

Aleath

- 1 Caer erynroth
- 1a House of Ymeld, bonded
weaponcrafter
- 1b House of Kolobar, bonded ostler
- 1c Granaries
- 2 Palace of Aeldele
- 3 Violet Mantle Palace of Arms
- 4 Bonding House and Granaries
- 5 Palace of the Masks
- 6 Palace of Iradar
- 7 Mercantylers' Hall
- 8 Chantry of the Guild of Arcane Lore
- 9 Pilot's Guild
- 10 Guildhall of the Lia-Kavair
- 11 House of the Harbourmaster
- 12 Seaman's Guild
- 13 Xuaka Square
- 14 Eryn Square
- 15 The Village of Morien
- 16 The Village of Kurnil
- 17 The Village of Afael
- 18 The Village of Arsona
- 19 Temple of Halea
- 20 Temple of Larani
- 21 Temple of Peoni - Balm of Joy
- 22 Temple of Peoni - Irreproachable
Order
- 23 Temple of Save-K'Nor
- 24 The Sword and Scepter
- 25 The Sunset Inn
- 26 The Five Pennies
- 27 The Green Saltire
- 28 The Fox and Glove
- 29 The Silver Cavern
- 30 Porgins' Inn
- 31 Hideworker
- 32 Embalmer
- 33 Toymaker
- 34 Metalsmith
- 35 Woodcrafter
- 36 Clothier
- 37 Usurer/Mercantylers
- 38 Mason
- 39 Chandler
- 40 Apothecary
- 41 Perfumer
- 42 Weaponcrafter
- 43 Timberwrights' Guild
- 44 Potter
- 45 Salter
- 46 Potter
- 47 Chandler
- 48 Metalsmith
- 49 Woodcrafter
- 50 Clothier
- 51 Hideworker
- 52 Lexigrapher
- 53 Glassworker
- 54 Locksmith
- 55 Clothier
- 56 Toymaker
- 57 Lexigrapher
- 58 Clothier
- 59 Lexigrapher
- 60 Mason
- 61 Embalmer
- 62 Salter
- 63 Usurer/Mercantylers
- 64 Usurer/Mercantylers
- 65 Litigant
- 66 Litigant
- 67 Weaponcrafter
- 68 Metalsmith
- 69 Potter
- 70 Tentmaker
- 71 Physician
- 72 Jeweller
- 73 Jeweller
- 74 Mason
- 75 Perfumer
- 76 Physician
- 77 Litigant
- 78 Fortune Teller
- 79 Rugmaker
- 80 Miller/Millwright
- 81 Harpers' Hall
- 82 Jeweller
- 83 Mystic/Alchemist
- 84 Shipwright
- 85 Palace of the Floating Moon

86 Brothel
87 Pesirias Warehouse
88 New Quay

Avertu

1 - Keep
1a - bonded weapon crafter
1b - bonded ostler
1c - storage for shire's revenues
1d - proposed site of Laranian temple
2 - Windmill
3 - Dating back more than 200 years, docks are in constant need of repair
4 - Green Oar Inn - caters to visiting seamen and local fishermen
5 - Chandler, also owns nearby rope-walk
6 - Shipwright - the nearby well delivers brackish water; while suitable for most uses, the residents of the lower village are willing to climb the hill to take drinking water from the other well
7 - Timberwright
8 - Salter - retail sale of salt and salted fish
9 - dock and market hall used by local fishermen
10 - Hideworker
11 - Bondsman
12 - Festival and worship site of Peoni's faithful
13 - Merchant, specializes in maritime transport of salt and tin from nearby mines
14 - Merchant, specializes in overland transport of salt and tin from nearby mines
15 - Metalsmith
16 - Woodcrafter
17 - Locksmith
18 - Miner's Guild, a hostel and guild hall
19 - Tentmaker, caters to miners and sailors (sails)
20 - Lexigrapher, specializes in maritime charts

89 House of Danard
90 House of Elgar

21 - Physician
22 - Charcolaer, a good friend of the potter
23 - Potter
24 - Clothier
25 - Lexigrapher, specializes in legal documents
26 - Physician
27 - Litigant
28 - Litigant
29 - Mason, hopes sheriff's plans for a temple are fulfilled
30 - Woodcrafter
31 - Embalmer
32 - Apothecary
33 - Old Market Inn - sits on site of the old market, caters to wealthier travelers, benefits from overflow from the Sheriff's keep
34 - Harbormaster
35 - Kyra's Bosom - ancient site of sacrifices to the pre-Peonian Unification Sea Goddess. The piling is a warning maker for sailors.

Chendy

1: Chendy Abbey
a: Temple and Main House
b: Library
c: Guest House
d: Bathhouse
e: Hospital
f: Graveyard
g: Ruined Mausoleum
h: Storerooms and gardens
i: Stable and Barn
j: Keep
2: Miller
3: Metalsmith
4: Woodcrafter

- 5: The Red Horse
- 6: Chapel of Peoni

Chison

- 1 - Chison Keep
- 1a - 'The Shreivalty' - offices and record chambers, plus rooms for the bonded herald
- 1b - Bonded master weaponcrafter and forge
- 1c - Stables with bonded ostler
- 2 - Laranian seminary
- 3 - Miller; the mills grind iron ore from the mines to the north as well as grain. They are not best placed for the wind, but the site was fixed by sheriff's decree
- 4 - Gibbet Square - the gibbet cages hold old bones, for the most part
- 5 - Peonian temple
- 6 - The Falcon's Rest inn
- 7 - Iron miners' hostel
- 8 - The Wheat Sheaf tavern - a Lia-Kavair front and reasonably discreet brothel
- 9 - Mercantylor - operates the local wool/cloth trade
- 10 - Metalsmith
- 11 - Woodcrafter - mainly buildings and carts etc.
- 12 - Woodcrafter - mainly furniture and cooperage
- 13 - Hideworker (sheepskins, mainly)
- 14 - Clothier - fine clothing for the nobility of the hundred
- 15 - Harper - purveyor of 'fine' musical instruments
- 16 - Lexigrapher - mainly parchment making
- 17 - Charcoaler - supplier to the iron mines to the north
- 18 - Potter
- 19 - Animal Trainer - mainly sheepdogs
- 20 - Scribe - works part-time for the Sheriff

- 21 - Teamster - mainly works the iron/ore haulage
- 22 - Teamster - mainly works the wool/cloth haulage

Cuton

- 1 - The keep - Cuton Keep was originally a wooden tower but is being very gradually rebuilt in stone
 - a - stables and bonded ostler
 - b - bonded weaponcrafter
 - c - kennels and mews
- 2 - Temple of Larani - the whole island was gifted to the church but locals are allowed to bury their dead in the ancient graveyard
- 3 - Miller - the windmills are poorly sited but have capacity to spare
- 4 - Temple of Peoni - clergy housed in grounds
- 5 - Salter - specialities pickled, smoked and salted herring and halibut
- 6 - Farmer - one of the wealthiest free farmers in the district, barns, storage sheds and workers' housing lie within the compound
- 7 - The Apple Tree tavern - a guilded premises with lia kavair connections
- 8 - Lexigrapher - fine parchment
- 9 - Chandler/beekeeper
- 10 - Metalcrafter - the village blacksmith
- 11 - Thatcher/rickman
- 12 - Woodcrafter
- 13 - The 'Sticking Pole' - a gallows, the main vertical timber of which is traditionally in the shape of an impaling stake, 'as a reminder'...
- 14 - Potter
- 15 - Toll booths - the Baron takes the proceeds of the south booth, the Laranian Church the other
- 16 - Hideworker - a tanner
- 17 - Tentmaker - main business is cordage, nets and sails for local fishermen

- 18 - Apothecary - Ilviran; some strange herbs and mostly export
19 - Animal trainer - speciality is sheepdogs

Dunir

- 1 - Caer Dunir, Clan Xelados
- 2 - Shipwright, Baryg of Hynam
- 3 - Metalsmith, Herk of Erynek
- 4 - Woodcrafter, Daryn of Hynam
- 5 - Bondmaster & Harbormaster, Aronis of Besok
- 6 - Temple of Peoni, Pelnala Linaeus Aricolor
- 7 - Bushel & Strike Inn, Sarena of Rian
- 8 - Pilot, Boha of Hynam
- 9 - Shedel Tavern, Bana of Alwila
- 10 - Ostler, Prysa of Lorafar
- 11 - Salter, Brewl of Embrada
- 12 - Clothier, Grezar of Jasil
- 13 - Physician, Karyn Dafala
- 14 - Miller, Belyn of Charaen
- 15 - Potter, Lonak of Gathefar
- 16 - Embalmer, Ereda of Ceraus
- 17 - Mercantylor, Janusch of Aldasen
- 18 - Charcoaler, Petra of Alwila
- 19 - Ratter, Kalin of Seros
- 20 - Chandler, Terwila of Aldasen
- 21 - Hideworker, Ursa of Kalryn
- 22 - Thatcher, Tarbil of Seros
- 23 - Yeoman LB, Lether of Lorafar
- 24 - Yeoman LF, Hunkel of Lorafar
- 25 - Yeoman LB, Olrin of Rickle
- 26 - Yeoman LH, Kalin of Dalfair
- 27 - Yeoman MF, Sastin of Dalfair
- 28 - Reeve, Jeastin of Durgee
- 29 - Timberwright, Arlen of Arlyn
- 30 - Shepherd, Tarbil of Rixen
- 31 - Beadle, Yderas of Rickle
- 32 - Swineherd, Halvin of Rickle

Dyrisa

- 1 - Caer Dyrisa
- 1a - Bonded weaponcrafter, Deben

- 1b - Bonded ostler, Verlim
- 1c - Concealed entrance to cellar
- b - Ariathe Barrows
- 2 - Towers under construction
- 3 - Andasin's Chase, royal hunting lodge
- 4 - Xerle Manor, Knight-commander Sir Daruth of Saldun
- 5 - Asagran's Hill
- 6 - Temple of Larani, Order of Hyvrik
- 7 - Temple & Hospital of Peoni, Order of the Balm of Joy
- 8 - Temple of Save K'nor, Order of Hyn-Aelori
- 9 - Perfumer, Thyme of Ralust
- 10 - Miller, Tohl of Ahver
- 11 - Shipwright, Seder of Yodea
- 12 - The Dragon's Quay Inn, Thyl of Kalwins
- 13 - The Jade Portal, house of courtesans, Merelyn of Menrea
- 14 - Clothier, Hesse of Terim
- 15 - Warehouse - Lia Kavair, Guild Hall, Reder of Eibast
- 16 - Apothecary, Daven of Orte
- 17 - Bonding House
- 18 - Litigant, Petri of Nashon
- 19 - Woodcrafter, Frenshe of Kalerth
- 20 - Potter, Rethe of Goren
- 21 - Clothier, Agien of Leri
- 22 - Jeweller, Henryne of Birks
- 23 - Mercantylor, Restin of Taswym
- 24 - Mercantylor, Eryck of Graek
- 25 - Chandler, Redd of Roban
- 26 - Mason, Doli of Pelgan
- 27 - Physician, Terg of Gamete
- 28 - The Palace of the Azure Robe, an indoor theatre
- 29 - The Fallen Falcon Inn, Timery of Lude
- 30 - Weaponcrafter, Havag of Dernier
- 31 - The Green Flagon Inn, Orm of Edriza
- 32 - Huntsman, Hogarth of Thurl

Edino

1. Caer Edino
2. Miller
3. Chandler
4. Potter
5. Woodcrafter
6. Apothecary
7. Physican
8. Clothier
9. Metalsmith
10. Lexigrapher/Scribe
11. Brothel
12. Salter
13. Mercantylor
14. Ferry
15. Litigant
16. Ostler
17. The Moot Hall
18. Toll Bridge
19. Hideworker

Ewen

- 1 Caer Ewen
 - a Bonded Woodcrafter
 - b Stables
- 2 Fishwyf
- 3 Mill
- 4 St. Elorn's Temple
- 5 Medak's Crumble
- 6 Metalsmith
- 7 Salter
- 8 Chandler
- 9 Charcoaler
- 10 Litigant

Findumon

- 1 Caer Kendela
 - a Manor House and court
 - b kitchen
 - c tithe barn
- 2 Fish ponds - the baron raises enough fish to supply the keep and still send

some to market

- 3 Mill - the old, inefficient undershot mill requires two wheels to keep pace with the fief's demands
- 4 Bake house - custom and the shortage of fuel demands all residents bake their bread here in the baron's bakery
- 5 Charcoal market - open almost daily; charcoal is brought in from neighboring manors to supply the needs of the Findumon
- 6 Craftsman's square - the metalsmith, woodwright, and salter ply their trades here. The salter specializes in fish from the baron's ponds
- 7 Toll house
- 8 The Barrow - now a site of Peonian worship, believed to be an ancient grave mound, it collapsed decades ago; a similar mound, still largely undisturbed, lies north of the mill pond

Gimon

- 1 Gimon Keep - see the keep floor plan
 - 1a Stables and bonded ostler
 - 1b Mews and kennels
- 2 Watermill
- 3 Salter - the salt pans are lord Jevasa's brainwave to reduce local dependence on imports.
- 4 Fishermens' cottages. Since the construction of the millpond and the destruction of the piers beyond the keep by recent storms the fishermen have to draw their boats onto the strand by the fish ponds - this is not popular.
- 5 Ratter
- 6 Clothier - deals in raw wool and thread from local spinsters.
- 7 Miners' guild hostel
- 8 Peonian Chapel
- 9 The Lead Miner tavern
- 10 Physician
- 11 Metalsmith - blacksmith

12 Metalsmith - works in pewter made from local tin and lead
13 Woodcrafter
14 Thespians - home to a troupe that are associated with the Save-K'Norian order of Redequelyn
15 Both of these wells give somewhat brackish water that is used mainly for washing and industrial purposes. Most water for cooking and brewing comes from a stream that runs through the fields about half a mile to the north east.

Hebon

1. Caer Hebon
2. Shipwright
3. The Checkered Wall
4. Ostler
5. Salter
6. Metalsmith
7. Locksmith
8. Wainwright
9. Physician
10. Apothecary
11. Chandler
12. Embalmer
13. Litigant
14. Lexigrapher
15. Glassworker
16. Potter
17. Timberwright
18. Charcoaler
19. Woodcrafter
20. Orchardier

Heroth

- 1 - Caer Heroth
- 1a - Bonded ostler
- 1b - Garrison barracks
- 2 - Edasarath Abbey, Order of Hyvrik
- 3 - Hideworker, Parga of Konin
- 4 - Royal Tollhouse
- 5 - Heroth Market
- 6 - The Crossroads Inn, Julas of Zaros

- 6a - Bonded ostler, Gardyn of Zaros
- 7 - Bonding House, Sir Kenis Cassean
- 8 - Weaponcrafter, Hari Yulthor
- 9 - Metalsmith, Rema of Arin
- 10 - The Gules Mantle Inn, Darga of Vul
- 10a - Freemaster ostler, Huldar Delor
- 11 - Apothecary, Merdan of Arven
- 12 - Timberwright, Tamrys of Lorden
- 13 - Woodcrafter, Boulin of Lorden

Ibonost

- 1 - Caer Ibonost - see the keep plans for details
- 2 - Temple of Larani - Order of Hyvrik
- 2a - Fruit store, used as a barracks for the knights from Lebenil when the king is in residence
- 2b - Residence of the Serolan
- 2c - Pension - aged gentlefolk can live here until they die in return for a (substantial) one-off donation
- 2d - Pension - as above
- 3 - Chapel of Peoni
- 4 - Miller
- 5 - Hideworker - deals with Gozyda trappers
- 6 - Lexigrapher
- 7 - Metalsmith
- 8 - Potter
- 9 - Woodcrafter
- 10 - Tentmaker
- 11 - Jeweler
- 12 - Salter
- 13 - Timberwright
- 14 - Charcoaler
- 15 - Perfumer
- 16 - The Gargoyle Inn
- 17 - Mercantylor - specialises in credit for caravans and petitioners to the Royal court
- 18 - Physician
- 19 - Weaponcrafter
- 20 - Chandler
- 21 - Shaman - this Gozyda has come here to die

- 22 - Miner - usually out at the nearby lead mines
- 23 - Sage
- 24 - Embalmer
- 25 - The Royal hunting lodge

Imiden

- 1 - Caer Imiden
 - a - excavation for foundations of new walls
- 2 - The Old Well; site of Peonian worship; "dressed" on Peonian holy days
- 3 - Ostler
- 4 - Inn (The Auburn Ringlet)
- 5 - Mill (grist and wheat)
- 6 - Fulling Mill
- 7 - The Clothiers' Quarter - working mainly in wool, these guildsmen have located their shops near the fulling mill for convenience
- 8 - Market
- 9 - Toll house
- 10 - Bonding house

Kedis

- 01. Kedis Keep
- 02. Abbey of St. Gweneth
- 03. Timberwright
- 04. Dansby Clan House
- 05. Chandler
- 06. Litigant
- 07. Metalworker
- 08. Lexigrapher
- 09. Embalmer
- 10. Apothecary

Menekod

- 1. Caer Menekod
 - a Bonded Ostler
 - b Bonded Weaponcrafter
- 2. Maign Tower
- 3. Sink Hole
- 4. The Laranian Barrow

- 5. Vaegrath Wood
- 6. Temple of Larani
- 7. Temple of Peoni
- 8. Clothier
- 9. The Golden Lion
- 10. Bonding House
- 11. Weaponcrafter
- 12. Charcoaler
- 13. Mason
- 14. Chandler
- 15. Hideworker
- 16. Potter
- 17. Metalsmith
- 18. Embalmer
- 19. Mercantylor
- 20. Physician
- 21. Apothecary
- 22. Miller
- 23. Mercantylor
- 24. The Speckled Band
- 25. Woodcrafter
- 26. Balkas of Melderyn

Minilaous

- 1 - Minilaous Keep - the keep is dramatically situated but maintenance is dangerous work
 - 1a - Bonded weaponcrafter, stables and ostler
- 2 - Branigar's beach
- 3 - The Axeman's Rest Inn - a surprisingly high quality establishment
- 4 - The Reeve's longhouse
- 5 - Woodward's cottage
- 6 - Beekeeper
- 7 - Tax and tithe barn - a huge storage barn that holds the goods due to the Baroness and to the churches of Larani and Peoni from the district. Also includes a small lockup that holds the proceeds of the nearby toll booth
- 8 - Miller - unusually, the mill is ox-driven
- 9 - Yeoman/beadle

10 - Chapel to Peoni - the Ebasethe lives in the nearby cottage
 11 - Salter - has salt pans to the North on Douhl bay; salts and smokes duck, lamb and fish
 12 - Shepherd, freeholder
 13 - Village sourpuss
 14 - Metalsmith
 15 - Toll booth - a toll is (theoretically)payable by the few travellers using the coast road
 16 - Clothier - mainly a merchant collecting wool from the district for export
 16a - The clothier's lockup warehouse
 17 - Animal trainer - mainly a falconer to the Baroness but visitors with status can sometimes get their animals cared for here and shepherds sometimes seek advice or help with their dogs
 18 - The Gremyne tavern - a fairly regular but unguilded open drinking house run by a spinster and a young widow

Ohetis

1. Caer Ohetis
2. Miller
3. Peonian Church
4. Timberwright
5. Chandler
6. The Wooly Rest
7. Metalsmith
8. Woodworker
9. Metalsmith
10. Apothecary
11. Potter
12. Clothier
13. Physician
14. Salter

Pinide

- 1 - Caer Pinide
 - a - Bonded master weaponcrafter

- b - Stables and bonded ostler
- c - Baron's kennels and mews
- 2 - Larianian Temple - caters to local yeomen and nobility
- 3 - Peonian Temple - a well made building but sparsely furnished
- 4 - Bridge under construction for the Baron's 'Moor Road'
- 5 - The toll bar -no toll is charged, as the King will not sanction it, but the gate is closed at night
- 6 - Miller - the mill itself belongs to the Baron and is rented
- 7 - The Mill Rind Inn - caters to the many travellers between Dyrisa and Aleath
- 8 - The Woolsack Inn - a travellers' inn
- 9 - The Black Mastiff tavern - a riverman's and Lia Kavair haunt
- 10 - Hlean Temple - a somewhat makeshift shrine catering to travelling merchants
- 11 - Navehan Temple - appears from the outside as a scruffy tenement, and actually has some tenants
- 12 - Metalcrafter - caters mainly to the manor, but has been getting business from the bridge and road builders
- 13 - Mason - a storage yard and hostel base
- 14 - Mercantylor - a leading light in the local wool and cloth trade, a warehouse lies to the rear of the house
- 15 - Thespians - a tenement inhabited by a troupe of players who entertain the summer crowds in the open air and perform in inns and manors during the winter months
- 16 - Clothier - caters to the Baron's household and local nobility and townsfolk
- 17 - Clothier - mainly supplies the local mercantylor as a wool-trade partner and subcontractor
- 18 - Woodcrafter - furniture and carved goods for the local market and export

19 - Woodcrafter - building and manor work for the most part
 20 - Woodcrafter - carts, waggons, barrows and such like
 21 - Timberwright - hostel and store for timber floated down the Edin
 22 - Perfumer - makes especially fine soap using wood from a bush found on Kehm Moor
 23 - Hideworker - a tannery lies off-map to the north along the nearest path
 24 - Potter - serves the local market, but getting a name in Aleath now, also

Quivum

1 - Quivum Keep
 a - Chapel to Larani
 b - stables, kennels and mews
 c - weaponcrafter - to clergy and Order of Chequered Shield
 2 - Stone quarry - depending on current projects in the area may be bustling or desolate
 3 - Peonian Temple
 a - infirmary
 b - hostel for pilgrims and poor travellers
 c - Pelnala's house
 4 - 'Town Gate' - sometimes known as the 'Rekela's Gate'
 5 - Miller - unusually this is a sizeable ox mill
 6 - The Shield of Faith Inn - bonded ostler and stables within the pale fence
 7 - The Green Ox Inn - speciality cider and scrumpy jack
 8 - Mason - the head quarryman runs a hostel for seasonal/occasional workers
 9 - Physician
 10 - Mercantylor - finances and runs Salt route caravans and Coranan/Aleath trade
 11 - Timberwright - supplies the quarrymen and lumber for export
 12 - Charcoaler - takes offcuts from the timberwright (11)

13 - Clothier - cloth for the church and for export
 14 - Cartographer
 15 - Artist - most work is for the churches locally
 16 - Glassworker - local sand deposits produce a clear, green-tinged glass
 17 - Metalcrafter - the village blacksmith
 18 - Woodcrafter - mainly agricultural tools and building work
 19 - Half-Villein - actually a priest of Ilvir, covert ceremonies are held in the cave to the north
 20 - Farmer, freehold - an important local employer

Sarkum

1. Caer Sarkum
 2. Bonding House
 3. The Red Cockerel
 4. Miller
 5. Harbourmaster
 6. Shipwright
 7. Apothecary
 8. Metalsmith
 9. Potter
 10. Clothier
 11. Chandler
 12. Mercantylor/Usurer
 13. The Crooked Man
 14. Hideworker
 15. Brothel
 16. Woodcrafter
 17. Weaponcrafter
 18. Salter
 19. Mercantylor
 20. The Jolly Cooper

Selvos

1 - Caer Selvos
 1a - house of Meredos, bonded weaponcrafter
 1b - House of Chastye, bonded ostler
 2 - Causeway

- 3 - Watchtower
- 4 - Temple of Larani
- 5 - Temple of Peoni
- 6 - Temple of Halea
- 7 - Victory Square
- 8 - White Gold Inn, Galpras of Uelomel
- 9 - Clothier, Parond of Dattys
- 10 - Mercantylers/Usurer, Valenar of Emyr
- 11 - Potter, Irevar of Mestil
- 12 - Woodcrafter, Oner of Fondria
- 13 - Chandler, Hemiral of Sarien
- 14 - Mercantylers, Parga of Ponvele
- 15 - Metalsmith, Bjerge of Osfor
- 16 - Miller, Baras of Pandria
- 17 - Miners' Guild Hall
- 18 - Embalmer, Anad of Keleto
- 19 - Physician, Clarlan of Perien
- 20 - Mason, Hakyl of Salgen
- 21 - Hideworker, Voadu of Kail
- 22 - Teamster, Haln of Vies
- 23 - Mercantylers' Hall
- 24 - Harbor and Anchorage
- 25 - Selvos Pier / Fish Market
- 26 - Bonding House
- 27 - Harbormaster / Pilots' Guild Hall
- 28 - Seamen's Guild Hall
- 29 - The Safe Harbor Inn, Carans of Hilgenel
- 30 - Brothel, Aelsi of Dondis
- 31 - Lia Kavair Safehouse
- 32 - Sail Maker, Saery of Mest
- 33 - Shipwright, Jarsyl of Losyin
- 34 - Salter, Damys of Bostada
- 35 - Woodcrafter, Rela of Postys
- 36 - Rampart

Sepire

- 1 - Caer Sepire
- 2 - Bonding House
- 3 - Charcoaler; rents space to the salter who smokes meats here for sale from her shop in town
- 4 - Inn - Water Snake; a rough place popular with the rivermen and masons

- 5 - Metalsmith
- 6 - Woodcrafter; cuts his timber across the river
- 7 - Miller
- 8 - Retting ponds, used in processing flax into linen
- 9 - Ruins of Morgathian Temple, destroyed in 588 with the collapse of The Theocracy
- 10 - Inn - Auburn Ringlet; caters to better clientele; stables horses at the Water Snake
- 11 - Hall of the Mangai
- 12 - Temple
- 13 - Mason's Dock - the mason maintains this dock, using it to bring in raw materials from the quarry upriver; hewn limestone is used in maintaining the keep and is also burnt to form lime and plaster for use in decorative work on the better buildings in Sepire

Sumon

- 1 - Sumon Keep, seat of Baron Udanel
 - a - stables with bonded ostler
 - b - kennels and mews
- 2 - 'The Mire' - actually, the pond is fed by a spring and drains into an underground stream, so the water is fresh. More fastidious villagers still fetch their cooking water from the river, however.
- 3 - Temple of Larani - serves the local nobility and yeomanry
- 4 - The Village Green - markets are held here each tenday
- 5 - Miller - a particularly large windmill of recent construction
- 6 - Weaponcrafter - serves primarily the Baron and his soldiers, but also accepts 'private' clients
- 7 - Timberwright - cut timber is seasoned in the hedged compound beside the

house; the Eryn is the main means of transport for 'raw' lumber

8 - Charcoaler - works in close partnership with the timberwright living opposite

9 - Metalsmith - the manor blacksmith

10 - Woodcrafter - the village carpenter

11 - Salter - main business is importing salt to the hundred

12 - Clothier - makes cloth from the local wool for export

13 - Mercantylor - a magnate in the local wool trade, also deals in iron, salt, charcoal and dyes

14 - The Pagan's Head Tavern - serves the upper town

15 - The Oak Tree Tavern - serves the lower town

16 - Ostler - breeds, keeps and trains horses locally

a - stable block, with nearby tack house and barn

17 - Potter - serves the hundred market

18 - Woodcrafter - makes goods from the locally won lumber, mainly for export

Torthan

1 Caer Torthan - until 687, the royal seat of the Kingdom of Alatar

1a - great hall and Sheriff's quarters - original wood construction replaced with stone 30 years ago.

1b - kitchen - original wooden construction

1c - quarters for guards and other men-at-arms

1d - rooms for distinguished visitors

1e - stables - used only by the Sheriff and his retainers; mounts of visitors are stabled with the ostler (

1f - tithe barn

1g - local residents still have not learned to call it the Sheriff's Pasture

2 (a,b,c,d) - Royal toll houses - the Sheriff resorted to a toll house on each major road to curtail attempts at toll evasion. The Serolan of the Laranian Temple continues to insist that those visiting the temple on "official business" should be exempt from the toll.

3 Ostler - his family has been breeding war horses of distinction for five generations

4 Site of Torthan's market; the well is the oldest in Torthan and is "dressed" on Peonian holy days

5 The Weirding Wood - tales of strange happenings cause residents of Torthan to avoid the northeast corner of the wood; long ago, visiting scholars located a Barsai Point in the woods and marked it with these three stones; they kept their discovery a secret from the local residents.

6 The miller recently added a second animal-powered mill

7 The inn - stabling available

8 Laranian Temple - the Serolan is currently involved in a dispute with the Sheriff over the payment of tolls

8a - Though it will soon be overshadowed by the new cathedral at Korri, this is presently the largest temple in Ternula

8b - quarters for the temple's lesser clerics

8c - the temple maintains its own stables

Zerien

1 - Fortified toll house - Erected by Rethem shortly after the capture of Zerien

in 626; it is administered by the constable of Phira.

2 - Caer Zerien - a Coroni river fort built in 432, captured for Kandy by the

Order of the Checkered Shield in 626;
tolls are collected at the gates.

3 - Bonding House

4 - The Ox Head Inn - caters to
merchants and wealthy travelers; bonded
ostler manages the best stables in the
hundred.

5 - Hall of the Mangai

6 - Grain Mill

7 - Fulling Mill - used in manufacturing
woolen cloth

8 - Zerien Manor - Sir Petryn Irien stays
here to avoid the noise and commotion
of the keep at the bridge; he is friendly
with the Rethemi constable of Phira who
often visits him here.

8a - The manor's granary and barns.