

Minarsas is the commercial center of Vemionshire, the easternmost shire of Kaldor. Isolated from the rest of Kaldor by empty hills and trackless fens, and ignored by an ineffective sheriff, the Earl of Vernion rules his vast holdings from Minarsas and nearby Zoben with intelligence and efficiency. He enjoys an autonomy unavailable to the other earls of Kaldor.

Minarsas lies at the center of Kaldor's best sheep farming area. Generations of isolation have produced the Vernion Cross sheep, which yield the finest wool in the kingdom. This wool is sold to mercantylers from across the island and overseas.

The folk of Minarsas are laconic, clannish, and suspicious of outsiders. They prosper under the stout walls of Caer Minarsas, hereditary seat of Clan Caldeth.

## HISTORY

Vemionshire is a long-settled frontier area. Long before the arrival of the first humans on the banks of the Vernion River, Khuzdul miners and traders lived here. Some traces of their presence remain; Caer Minarsas sits atop an ancient kyg which the Khuzdul called Vemkhar.

The granite outcropping that dominates the valley was worked by the Khuzdul to conform with their standards of order and beauty. The rock was cleared of soil and vegetation; the steep slopes of the south, east, and west sides were quarried and cut to be steeper still, almost sheer. The top was leveled and a wall was erected around the perimeter with a gate facing the mountains to the east.

Jarin settlers arrived almost two thousand years ago. For nearly five centuries the humans coexisted with the Khuzdul, as laborers and traders. When the Khuzdul evacuated the valley after the Battle of Sorrows, they sealed the Vemkhar mines. The surface fortifications left for the Jarin undoubtedly served as a stronghold for a long succession of petty kings whose names have vanished into history.

**Location:** Eastern Kaldor, K-5

**Government:** Earl of Vernion

**Liege:** King of Kaldor

**Population:** 650

**Property:** 6% per year (residential)  
5% per year (business)

**Hawking:** 10% goods' value

**Bonding:** 1% per month

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## MINARSAS CLANS

Although there are dozens of different clans in Minarsas and its nearby villages, most residents are from one of seven large clans. The heads of these clans actually run the town in day to day matters that affect most townsfolk.

### Clan Arwyn

A junior branch of Clan Yarwyn (Azadmere-Habe) founded by Garath of Arwyn around 540. The original Arwyns were mercantylers, but later generations acquired extensive freehold and serf acres west of the Vemion. Pelnala Arwyn [12] is the most prominent member in Minarsas. Other clansmen include the Teamster [29] and Metalsmith [30].

### Clan Birath

The Birath clan comes from Sanic Manor about one league southeast of Minarsas. They have old Jarin blood and still worship Ilvir. Several prominent Biraths live in Minarsas, including the Fletcher [10], Timberwright [11], and Miller [16].

### Clan Charaers

A large and wealthy clan of Jarin origin. Most clansmen are serfs holding acres to the southeast, but some are freeholders or guildsmen. Darwyth the woodward [13] is the current clanhead. Other prominent clansmen are the Chandler [21], Harper [27], and Tentmaker [31].

### Clan Harabor

Trade throughout Vemionshire is firmly in the grip of the wealthy and powerful Clan Harabor. Four of seven Vemionshire guildmasters are Harabors: Salters [9], Ostlers [15], Clothiers [19], and Mercantylers [20]. The Harabors also have a royal connection; the deceased Lesel of Harabor, sister of the clanhead, bore King Miginath two bastard sons during their three-year relationship. The elder son, Sir Maldan Harabor, is Sheriff of Meselyne, but has little contact with his Minarsas cousins. The younger son, Sir Koris Harabor, is Marshal of the Royal Guard. Koris visits his kin at least once per year and is much loved.

### Clan Lothlar

The prominent Lothlar clan dominate the village of Lothlarny. Most residents hold acres to the north. The clan has served Clan Caldeth for over three hundred years. The constable of Zoben Keep is Sir Coreth Lothlar, a brave warrior who has attained remarkable prominence for a yeoman's son.

### Clan Runuld

The Runulds have lived in Vemionshire for at least two centuries. They are mainly cottars and villeins, although some are guildsmen or practice unguilded trades. The village of Runuld is still populated mainly by this clan. Crime is uncommon here and outsiders are unwelcome.

### Clan Vaben

The Vabens hold extensive lands between Minarsas and Nameril Manor. Most are freeholders and a few are yeomen. Prominent clansmen are the Miller [7], Mercantylers [28], Potter [32], and Innkeeper [34]. One clansman, knighted by King Torastra during the disastrous Battle of Geda (687), took the name Vabenel and is now Lord of Nameril Manor.

## 1 CAER MINARSAS

Caer Minarsas has been a fortified site for at least 3,000 years, first as a Khuzan kyg, then a Jarin hillfort, and later the seat of Kings of Arwn. The castle stands on a rocky outcrop that overlooks the town and river. Guards have a good view of all approaches. See Minarsas 15-23 for castle plans.

## 2 BOATMAN (Barint of Runuld)

**Size: 3    Quality: ★★★★★    Prices: High**  
Barint leases a 24 foot talbar and wharf from the earl for 36 shillings (432d) per year, and uses it to transport cargoes upriver to Kyg and downriver to Pendeth and Nenda. The talbar can carry up to six tuns of cargo, a volume measure (See: *Pilots' Almanac*). Barint keeps all revenue, but must maintain the talbar and all shore facilities in "best condition".

## 3 THE OLD MILL

This mill was replaced by the New Mill [7] in 710 after a flood destroyed the waterwheel and millrace, and drowned the master miller. During reconstruction, the journeyman miller and a mason were both crushed when the upper floor collapsed. Earl Caldeth condemned the building and built a new mill higher up the river. Locals say the Old Mill is haunted by a ghostly child.

## 4 THESPIAN (Vilmus of Arinas)

**Size : 7    Quality: ★★★★★    Prices: Low**  
Home of the Cloudy Mountain Players, a small band of thespians. Vilmus of Arinas, the leader of the band, is a tall, gentle man with a deep baritone voice and a prodigious memory. He and his wife Dibra hold a few weedy freehold acres on which they raise a few Sorkin Blues every year. Since a fire three years ago they have been in debt to Gotar of Vaben [28]. Vilmus and Dibra are proud of their strapping 17-year-old son Miklus, a fine and friendly lad. The four other members of the company live as a family, ever ready to help each other. The home is a boisterous, noisy cauldron of creative energy. The company owns a wagon in which they travel throughout Vemionshire.

## 5 CASK & FLAGON INN (Mald of Harabor)

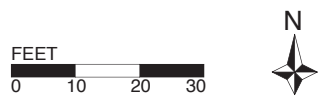
**Size: 5    Quality: ★★★★★    Prices: Average**  
This west bank inn once held an exclusive franchise to sell Harabor horses and mules in Atressa Hundred. Mald was betrothed to one of Anerd's [20] daughters, but refused to marry his cousin when he came of age. The clanhead retaliated by refusing to sell Mald any more livestock, and making alternate arrangements with the other two inns in town. Mald's former ostler now operates independently [15].

## 6 ZOBEN BRIDGE

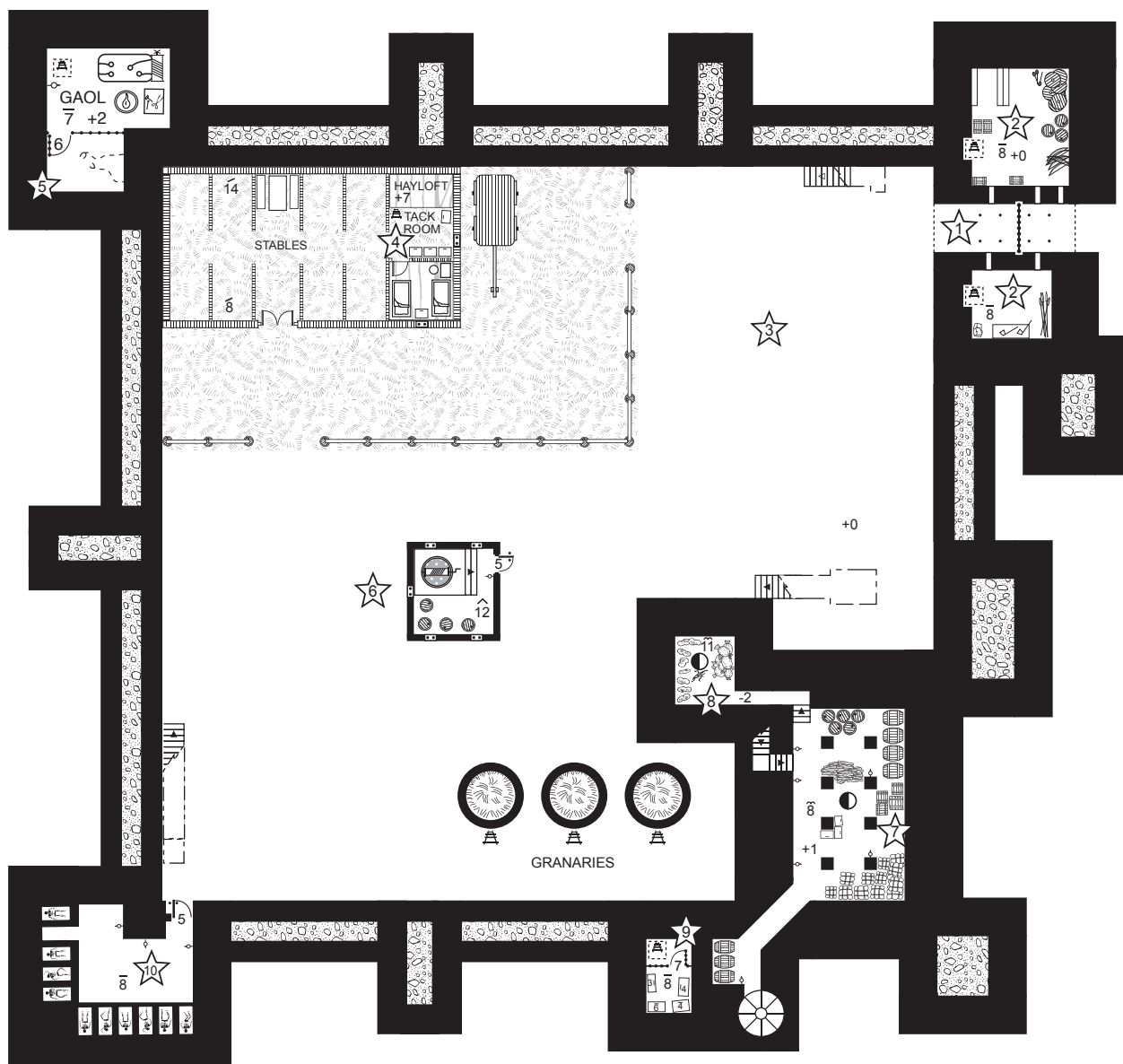
A wooden bridge built in 684 to replace a much older stone structure. The river is five feet deep and 70 feet wide at this point. Vertical clearance is six feet unless the river is flooding.

**[a] Tollhouse:** Karsin of Lothlar lives in this stone cottage and collects a toll from travelers on the Zoben Road or the Vemion River. Standard tolls are collected; boats pay one farthing (1f) per foot. Karsin's share is one-fifth.

## Ground Floor



All surfaces stone  
unless otherwise indicated





## Earl Declaen Caldeth

Sir Declaen Caldeth, Earl of Vemion, is a brilliant manager of assets, but less so of men. His sophisticated plans have made his clan one of the wealthiest in Kaldor. Should the kingdom suffer chaos and strife on the death of King Miginath, no clan is better situated or prepared to survive and prosper.

The earl's great weakness is an inability to delegate. Except for day to day military activity, he makes every important decision by himself. This frustrates and annoys his retainers. He routinely investigates those who work for him, and dismisses any he suspects of disloyalty. His elaborate military plans depend on two men, Sir Morgol Rintaran, the charismatic Constable of Minarsas (p28) and Sir Urian, the earl's son and heir (p26).

An insomniac, he spends sleepless nights managing remote vassal fiefs and planning marriages of grandchildren not yet born. He is a voracious reader, and concentrates on finance, husbandry, masonry, trade, and other subjects of practical value. He considers Peonians an essential part of the landscape, but he has little understanding of the wants and ways of his peasants. He has little use for Haleans or Khuzdul of any sort. His stubborn parochialism has cost him more than he understands.

The earl's wife Ialny, older sister of Lord Valador of Zutlin Manor, suffered a terrible palsy several years ago which left her crippled and speechless. Although she is ten years older and mostly bedridden, the earl's devotion to her is undiminished. He can often be found sitting with his wife, reading to her for four or five hours past candleset. Harpers compose songs of the earl's devotion.



**Shield:** Quarterly, gyronny azure and argent; sable, a horse's head couped of the second.  
**Crest:** A wyvern with wings displayed vert.  
**Motto:** *The brave never fall.*  
**Registry:** Holy Oak, 624.  
**Holdings:** Baseta, Kolorn\*, Minarsas, Zoben.  
 \* Baron Bastune.

## HârnMaster

### SIR DECLAEN CALDETH

#### Earl of Vemion

12 STR	12 EYE	16 INT	15 END
16 STA	10 HRG	13 AUR	10 MOV
14 DEX	12 SML	17 WIL	
10 AGL	15 VOI	12 MOR	

#### APPEARANCE

Age 43, 5'9", average frame, attractive, black hair, green eyes, medium complexion.

**Medical:** Insomnia

#### SKILLS

Initiative 80, Dodge 50, Unarmed 65, Bastard Sword 76, Kite Shield 84, Lance 68, Dagger 67, Riding 81.  
 Intrigue 91, Rhetoric 79, Oratory 74, Heraldry 71, Law 70, Survival 61, Foraging 58, Physician 34, Dancing 26.  
 Languages: *Hârn* 91.  
 Scripts: *Lakise* 92.  
 Ritual: *Larani* 22, Piety 56.

**Sunsign:** *Tai* (12 Savor, 676).

#### ARMOUR

Plate helm, Mail byrnie & cowl, Quilt gambeson & hood, Cloth tunic & surcoat. All materials superior.



## MILITARY RESOURCES

The Earl of Vemion funds a relatively large permanent military establishment. All forces are well trained and armed. The Town Watch is supported by the earl from urban taxes. Sir Morgol Rintaran, Constable of Minarsas, oversees all aspects of military operations.

<b>Castle Guard</b> Four mani of light foot and two mani of longbow. Three mani rotate watches while the fourth rests. The longbow patrol the battlements on daywatch.	20 Light Foot: spear, roundshield, leather 10 Longbow: longbow, spear, roundshield, leather The earl pays 30d a month for his light foot and 48d a month to 4 mani commanders. The Longbow are all paid 96d a month.
<b>Wyvern Guard</b> An elite mounted squadron are quartered on the fourth floor of the keep.	8 Light Horse: spear, roundshield, handaxe, ring. Each man is paid 150d per month. The guard are commanded by Sir Kobar Drelican, who receives 300d monthly.
<b>Town Watch</b> Two mani of light foot, a daywatch and nightwatch, that change at sunrise and sunset. The mani rotate watches every 15 days.	1 Captain: spear, roundshield, shortsword, ring 10 Light Foot: spear, roundshield, leather The earl pays 24d a month to each soldier and 48d to the captain, Eredos of Lothlar. See p30 for details.
<b>Morgal's Rangers</b> Four companies of elite hunters and woodsmen.	See below

### Morgal's Rangers

In 712, Sir Morgol Rintaran created an elite force of skilled hunters and woodsmen, personally trained and well equipped. Dubbing the group his Rangers, their mission is emergency response to fire, injury, or other calamity in the vast forests surrounding the earl's holdings. The Rangers are hand-picked freemen and serfs from Vemionshire.

There are four companies of Morgal's Rangers, based at Bevon, Lesyle, Nerlane, and Erthen. Each company comprises 16–22 men, equipped with good-quality spears, longknives, and shortbows, as well as black leather tunics, leggings, boots, and hats. The commander of each unit is the huntsman of the base manor, and he alone may sound the brass alarm bell given to the manor that hosts each company.

The Rangers are called out at least three times every year, even if only for a drill. It is an honor to be a Ranger; there is no compensation other than the equipment, which becomes the property of each Ranger.

### Siege Supply

Caer Minarsas maintains a large supply of salted meat, pickled vegetables and fruits, cheese, and grain sufficient to feed the household and townsfolk for about a year. The grain is in the castle granaries, while the rest of the food is stored in the cellar and buttery. The well can provide water for up to 700 persons daily.

### Militia

For defensive purposes, each manor can raise one militiaman per household. See Kaldor 21 for details.

## FEUDAL LEVY

### Minarsas

**Knights** 54  
**Squires** 54  
**Yeomen** 270

### Baseta

**Knights** 20  
**Squires** 20  
**Yeomen** 100

### Zoben

**Knights** 30  
**Squires** 30  
**Yeomen** 150

### Kolorn

**Knights** 16  
**Squires** 16  
**Yeoman** 80

### Feudal Levy

In exchange for his four major holdings, which total 133,700 acres of good quality land, the Earl of Vemion owes the crown a feudal levy of 120 Spears. Because the earl's manors are larger than normal, each spear is set at one knight, one squire, and five yeomen. That is, the earl must field 120 knights, 120 squires, and 600 yeomen. Generally, the earl delivers £1200 in scutage to the royal treasury in lieu of military forces.

To help meet his feudal obligation, the earl's vassal knights are required to serve 90 days or pay scutage of £1 per 120 acres. The earl prefers scutage and often discounts the rate to encourage cash payments.

### Garrisons

Baseta, Zoben, and Kolorn each have a permanent military garrison of one company of light foot.

## THE MINARSAS WOOL FAIR

The Wool Fair is a major source of revenue for Minarsas and Clan Caldeth. The earl's father began the event forty years ago and it has grown bigger every year. The fair runs from Kelen 5-9, shortly after shearing has finished, and is the largest wool market in Kaldor and the most important annual event in Vemionshire.

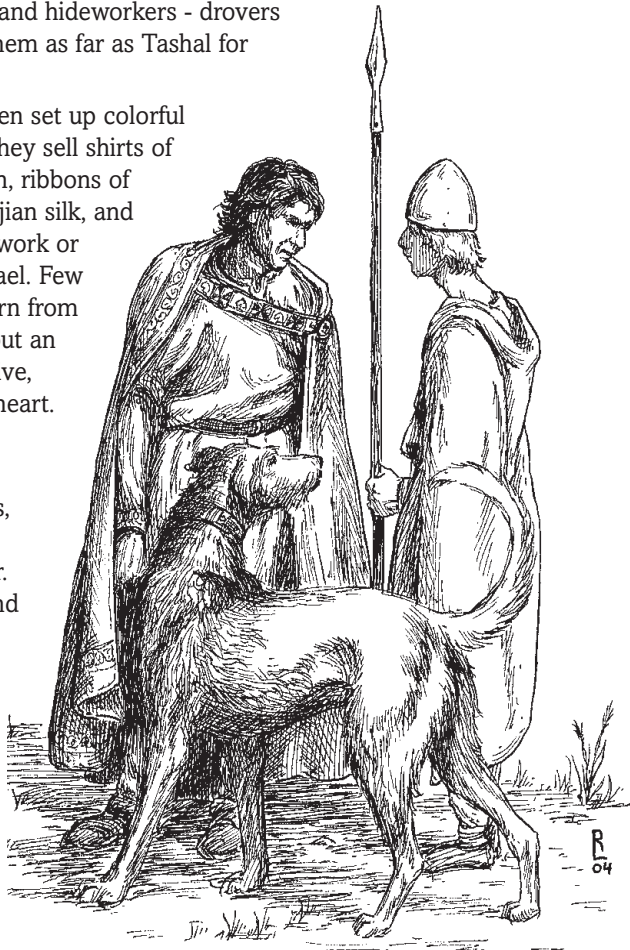
The Wool Fair attracts mercantylers and guildsmen from throughout Kaldor and even a few from Chybisa and Melderyn. Clothiers come to purchase the raw wool that they will turn into next year's cloth. They also buy bolts of fine woolen cloth woven in Vemionshire, especially the famed *Veman Weave*. Cloth is produced in Vemionshire all year long, but most is stored for sale during the Wool Fair.

Lexigraphers come to buy the top-quality vellum and parchment produced in Vemionshire. Flawless sheets of good size and color may sell for as much as 24d each. Although most vellum and parchment is made in Athelren, sales of these writing materials at the Wool Fair equal those of the Athelren Fair.

Other sections of the fair are devoted to the sale of hides and tallow for candles. Surplus lambs and sheep from the surrounding manors are sold to townsmen and hideworkers - drovers sometimes drive them as far as Tashal for slaughter.

Local guildsmen set up colorful stalls from which they sell shirts of fine Emelrene linen, ribbons of brightly-dyed Karejian silk, and even Khuzdul ironwork or rare glass from Evalael. Few peasants dare return from the wool fair without an exotic, if inexpensive, trinket for a sweetheart.

The bustling fair also attracts jongleurs, tumblers, and mummers from across Kaldor. Entertainments tend to be more rustic than seen at the Royal Chelebin Tournament of Chivalry.



*Earl Caldeth with his dog "Wyvern"*

### FEES

**Fair Stall:** 8d (per 10' x 10' stall).

**Gate Fee:** 1f per beast or person.

### Stalls at the Fair

01 - 33	Produce
34	Animals (trained)
35	Astrologer
36 - 38	Salter
39	Furs
40 - 42	Books/Scrolls (used & new)
43 - 45	Scribe
46	Estate Sale
47	Toymaker
48	Alchemist
49	Apothecary
50 - 53	Chandler
54 - 55	Clothier (new)
56 - 57	Clothier (used)
58 - 59	Metalsmith
60 - 61	Cartographer
62	Glassworker
63	Harper
64 - 67	Hideworker
68 - 69	Innkeeper
70	Jeweler
71	Locksmith
72	Mage (Charlatan)
73	Mage (Shek-Pvar)
74 - 78	Mercantylar
79 - 81	Ostler
82	Perfumer
83	Physician
84 - 86	Potter
87 - 88	Tentmaker
89	Weaponcrafter
90 - 93	Woodcrafter
94 - 95	Cleric (Larani or Peoni)
96 - 00	Roll twice again