THOEN

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Location:	**Kingdom of Orbaal**
Status:	**Seat Clan Mordauk**
Government:	**Valhakar of Clan Mordauk**
Population:	**Ivinian 50; Jarin 135**

History

This island had no permanent settlement until the end of the 6th century TR. Before that only whalers or pirates used this island as a base for short periods of time. Most where either Ivinians not interested in settling here and looking in vain for looting or Jarin, who were interested in the fishing grounds.

By 590, a few bold Jarin settled this island and founded the town of Jarel. Jarel was to be the major center of the fishing activities. Occasional raids on fishing boats and an increasing population demanded that the island had to be more controlled than the carefree attitude by the islanders so far. The inhabitants started to build a walled town named Thoen and cultivated the land. The lands had inferior quality but it was only seen to supplement a high consumption of fish. By 609 the islanders built a few hillforts, one in Thoen, that were to grant protection from the increasing viking raids. Feudal instituations were very slowly building up, when clan Rewynal claimed authority over the island and had some success in driving off some raiders in succession between 615 and 635 TR. The Trehaens of the vicinity concluded to establish liege-vassal relations during the time of the raids as is customary in feudal societies. During the next two decades Thoen saw a treacherous time of tranquility. The Trehaens were meeting to bring the islanders back to the way of tradition.

From 654 until 657 Thoen and its surrounding lands saw a series of determined attacks. This time, the pirates were not just looting, they stayed. Connections to the main land were deteriorating, largely due to the fall of Sherwyn and the situation culminated, when a particularly brutal raid succeeded in capturing the hillfort in Thoen. Thoen was almost burnt to the ground and all persons of importance, real or imagined, were killed. All survivors were enthralled.

The years from 657–695 were again a period of peace, although a harsh one for the enthralled Jarins. The raids died down and the tention between Jarin and Ivinians lessened somewhat, as the Ivinian concluded that "their" Jarins were able fishermen. As sea-going men this earned the Jarins' some respect.

The situation collapsed again, when clan Sherwyn vied for control over the archipelago and in 700 were met with success. This period saw much bloodshed of which Jarin and Ivinians were victims alike. Only treachery inside the ruling clan brought peace, as Mikaar Mordauk subjugated himself after leading the Valhakar of his clan into an ambush. The Sherwyns accepted and pronounced him Valhakar of the Mordauks. The Thrangard was forced to accept. This treachery was not forgotten in Thoen and Mikaar was assassinated three months later. Due to the political and military situation, however, the new Valhakar Keryn did not resume the fighting but appeased the Sherwyns, who were somewhat upset to see their puppet displaced. Both parties remained quiet but tribute started to be delayed. When Keryn died on a viking raid on mainland Lythia in 714, Turvald, young and not too bright was chosen Valhakar. This choice was dictated by the lack of other suitable candidates and a bit of pressure from the Sherwyns, who rightfully saw a weak man better fit for their own goals.

The Sherwyns did not account for the scheming Ekkarts however and since the 6 years of his Lordship, Turvald Mordauk, is gradually being persuaded by the Lord of Kjen to rebel against the Sherwyns. As of now, he has withheld a considerable amount of tribute to account for the "lack of support by the *Princes* in Sherwyn", a saying adopted from Avaarl Ekkart.

Government

The government is typical for Ivinian-dominated Orbaal. The Valhakar of clan Mordauk is a supreme ruler, advised by his thrangaard (and others). The current Valhakar Turvald has a limited intellect, but is aware of it. He therefore trusts his many advisors, who as a collective give reasonable advice. Due to the number of advisors however, there is no real stability in decisions. It all depends on who is present on a judgement day. Overall, the Jarin are less and less opressed, but almost all are enthralled.

The lands of Thoen are peaceful as can be.

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Considering an influental, scheming neighbour and a liege virtually at war with his own neighbours, the Serewyns, this does not mean much. There is one problem that Turvald does not have, which plagues many Ivinian lord in Orbaal: the Jarin resistance has never had any noticable effect here and does not have a foothold presently either.

Economics

The diet of the inhabitants of Thoen consists mainly of fish and is suplemented by the yield of the cultivated inferior fields. Some trade is conducted, but major traffic bypasses Thoen in direction for Sherwyn or even Lorkin.

Taxes

Head Tax	per annum (Ivinian)
Head Tax	per annum (Jarin)
Hawking	10% of goods value
Bonding	2% of goods value per month
Pilotage	20d flat fee
Wharfage	1d per foot per day
Registry	35d per foot per annum

Local Map Notes

1 VALHAKAR (Turvald Mordauk)
The Leader of the great clan Mordauk leaves in a small hut. His family consists of his 4 wives and 5 children under the age of 8. When he became Valhakar he only had 2 wifes, but the clan was and is still small. At this time he can't afford to build a hillfort like the Jarins had. It's old site was the base for the present clan houses.

2 MERCHANT (Kilrod Mordauk)
Kilrod is an elderly man and would have liked to see Mordauk go the way the Ekkarts plan it. He wasn't given the post of Valhakar due to pressure from the Sherwyns. But Turvald listens to him and his merchant activities provide a good income for the clan.
Kilrod has a monopoly on all mercantyle activities in the lands of the Mordauks. Any pelts, surplus fish and foreign wares pass him. Although this is not much, he has a few connections in some major Ivinian ports.

3 HIDEWORKER (Klaren Ferdak)
Size: 3 Quality: **** Prices: Average
Klaren works as thrall for the Valhakar. He may sell an occasional piece if his lord permits.

4 PHYSICIAN/CRONE (Wera)
The fall of Thoen took place when Wera was 8 years old. Wera has been repeatedly raped for the next years by Toren Mordauk, then Valhakar and some of his brutal lieutenants. At the age of 12 she bore her first child. When she persisted as well as her children, the aging Valhakar took her as wife when she was 23, when her situation dramatically improved. One of her (acknowledged) sons was Valhakar for a short time, but he was ambushed during the wars with the Sherwyns through treachery among the Mordauks.
Wera is still revered by Jarins and Ivinians alike for her endurance and her knowledge of herbs and medicines. She is also considered wise and many ask her for advice. She has a rough attitude and mostly advises most people in the form of insults. The local folk have accepted this, since it is generally still good advice.
Although she is probably the the oldest living human on this island, she does not like to talk about the past. She will never talk about Lyrem Rewynal and says she knows no such person.
One of her bastard sons and his family live with her. They are not considered part of the clan and farm some land. They stay here for the sake of Wera.

5 SHIPWRIGHT (Ghernod Mordauk)
Size: 3 Quality: ** Prices: Average
More out of need than vocation Ghernod, 35, an older cousin of Turvald took up an apprenticeship as shipwright. Barely knowing enough to make simple repairs, he returned to aid his clan. He would have been chosen Valhakar, had he not been bedridden by an infected wound he was not thought to recover from. But his stamina made him live through the ordeal and now he fights to keep the ships of his clan in working condition.
This is hampered by the results of a freak storm last autumn that ruined a good part of his shipyard. (The ruins are not shown, the land on which they rested was washed away and had been between the main building and the jetty. It will be the most pressing task to rebuild this once spring starts.

6 MILLER (Arnolad of Ferwyn)
Size: 2 Quality: *** Prices: Average

7 PRIEST (Mirodar Tereskaan)
Sarajin's representative in Thoen. Mirodar

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and his family came to Thoen 679 TR, when the vikings of Thoen had a particular streak of good luck. To please Sarajin and seek further guidance Mirodar, an orderly priest from Menglana at the age of 26, was pursuaded to take up residence here. Since then he has cared for the spiritual needs of the Ivinian population.

Since Mirodar is quite old now, it is expected that his eldest son will soon succeed him. But until then he will remind the Mordauks and their followers of whenever they stray from the path of tradition and virtue – and he has a keen eye. Turvald listens alot to the priest. Mirodar advises him to obey his liege.

Mirodar is one of the few people who are on good terms with Wera. They both hold traditional views and see an ill future for clan Mordauk.

8 **CHARCOALER (Odenaf of Velyen)**
Size: 1 Quality: *** Prices: Average

9 **METALSMITH (Alf of Thoen**
Size: 3 Quality: *** Prices: High
This man is a second generation Orbaalese. He holds the important position of Metalsmith and sells his wares to clan Mordauk considerably below price to keep from being enthralled. He charges everyone else higher to make up for that.

10 **SALTER (Dagon Rynikaar)**
Size: 3 Quality: **** Prices: Average

11 **WOODCRAFTER (Ternon of Idelynesmad)**
Size: 4 Quality: *** Prices: High
This half-blood woodcrafter has emigrated from Lorkin as the Rebellion was subdued. He feared for his life as both Ivinians looking for culprits and Jarins looking for traitors were scanning the land.

He has quite a hand with works of art, a trait he has inherited from his Jarin mother, and this is highly valued. People come to watch him work and to talk, but he is not into politics. He is a friendly fellow and keeps an eye on Mirwyn that she doesn't lose business.

12 **WOODCRAFTER (Mirwyn Tolod)**
Size: 3 Quality: *** Prices: Average
Mirwyn is a widow since her husband died 3 years ago. She has run his business since then. She is somewhat attracted to Ternon [11] but he is 12 years younger than she is and he does not share her feelings.

13 **AYLEN**
Aylens proper name is Halgana and she is a refugee from the order of the Crimson dancer. At the age of 12 she was introduced to the fighting order, since she was inclined to the martial arts. She was raised as many aspiring to become a knight. A few days before she was to become a formal knight, a lover of hers was brutally castrated and killed one night. She ran from Quimen the next day and sought refuge here with a distant relative and renounced her vows to Agrik.

Aylen has some insight into the working of the order and the Crimson dancers would pay a handsome sum to get a hold of her. Therefore Aylen keeps a low profile, but she still practices her fighting skills. She claims the status of shield maiden.

14 **REEVE (Sart of Thoen)**
He is the wealthiest Jarin in Thoen, has a big family of 8 and enjoys considerable freedom in his thralldom. He also enjoys his amicable relationship with the Ivinians and uses it to further his goals. Most Jarins desoise him for that. On the other hand, he sometimes makes their concerns heard with the Ivinian crowd or even Turvald, as Sart is the only Jarin representative Turvald will listen to for long – although not for too long.

Religion

All the Ivinians follow or worship Sarajin. Almost all Jarin are followers of Ilvir, with very few exceptions who worship Siem. Worship of Ilvir or Siem is proscribed in public, as is the building of shrines or temples, but small gatherings for private ceremonies are allowed. A few half-hidden shrines were actually built in the surrounding woods by devout followers and the rulers have turned a blind eye to this activity for now.

Legends/Adventures

The serpent: Supposedly there is a giant serpent sleeping in a cave beneath the island. When it moves in its sleep, an earthquake can be felt. (This does happen once in a few years, but only felt by the most sensitive humans and some animals.) A myth says that should this snake wake Thoen will fall beneath the sea. A variant of this myth says that the snake will eat

all evil persons on the isle, most assuredly the Ivinian lot of thieves.

Lyrem Rewynal: When all the influential persons where butchered in 657, one Trehaen escaped into the woods and has never been captured. His name is Lyrem of the former ruling clan Rewynal and he must be 83 by now, if he still lives. Some people have claimed to have seen an old hermit, allegedly Lyrem. Some Jarni leave food at the forbidden but hidden shrines, which is often gone the next day. Some claim that Lyrem will return from the forests some-day to free the Jarin of Thoen with powers granted to him by the Serpent of the isle. Other rumours say that Lyrem has gone overseas to gather an army to overthrow the Ivinian rulers.

Little Mordauk: Solbran, the third son of Turvald Mordauk, has a talent for magic. He also has a psychic talent that lets him sense a Shek-P'var, at least while he is using magic. He desperately wants to leave the island, where his talent will be wasted, to become a mage. Of course, he would never be allowed to leave openly and probably beaten senseless, if he were to mention his plans. Instead, he will try to blackmail any Shek-P'var that sets foot on this island to help him . . .

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