man of average build Wynsax is 31. He has a mail byrnie, plate half-helm, kurbul vambraces, a round shield, a short sword, and a long bow.

**Oswwald of Tashal**, journeyman smith. (ML 90/75). 5'11", 182 lb. Dark complexion, brown hair, green eyes. A heavy set youth of average looks. He recently finished an apprenticeship with Vaber of Kateris.

## Manor Folk (Sons of Celph)

**Brockden of Burrdan**, Man-at-Arms (ML 80). 5'7", 134 lb. Dark Complexion, brown hair, blue eyes. He is 18, has the equipment of medium foot man, and a horse.

**Ercondegne of Burrdan**, Yeoman. (ML 85) 5'8", 131 lb. Dark complexion, blond, hazel eyes. He is 29.

**Rathread of Burrdan**, Yeoman, (ML 85) 6'2", 180 lb. Dark complexion, brown hair, gray eyes. He is 26.

**Trumtheow of Burrdan**, Yeoman. (ML 110) 5'6", 145 lb. Dark Complexion, brown hair, hazel eyes. He is 31.

## The Standing Bear Inn (Ragnald Totenbar)

Size: 3

Quality: \*\*\*\*

Prices: Average

### Ground Level:

1. Commons room. (a) bar, (b) booths cover charge 1d per-person plus meals and drinks.
2. Private dinning rooms. w/o fireplace: 5d, w/fire place 10d plus meals and drinks.
3. Owners bed room.
4. Kitchen.
5. Stable, (a) tack room, stable boy sleeps here. Stable charge 5d per animal, includes feed, water, and grooming.

All sons of Celph, except for Brockden, are equipped as light horse: Ring Byrnie, buckler, falchion, short bow, and lance

The map was inspired by "The Tavern, A Dungeon Floors Fantasy Gaming Aid" from Genesis Gaming Products, a seemingly defunct games company from the Eighties.

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6. Smoke house.
7. Tool shed.
8. Jacks.
9. Well.

## Balcony:

1. Commons. 1d ea furnish your own bedding.
2. Bedroom Wilwalh (owner's oldest son).
3. Guest rooms. Double cot room 1d each person. Double bed room: 4d for room.
4. Utility closet.

## 2nd Floor:

1. Best guest room comes with (a) sitting/dinning room. Sleeps one, Room rents for 40d. Servant sleeping on floor 1d each person. Servant sleeping on cot 2d each person. Fire 5d/day.
2. Guest room. Sleeps four, single person 32 d, more then four, 4d each extra person. Fire: 5 d/day.
3. Guest room. Sleeps three, single person 15d, more then three 5d each.
4. Guest room. Sleeps four, 3d each or 12 d for the room.
5. Guest room. Sleeps two, 3d each person.
6. Servant's quarters.
7. Guest Room. Sleeps four, single person 35d, more then four, 5d, Fire: 5d/day.
8. Owner's Daughter's bedroom, Illona.
9. Owner's two younger sons, Ecwict & Earnlid.
10. Utility closet.

## Basement:

1. Spirit storage.
2. Locked storage for rent. Charge 5d/100 lbs.
3. Open storage; Charge 1d/100 lbs.

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## Food and Drink at the Inn

	Type of food food or drink	Cost in Commons	Extra for room service
Drink			
	Ale	2d/pt	1d/pt
	Beer, small	1d/pt	1d/pt
	Brandy	3d/.5pt	1d/.5pt
	Cider	1d/pt	1d/pt
	Mead	3d/pt	1d/pt
	Wine, common	5d/pitcher	1d
	Wine, good	10d/bt	2d/pt
	Wine, excellent	25d/bt	2d/bt
Meals			
	Soup	1d	1d
	Meal, poor (cold)	2d	N/A
	Meal, hot (plain, common)	4d	1d
	Meal, good	6d	1d
	Banquet	10d/ea	3d
	Type of service		Cost of item or service
Other Charges			
	Candles, tallow		1d/ea
	Candles, beeswax		3d/ea
	Lamp, Oil		4d/ea
	Bath in room service		10d/tub
	Bath in basement (stand in line, no privacy & share)		2d/ea
	Laundry, by load		2d
	Minstrel, per private performance (available only in guest rooms 1, 2, & 7)		25d