

THE RISE OF CLAN CALDETH

Clan Caldeth was allowed to keep their Barony of Zoben through two centuries of Artane rule, as vassals of Clan Hernal, the new Earls of Vemion.

During the Baronial Revolt (599-603) Caer Minarsas was seized by its captain of the guard, and the earl and his two sons were murdered. Baron Colm Caldeth of Zoben retook Minarsas and executed the rebels. He held Minarsas until a new king was chosen.

When Haldan the Elder accepted the Kaldoric crown in 603, Sir Colm Caldeth was made 14th Earl of Vemion in 605 and Sheriff of Vemionshire in 607. Colm ruled wisely from Minarsas and Athelren, with an active interest in sheep breeding. The improved wool greatly increased revenue.

Colm's son Wilfred inherited the earldom in 630. Wilfred was neither a skilled politician nor a competent administrator. In 642, after delaying the delivery of annual revenue from the king's Vemionshire estates once too often, Wilfred was stripped of the post of sheriff.

A year later, during a feast in Tashal, a scion of Clan Dariune insulted Wilfred's son. In the resulting trial by combat, Wilfred's son was killed. When Wilfred died of apoplexy in 644, his eight-year-old grandson Jered was made a ward of the king until he was old enough to inherit the earldom in 657. Jered was obsessed with vengeance for his slain father. If not for the love he felt for Chelebin III, he would have waged open war against the Dariune clan, plunging Kaldor again into civil war. His revenge came in the first Royal Chelebin Tournament. He defeated the Earl of Balim's heir in both the joust and grand melee and won the day. Jered died in the winter of 674 of an infection from a wound sustained at the Battle of Ramala Gap. Always a difficult man, he was mourned only by Torastra.

Jered's eldest son Elfrod was made Earl of Vemion in early 675 but died that same month during the Treasure War at the walls of Burzyn. Elfrod's younger brother, Celed, inherited the earldom in 676 after a short regency. Celed had been destined for the church and the mercurial Torastra was frustrated with his vassal's cautious ways. Celed died peacefully in 709, leaving his eldest son Declaen as heir.

CURRENT POLITICAL SITUATION

Clans Caldeth and Elendsa have kept close ties since Haldan the Elder elevated the Caldeths to the Earldom of Vemion in 605. Although Earl Declaen Caldeth is highly respected by King Miginath, the earl is not inclined to dally at the royal court and has little influence there.

Sir Tulath Kaphin, Sheriff of Vemion, has a distant claim to the throne. The earl has taken pains to bring this contender under his influence, but there is a growing rivalry between the two men. Sir Tulath enjoys hunting with the earl's son, Sir Urian Caldeth.

Earl Caldeth is father-in-law to Sir Sedris Meleken, Earl of Osel. He believes that Sir Sedris would surely support him in the event of war. Earl Caldeth has agents actively tracking his absent son-in-law.

Earl Caldeth thinks the Earl of Gardiren is a degenerate swine, but accords him the respect due any noble. Since the earl's visits to the royal court and Baseta are rare, the two men have met only twice and barely know each other.

Earl Caldeth has deep philosophical differences with Sir Troda Dariune, the Earl of Balim, who is far more polished. He knows Sir Troda has the greater influence at court and he is certain the Dariunes have ambitions for the crown.

Earl Caldeth is good friends with the otherwise unpopular Baron of Nenda, who has a claim to the throne.

The Laranian Diocese of Pagostra includes all of Oselshire and Vemionshire. Rekela Cerdan Bantire, like his many predecessors, seeks to regain the abbeys of Halaina, Irtivir, and Lyntord that were stripped from the diocese in 389. Earl Caldeth does not support this goal since he believes the Rekela of Pagostra already holds too much power. Instead, the earl intrigues for a separate Diocese of Vemion and sends lavish gifts to Serekela Edine Kynn to support that result.

The *Order of the Lady of Paladins* has only two chapter houses in Vemionshire. Myshtas is held from the Rekela of Serelind and Kelen from the Serekela of Kaldor. Earl Caldeth supports both chapter houses, but favors Myshtas where two nephews serve as knights of the order.

The Clothiers', Salters', and Lexigraphers' Guilds are influential in Vemionshire. Every spring, just before the Wool Fair, the earl meets with the masters of all local guilds to discuss taxes and trade.

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MEMBERSHIP ECONOMICS

Minarsas is the largest market in Membershire. Sheep and cattle are grazed extensively in Tishilan and Lynnfana hundreds. Seven of the fifteen manors held directly by the earl are located in these hundreds; they field huge flocks. Trade in wool and woollen products brings much silver to the earl's coffers, and the wool industry dominates the wider community.

In addition to the wool trade, salters export great quantities of White Member cheese in fragrant hundred-pound wheels. Membershire parchment and vellum are in great demand by the heralds of the *Enclave of the Holy Oak* in Tashal, the Laranian and Peonian primacies in Thay, and Shek Pvar chantries in Melderyn.

The Wool Trade

Member wool is of a particularly high quality. Sheep are such a valuable source of coin that some lords have given over their entire demesne to pasture. Membershire lambskin makes fine parchment, and local mercantylers ship it for resale in Tashal.

The earl's extensive holdings in Lynnfana Hundred are heavily committed to sheep and only Halaina Abbey can compete with his wool production. The earl's grandfather made a dramatic contribution to the region's long history of breeding when he imported six expensive Kandian rams in 665. The union between the Kandian longhairs and the native Member sheep has produced the Member Cross, a hardy, long-haired white sheep with a finer fleece than any other Hârn breed.

With the end of the shearing season in early Kelen, mercantylers from around the kingdom and as far as Azadmere travel to the Minarsas Wool Fair to buy up the majority of Membershire's yearly wool clip.

The Wool Fair runs from Kelen 5 to 9, shortly after shearing has finished, and is the largest of its kind in Kaldor and the most important event in Membershire. Mercantylers from across Hârn gather on the Wool Common to buy local fleeces, wool, and cloth in time to rejoin the great caravans from Tashal.

Fleeces are sold in great canvas woosacks, each containing a hundredweight of wool (approximately 36 fleeces). Prices vary considerably by quality (see p37). The sturdy Sorkin Blue mule can easily carry two woosacks across its back. After the annual Minarsas Wool Fair, trains of mules clog the road to Nenda, where talbars ship the wool to Tashal.

Clothiers' Guild

The Clothiers' Guild is strong in Kaldor, especially in Membershire. The guild leadership in Minarsas, Nenda, and Zoben are cooperative and progressive. They enjoy strong relationships with the nobles on whose manors most wool is produced. In contrast, the freemaster in Kyg is a petty tyrant with no interest in affairs beyond his own limited horizon. Minarsas is also known for the production of dyes.

Hideworkers' & Lexigraphers' Guilds

The tiny Lexigraphers' Guild is powerful in Athelren where royal demand for parchment ensures growth and development.

The Hideworkers' Guild has grown prosperous with the Lexigraphers' Guild. Steady demand for hides has enabled energetic guildsmen to establish strong relationships with other local guilds.

Regular trade between the clothiers, hideworkers, lexigraphers, and sheep rearing manors has created a robust local economy. Some of the finest Membershire wool and hide products even make their way to the mountain kingdom of Azadmere with the help of Khuzan mercantylers, most notably Clan Horik.

Salters' Guild

Nenda is the center of the Salters' Guild in Membershire; two rich salt mines lie two leagues northwest. Many tons of rock salt are shipped up the Member River to Minarsas, or down the Selene River to Kiban. The Baron of Nenda has poor relations with the Mangai, and largely ignores all guildsmen, but not the taxes they bring to his treasury.

Local salters produce great quantities of a hard white sheep's milk cheese, called *White Member*. This cheese is enjoyed throughout Kaldor.

Seasonal Employment

Many guildsmen have need of temporary help, drawing labor mainly from cottars, small freeholders, and poor townfolk. In the winter, the charcoaler, timberwright, hideworker, and salter are especially busy. The mason and miller also hire when busy. Minarsas typically has a labor shortage during the Wool Fair. Even those known to be lazy, careless, or disruptive can find work for a short time.



CLAN WEALTH

Clan Caldeth is among the wealthiest of the great clans in Kaldor. That wealth can be classified into three broad categories: an excellent infrastructure for production and trade, vast land holdings that take full advantage of the infrastructure, and stored wealth to protect against disasters.

Silver to pay for the operating expenses of the

earl's household, military forces, and political activities is generated by his vast lands and the trade in the wool they yield. The wealth of his lands, his careful attention to matters of trade, and a natural proclivity for hands-on management help to ensure a sizable surplus at the end of most years. Contributions to the privy purse in excess of one thousand pounds are common. Unlike most of his peers, Earl Caldeth tends toward thrift. His remoteness from royal courts enables him to maintain appearances at modest cost.

Kind is used to meet daily needs, even if it means mutton on the table. Silver generated from trade, fines, and tolls is hoarded for the privy purse, saved to hire mercenaries or pay a ransom if necessary.

Minarsas expenses are dominated by military spending to maintain order in the vast Caldeth holdings. Maintaining effective fortifications is a major expense.

The earl's stored wealth includes his privy purse, loot and ransoms from past wars, and gifts from peers. It is said to contain jewelry, artwork, gold coin, and hundreds of pounds in silver coins to hire mercenaries in time of crisis. The treasury at Minarsas contains roughly half of the clan's stored wealth, and three-quarters of the silver. The remainder is kept under lock and hidden at each clan-held keep and manorhouse. Many of clan's most valuable heirlooms are on display in the Caldeth great halls, especially the one at Caer Minarsas. This public display of tradition and wealth never fails to impress visitors.

The Harbor Connection

Maldan Harbor is the Sheriff of Meselyneshire and eldest bastard son of the king. His younger brother Koris commands the Royal Guard, the best-trained and equipped fighting men in the kingdom. These two powerful men are the common-born sons of Lesel of Harabor. She was the older sister of clanhead Anerd of Harabor, who is therefore the uncle of the two bastards. Clan Harabor is old and wealthy throughout Vemionshire, and especially in Minarsas. Sir Koris is well-thought-of and visits the clanhead annually. Sir Maldan seldom visits Vemionshire and most of his kin have no love for him.

EARL CALDETH BUDGET – 720

Minarsas	£ 3,002
Baseta	1,096
Kolorn	211
Zoben	927
Total Income	5,236
Household	446
Feudal Payments	1,572
Tithe	524
Political Expenses	1,500
Total Expenses	4,042
To Privy Purse	1,194

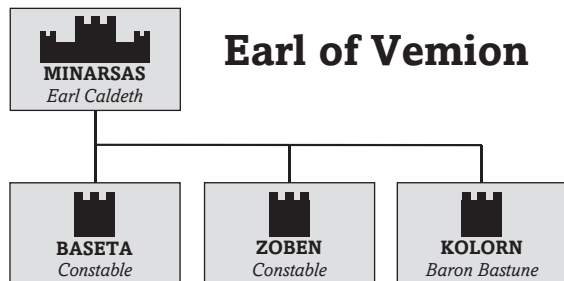
The Earl of Vemion earns about 60% of his income from Minarsas, including taxes and fees from local freemen. His remaining income is from Baseta and Zoben, and from the Baron of Kolorn.

The earl's annual feudal payments to the crown consist of £1200 scutage plus aids. Equivalent military service in lieu of scutage may be required by the crown. Payments are made in livestock, sacks of wool, and no less than £500 in silver.

The silver payment must be delivered not later than the last day of Halane. The earl always makes his payment personally when he visits with the king at Kolorn and Jedes in late Azura.

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GOVERNMENT



The earl owes fealty to King Miginath, and is owed fealty from the Baron of Kolorn, and the lords of 45 manors clustered around Minarsas, Baseta, and Zoben.

Freemen have access to the King's Law as enforced by the Sheriff of Vemion at Athelren. Minarsas is located in Atressa Hundred, and the King's Law is the writ of the Bailiff of the Hundred at Liansal Manor. Freemen pay an annual poll tax of 6d to the sheriff.

A council of six aldermen appointed from local master guildsmen assist the earl in matters of taxation and trade. Current aldermen are Garen of Frebal [17], Ebran of Harabor [19], Anerd of Harabor [20], Broe of Tamorith [36], Margan of Loda [41], and Mael of Runuld [42]. The earl uses his considerable wealth to support a strong military who maintain law and order.

Minarsas has a Town Watch of eleven reasonably well-trained local freemen, picked more for their size than for any commitment to peace and justice. Some of the watch are corrupt. For details, see p30.

RELIGION

The Church of Larani is influential in Minarsas. The local clergy has a close and profitable relationship with the earl, a devoted adherent (especially since his wife's illness). The Laranian temple [40] in Minarsas is open to all adherents. Some worship Larani as well as Peoni.

Peonian worship throughout Vemionshire is dominated by the aspect of Yselde Trothmaker, but the Minarsas temple [12] is dedicated to Belsirasin. The Peonian priestess, a wise woman with a keen eye for character, is not a close friend of the Laranian priest, but they have a working relationship.

The Mercantylers' Guild has repeatedly petitioned the earl to build a Hlean temple in Minarsas, but he has always rejected them. Melenda of Tamorith is an ordained Hlean priestess although she makes her living

running the Green Dragon Inn [36] with her husband Broe. She leads worship services at the inn, except when it is too busy. The earl neither protects nor persecutes Hleanism, but overt displays of Hleanism can draw the wrath of some locals. Worship of the "Queen of Pleasures" is considered morally degenerate by the Laranian Serolan and many of his flock.

Elements of Ilviran worship persist throughout Vemionshire in peculiar and ancient festivals. Ilviran symbology is widespread on older stone structures, and is occasionally used to decorate peasant clothing. There is no Ilviran temple in Minarsas, but a few shrines exist in the remoter reaches of the shire. Darwyth of Charaers [13] is the acknowledged spiritual master of local Ilvirans.

Worship of Agrik, Morgath, or Naveh is punishable by death, either by hanging, burning, or exposure in a gibbet. Morgathianism is especially feared. In 717 rumors of "dark practices" led to panic and the burning of three freemen of nearby Larwedon Manor, one of them a prominent yeoman.

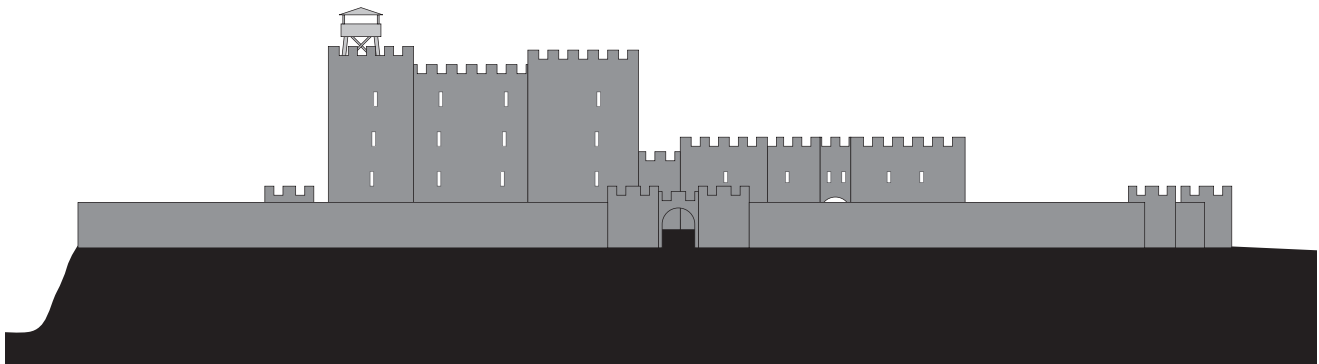


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GROUND FLOOR

- [1] **Gatehouse:** The castle's impressive entrance is a brilliantly-designed death trap, incorporating newly reinforced heavy oak doors, a portcullis, and arrow slits. A trapdoor on the gatehouse roof also allows defenders to cast rocks or hot oil on attackers below. The earl's grandfather designed the deadly entrance.
- [2] **Armoury:** These two rooms, accessed only from above, hold spare weapons and armour. This is mostly wooden shields and spears for use by militia, and spare bows.
- [3] **Courtyard:** The Castle Guard and Town Watch drill here daily. At other times, the area is busy with horses being exercised, and servants going about their chores. The echoing noises of folk and animals can be bothersome.
- [4] **Stables:** Dashing Scisco of Lehsa breeds and trains horses for the earl and his men. Stableboy (apprentice) Blair of Runuld is a clever lad who mostly dreams of joining a caravan bound for the far west. The paddock fence is designed to be taken down quickly in an emergency, but this has not actually been done in living memory.
- [5] **Gaol:** The only access to this dank chamber is via a trapdoor from the Guard Room above. The gaol is rarely occupied, at least not for long. The last prominent guest was Smee of Koralir, who was arrested after being wounded by an arrow on the roof of the keep. The prisoner confessed on the rack to being a Navehan cleric sent to assassinate the earl, but nothing else could be learned before he died. The earl doubted the confession, but has reacted by upgrading the locks throughout the castle. Gaoler duties rotate among the guardsmen above.

CAER MINARSAS (East Side)

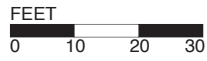


- [6] **Wellhouse:** The keep has no internal water supply. This is a source of annoyance for the castle staff. Sweldur, the cook, has charged the servants with keeping the castle's barrels of water as full as possible. The well shaft, more than five centuries old, penetrates through seventy feet of solid rock to an underground pool and stream. The masons who dug the shaft apparently did not realize how close they were to the Khuzan complex.
- [7] **Pantry:** Storage for crates, bales of wool, and barrels of pickled produce. The southwest passageway leads to a wine and cider cellar, and a stairway up.
- [8] **Buttery:** This small room, three feet lower than the rest of the pantry, is used for storage of ale, butter, cheese, and smoked meats. The stone floor has developed a crack that grows wider each year and repairs are scheduled after the west wall is completed. Clan Caldeth is unaware of the Khuzan complex below, but that may change when repairs are made.
- [9] **Treasury:** Accessed only through a hidden trapdoor from the chapel above and locked behind an iron gate. The Caldeth treasury includes 370 pounds of silver in coinage and bars, 27 pounds of gold, and some Pagostran era Church of Larani relics.
- [10] **Crypt:** The remains of many of the past rulers of Minarsas and their families. There is only one space remaining.

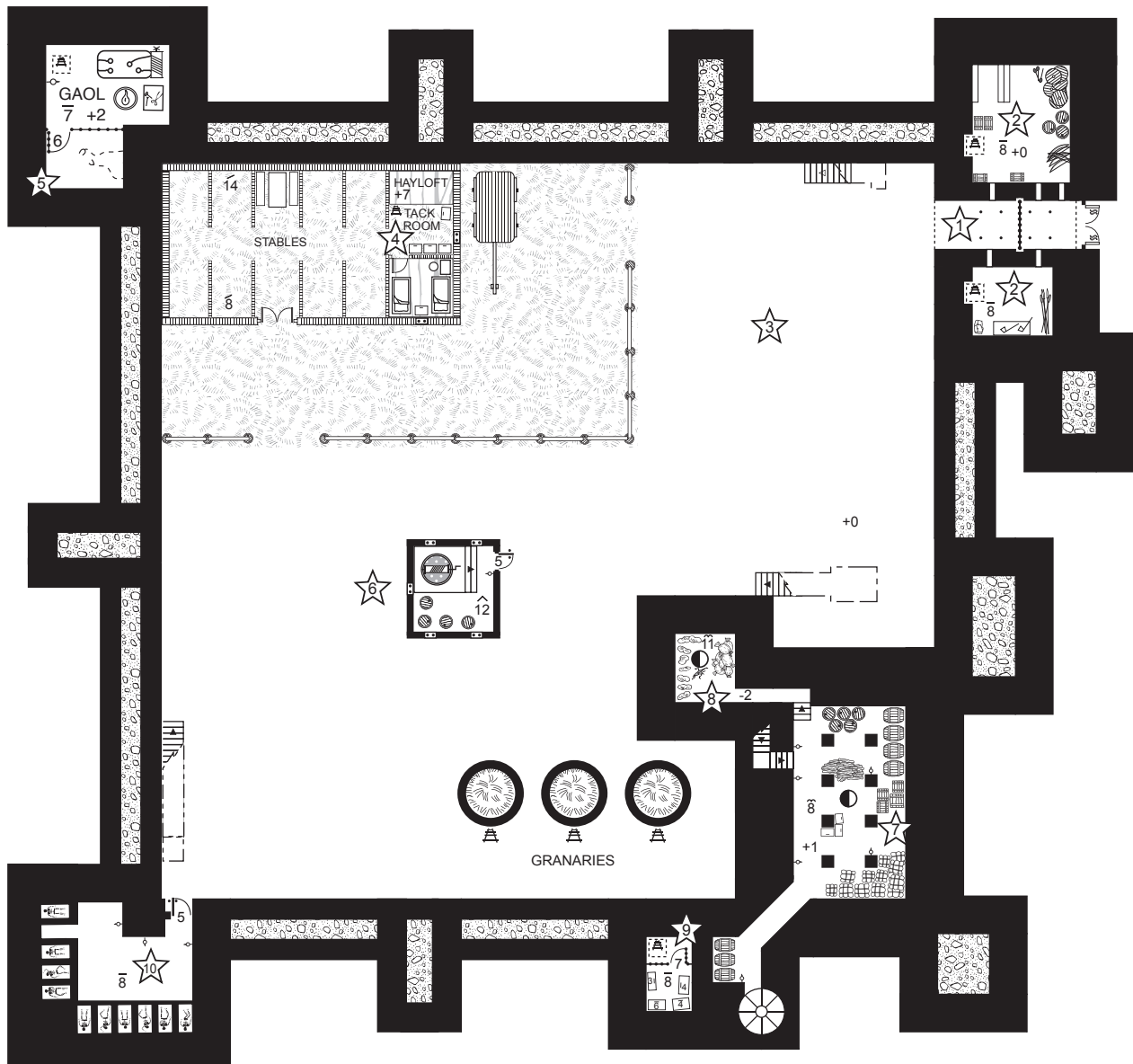
NOTE: Caer Minarsas has an outer Khuzan wall averaging ten feet in height, which encloses the castle with its own twenty foot walls. Outside the Khuzan wall is a steep cliff on the west and south sides which render an attack from these directions almost impossible. The east side is also steep but penetrated by the original Khuzan gatehouse.

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Ground Floor



All surfaces stone
unless otherwise indicated



CLAN CALDETH

Despite its great wealth and power, Clan Caldeth is not a large extended clan. In addition to his three children, the earl has an older sister, a younger brother, and three nephews. He has no cousins.

Lady Thilisa Meleken

Lady Thilisa, 23, is the earl's oldest daughter. She is married to Sir Sedris Meleken, Earl of Osel, who is absent seeking a murderer. Lady Thilisa manages their estates in his absence and seldom visits Minarsas. She has no children.

Lady Colenia Caldeth-Ubael

The earl's older sister Colenia, age 46, is the widow of Sir Ferin Ubael, who perished in a shipwreck three years ago. Her husband was a cousin of the Baron of Uldien. Her two surviving sons are both knights of the *Lady of Paladins* at Myshtas Manor, placed there to be within Earl Caldeth's influence.

Sir Rindan Caldeth

The earl's younger brother is the King's Ostler. He serves under Sir Koris Harabor, Marshal of the Royal Guard, who made the appointment. Sir Rindan has a drinking problem since the accidental death of his wife three years ago. Sir Rindan's only son, Squire Heber, will soon be knighted by the Baron of Nenda.

Political Travels

The earl does not enjoy travel. He visits his holdings in Vemionshire once per year, and more often as required for weddings and other social engagements. But he rests uneasily when his obligations take him away from Vemionshire.

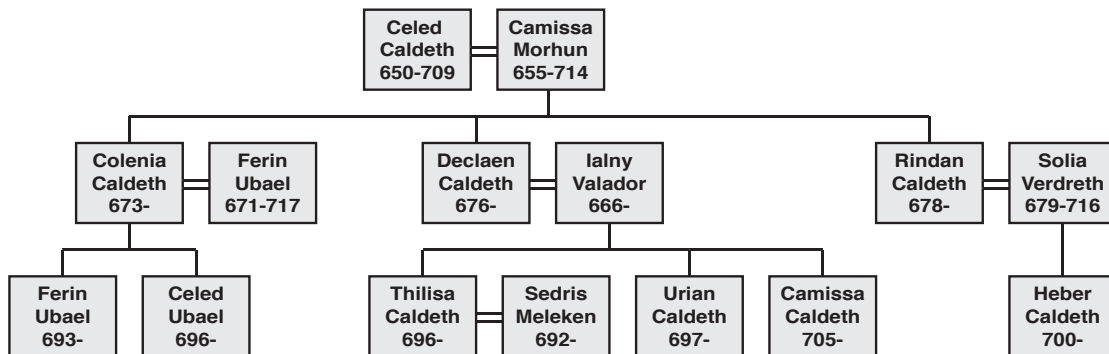
He seldom visits distant Baseta, relying on reports from the constable. He also uses agents who sometimes make themselves known to the constable.

Earl Caldeth visits the royal court and his own holdings in Kolorn as part of a single long trip in early autumn, escorted by his *Wyvern Guard*. His customary route is to travel to Nenda, then down the Selene River to Uldien where his widowed sister lives. He then travels to Kolorn to visit his vassal, Baron Bastune.

The king stops at Kolorn on his way south to Jedes to pick up the earl. Both men travel aboard the royal barge. This is the only time the king and the earl spend any significant time together. The two men genuinely enjoy each others' company, but Miginath's age and health and the earl's distaste for courtly intrigues make other visits difficult.

The earl typically spends a few more days at Jedes, then travels to Qualdris to visit his daughter. From there he rides northeast to Athelren. The last day of Halane normally finds the earl at home.

CLAN CALDETH





Sir Urian Caldeth

Sir Urian, age 22, will one day be the seventh Caldeth earl, if he does not get eaten by a wolf or killed by a jealous husband. He is tall and strong, known for his hunting skills, and a carouser of the first order. While he knows in his mind that he will one day be the next earl, his father's preoccupation with his mother's ailment has given him more freedom than he needs. Sir Morgal and Sir Gorlin spend a lot of time attempting to teach Sir Urian useful skills that he has no desire to learn.

Sir Urian's favorite pastime is hunting with his hounds and friends. He prefers to hunt from the relative comfort of one of the many manors held by his father's bailiffs. The local inns find him and his companions regular and generous (if demanding) patrons, and more than a few innkeeper's daughters have gone to his bed hoping to become the mother of the eighth Caldeth earl. Sir Urian's arrogant demeanor has made him unwelcome in some places, most notably the abbey at Halaina, an issue his father uncharacteristically ignores.

Hunting along the shores of Tontury Lake has become a new goal. Excited by tales of the great meredragons of Ilmen Marsh, Sir Urian boasts he will soon have the head of an Ilme as a trophy.

HårnMaster

SIR URIAN CALDETH

Heir to the Earldom

14 STR 13 EYE 12 INT 15 END
 14 STA 11 HRG 12 AUR 10 MOV
 13 DEX 14 SML 16 WIL
 12 AGL 14 VOI 11 MOR

APPEARANCE

Age 22, 5'11", average frame, handsome, brown hair, green eyes, medium complexion.

SKILLS

Initiative 78, Dodge 60, Unarmed 68, Bastard Sword 78, Kite Shield 76, Lance 70, Dagger 66, Riding 85.

Rhetoric 72, Survival 66, Intrigue 64, Lovecraft 64, Foraging 59, Dancing 38, Heraldry 35, Law 31, Physician 27.

Languages: *Hårnic* 88.

Scripts: *Lakise* 84.

Ritual: *Larani* 20, Piety 21.

Sunsign: *Angberelius* (12 Larane, 697).

ARMOUR

Plate helm, Mail hauberk & cowl, Quilt gambeson & hood, Cloth tunic & surcoat.

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 Morgal Rintaran, Constable of Minarsas, oversees all aspects of military operations.

Castle Guard 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.
Wyvern Guard 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.
Town Watch 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.
Morgal's Rangers Four companies of elite hunters and woodsmen.	See below

Morgal's Rangers

In 712, Sir Morgal 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.

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TOWN WATCH

Eredos of Lothlar, Town Watch Captain

Eredos served as a mercenary before settling down to raise a family. He thrives on power, and his leadership role has brought out his worst qualities. Causing humiliation and pain to miscreants and weaker men amuses him. He spends considerable time with the prostitutes of the Green Dragon Inn.

Angor of Jermel

Angor served as a mercenary with Eredos and relates many stirring tales of visits to Azadmere. He does not like his old friend's newfound mean streak.

Hoak of Vaben

Hoak is a slow-moving fellow with little ambition or initiative. He has been caught napping during his watch more than once.

Pinerd of Ikabir

Pinerd is a rowdy young beast of a man who enjoys a good fight. He has provoked fights with visitors just to show them who is in charge.

Persin of Birath

Persin chats amiably with passersby and shopkeepers. He usually knows what is happening with every free clan in town. He can keep a confidence.

Alfar of Runuld

Alfar is a corrupt thieving embarrassment. Another captain would have relieved him of his duties, but he supplies Eredos with young women.

Elgar of Runuld

Elgar is every bit as corrupt and opportunistic as his brother Alfar, and prone to uncontrollable rages as well. Most townsfolk know not to contradict him when he is having one of his "bad days".

Reberl of Charaers

Reberl is an incompetent dolt, prone to bluster, shortly followed by panic. His father was the captain before Eredos.

Andel of Arwyn

Andel is a good man and a devout Peonian with strong beliefs. He is often given extra work by Eredos who seeks to provoke him.

Haerl of Arwyn

Haerl is a strict enforcer of the law and accepts no excuses or exceptions. He would arrest his mother if she missed curfew, and say it was for her own good. He does not know his son is a *Knight of Agrik*.

Pedel of Charaers

Pedel is an earnest, hard-working fellow deeply in love with his wife. He does not know she sleeps with Eredos.

The Order of the Boarspear

Sir Urian is a member of an ancient society who call themselves the *Order of the Boarspear*. Membership is restricted to knights of landed families who have passed an extensive initiation ceremony that involves a number of senseless humiliating rituals, and one very dangerous one: the member must single-handedly kill a wild boar, then dress the carcass, roast it, and serve it to the other members.

Many of Kaldor's older noblemen and virtually all noblewomen consider the order sophomoric and dangerous. Nonetheless, repeated efforts to end it have failed as young knights continue to induct their younger brothers.

They meet at manors and hunting lodges on the three days of the full moon for hunting and carousing.



THE LOST HERNAL HEIR

During the Baronial Revolt (599-603) Caer Minarsas was seized by its captain of the guard and the earl and his two sons were murdered. After a patient siege, Baron Colm Caldeth of Zoben retook Minarsas and executed the rebels.

Unknown to most, however, the earl had formally acknowledged an infant bastard son by a serving girl of Clan Vaben. The recognition of Jalgon Hernal was drawn up by Chamberlain Waldria of Scaundy. When Colm Caldeth recaptured Minarsas Castle in 602, Waldria perished along with dozens of other retainers and guards. Nobody knows what happened to the child, or even if he was in the castle at the time.

The recognition papers are hidden in the library of the current chamberlain. They lie within a book of receipts from vassal manors from the years 558-589, undiscovered since they were hidden there in 602.

The recognition of Jalgon was witnessed and blessed by the elderly Serolan Abilgeth of Lyntord, who recorded it as a minor entry in his copious journal. In the aftermath of the baronial revolt, the Serolan felt it in the interest of the church to refrain from mentioning the lost heir, who was, after all, of common birth. With the support of the church, Colm Caldeth was named Earl of Vemion, and the church has enjoyed an excellent relationship with Clan Caldeth ever since.

Within a year of becoming earl, Colm gifted Irtivir Manor and two vassal manors in Grimrud Hundred to the church. Soon afterward, after Serolan Abilgeth died, his accomplishments in promoting peace and order were vigorously promoted by Clan Caldeth. His canonization as a Laranian saint within ten years was certainly quick.

St. Abilgeth's journal is now a valued relic of the Holy Laranian Church of Kaldor, and is stored at Halaina Abbey, once the seat of Lords of Darlen. It is difficult to read and few alive today are aware of its contents.



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THE SISTERS OF YSELDE

The Sisters of Yselde are a group of pious old widows and matchmaking grandmothers. They consider themselves Peoni's personal handmaidens as they meddle in the private affairs of everybody in town. Pelnala Arwyn humors them because they attend all services and are eager volunteers in all church activities. They take the time to repair the vestments and altar-cloths and do myriad other mundane tasks associated with keeping up appearances.

Many of the younger men of the town consider them predatory old birds. They are quick to flock around newcomers to town, especially able-bodied young men who might be suitable matches for one of the many available women. The Sisters are not above stretching the objective truth in the hope that Yselde will make wishes come true.



THE KNIGHTS OF AGRIK

The knights are a secret society of juvenile hoodlums. Their chief entertainments include petty vandalism and torture of livestock, with occasional abortive attempts at arson. They have no exposure to Agrikanism and no idea what they are talking about, but they certainly act tough.

Most of the boys will one day be decent adults, but there are a few genuine troublemakers who may yet cause some serious damage. The charcoaler's son Het of Runuld [46] is the most willful. Fascinated with fire it is only a matter of time before he causes a serious arson.

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.

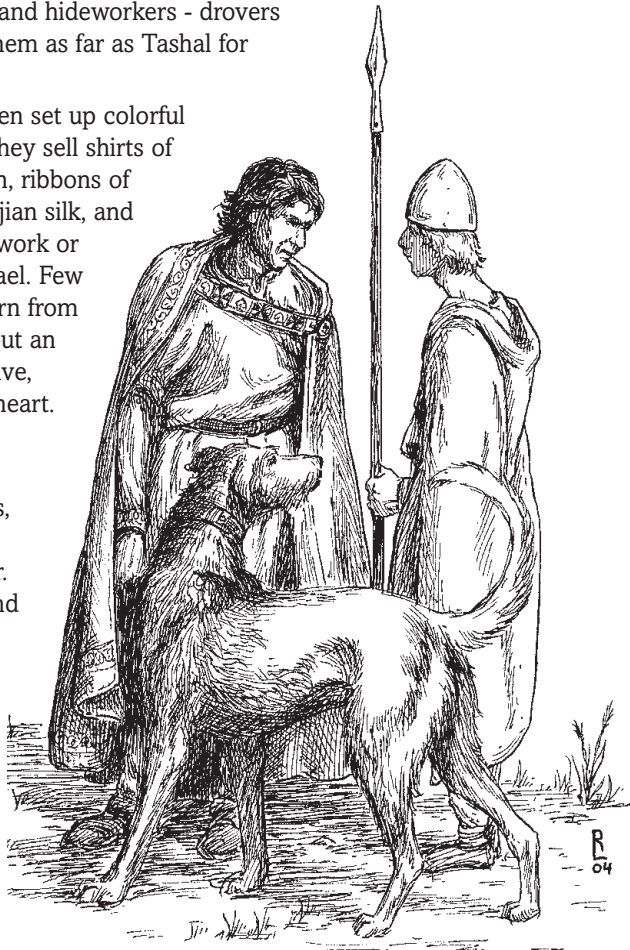
The Wool Fair attracts mercantylers and guildsmen from throughout Kaldor and even a few from Chybisa and Melderyn. Clothiers come to purchase the raw wool that they will turn into next year's cloth. They also buy bolts of fine woolen cloth woven in Vemionshire, especially the famed *Veman Weave*. Cloth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

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FAIR SCHEDULE

Every day, the gates to the fair open at dawn and close at dusk (one hour after sunset) The Keepers prosecute anyone caught "fence-jumping" at the next morning's fair court. Punishment is generally a fine of 3d, or one day in the bilboes.

DAY 1 (5 Kelen)

Banner Parade: At dawn, carts and wagons arrive with goods headed for the fair. Gates to the fair are opened at dawn for vendors only.

Two hours after dawn, a small procession emerges from the Laranian temple in the town. A heavy painted leather banner shows the goddess with her checkered shield.

Folk line the parade route and gather at the South Gate. Mothers distract young children while the Serolan makes his usual ponderous, judgmental speech and blesses the proceedings. The fair is now officially open.

The Wool Judges prowl the Wool Tent, a large pavilion, inspecting the fleeces and making notes.

Throughout the day, fairgoers buy whatever their purses allow.

DAY 2 (6 Kelen)

Fleece Auction: Held in Wool Tent, starting two hours after dawn. A crier walks the length of the green ringing his bell, warning buyers of the start of the auction. The tent is packed with people and wool. The smell is overpowering and the auction is a swirl of activity as the buyers move from lot to lot. The best fleeces, those destined for the finest spinning and weaving houses are usually sold first. The quality of wool diminishes as the day progresses. The auction continues until all lots are sold, generally by late afternoon.

DAY 3 (7 Kelen)

Games Day: The bookmakers have been busy at their boards since the fair opened, fixing and posting odds. The *Vemion Open* starts one hour past dawn. The *Minarsas Cup* begins one hour past noon, after the chariots circle the Paddock and parade down to Market Square to the cheers of the onlookers.

Contests of skill, strength, and speed are held on Runuld Green all afternoon.

The earl sponsors a Feast of St.

Ambrathas this evening for local nobility, with the requisite opening benediction by Serolan Margon Irin.

DAY 4 (18 Kelen)

Banquet Day: An open day for buying and selling. Animals can be inspected in the various pens set up on Stock Common, and in the Stock Tent. Unsold or late arriving wool can also be bought in the Wool Tent.

This evening, the Clothiers' Guild of Minarsas hosts a Wool Banquet in the Wool Tent. All vendors are invited to this grand event. A fee of 3d per head is charged. The food is rarely worth the price, but the event is always crowded since many deals and contacts can be made.

DAY 5 (9 Kelen)

Stock Auction: Begins two hours after dawn. Most buyers leave the fair and drive their purchases home.

This is the busiest day for notaries, scribes, and litigants as buyers and sellers rush to complete their business and leave.

Vendors pack their goods in the late afternoon and depart the fair grounds by sunset. Last minute sales are brisk and the prices are low. The inns are always especially busy and noisy this last night.

DAY 6 (10 Kelen)

The empty stalls are dismantled by hired labor and stored in the bonding house. Everyone counts their money and grins (or frowns). Many travellers now head for the Athelren Fair which starts on Kelen 15.

