

**Location:** Perishire, Kandy  
**Holder:** Baron Yuri Xelados  
**Liege:** Earl of Selvos  
**Population:** 553 approximately

Dunir is an isolated keep and small town on the northwestern coast of Kandy, although it gets more traffic than one would expect. The road from Selvos to Menekod enters Rethem and is blocked by Hyen Keep, headquarters of the Agrikan *Company of the Copper Hook*. This fighting order once held Selvos, Menekod, and Dunir and has never accepted the Peace of Selvos. Hence, all military traffic and most trade in northwestern Kandy passes through Dunir. Although now a peaceful area, remnants of the dark churches that once dominated Dunir, still linger like a black raven, watching, waiting for the old days to return.

## HISTORY

The Vale of Denak lies between the Eryne Hills and the Tesien Moor, bounded by the Sheda and Mikah rivers. The Jarin settled this coastal plain around 500 BT. Good fishing and isolation from the rest of Hårn allowed the Jarin to flourish in relative peace. By 100 TR, the Vale had been united under the leadership of the Denak tribe, which gave the region its name.

This isolation ended in 377 when Malian the Good claimed the Vale for the Corani Empire. Location made this claim tenuous at best. Sporadic attempts to gather taxes seemed more like looting campaigns.

In 429, the Kingdom of Aleathia began to expand north and west along the western coast of Hårn. Aleathian ships and soldiers easily conquered the Denak during the summer of 437. The conquerors built an earth and timber fortress atop a rock outcrop at the mouth of the Sheda River, naming the site Dunir's Hold after their commander.

King Xuaka of Aleath grew too ambitious when he seized Heroth from the Corani in 443. This provoked a counter-attack, pinning Xuaka and his army in Aleath. During the spring and summer of 447, legions of Emperor Mejenes ravaged Aleathia. A peace granted Aleathia to the Corani upon Xuaka's death in 453 and Dunir became a minor fortress and naval base of the Corani Empire.

Dunir avoided the worst of the Balshan Jihad. With the collapse of central authority, the local commander, Daric of Elnear, seized control of the region in 565. Accepting the futility of fighting the Balshans, Daric publicly converted to Morgath and joined the Theocracy. Daric was able to shield his people from the worst of the Morgathian inquisitors. When the Theocracy collapsed in 588, Daric mercilessly put to the sword every Morgathian priest he could catch.

Daric's son, Stryger, inherited Dunir in 594, and then spent the next quarter century defending it against



bandits, mercenaries, raiding tribesmen, and rival armies. Constant war and the collapse of trade crippled the local economy. The rise of Kandy offered hope, and Stryger agreed to a military and economic alliance in 621. The next thirty years saw a minor renaissance in Dunir, but this golden age would be brief.

To the north, Arlun the Barbarian conquered Rethem between 629-35. Arlun then captured Henwe and Hyen in 642, Selvos in 651, Menekod in 653, and finally Dunir in 654. All members of Clan Elnear, save one boy squired in Dyrisa, were executed. A two story keep was then built inside the wall of the old fortress to house the Agrikan constable of the region.

## CREDITS

### WRITER

*Patrick Nilsson*

### ARTISTS

*Patrick Nilsson (maps)*

*Richard Lushek (illustrations)*

### CONTRIBUTORS

*Bill Gant*

*Peter Leitch*

*Kerry Mould*

*John Sgammato*

*Ken Snellings*

*Chris VanTighem*

### EDITORS

*N. Robin Crossby*

*Tom Dalgliesh*

*Grant Dalgliesh*

## DUNIR 2



As bad as things were under the Rethemi constables, they got much worse in 681 when King Nemiran gifted Dunir (along with Hyen, Selvos, and Menekod) to the *Company of the Copper Hook*. With these holdings the Hook underwent rapid expansion, taking into their ranks fanatic Agrikans from across the kingdom. Sir Fors of Cantrul, became Telmen (Knight Commander) of Dunir. From 681 until the keep fell to the Kandians in 693, Sir Fors tortured and killed over three hundred people, some for simply failing to show proper respect to a knight.

Escape from the clutches of Agrik came from the beautiful and charismatic Queen Eriel of Kanday who sent an army to attack Dunir in the spring of 693. Led by Sir Yuri of Xelados, the Kandians surprised the Rethemi who barely had time to close the gates of the keep. The siege lasted six months. Twice, relieving columns from Selvos were defeated by Sir Yuri's army. A guard betrayed the keep and few Agrikans survived the resulting bloodbath.

Held by a royal constable, Dunir served as a staging base for successful attacks on Selvos and Menekod in 695. This saw the return of Sir Yuri Xelados to Dunir for the first time since the liberation. The Lord Marshal of Kanday, Sir Grolis, was amused when Sir Yuri received the greater cheer as they marched through Dunir.

Following the war, Sir Grolis was made Earl of Selvos and Sir Yuri, to the great satisfaction of the inhabitants, was made his vassal, Baron of Dunir. During the fall of 698, Sir Yuri arrived with his family and veterans from the great war with Rethem. The knights of his retinue were granted manors, though Sir Yuri retained Zormel manor for himself. The common men-at-arms were settled across the region as yeomen and farmers, replacing the hundreds who had died at the hands of the Copper Hook.

Flush with ransom and loot, Sir Yuri went on an immediate building spree. Dunir's keep was expanded, adding a third story and a fourth half-story. The masons took great pains to seamlessly merge the expansion to the original construction, though the walls are thinner.

The addition of veteran knights as manor lords and retired veterans as yeoman greatly improved the safety and security of the region. The feudal levy and militia train regularly and are among the best in Kanday. Everyone remembers the Hook's reign of terror.

The baron's relationship with his liege, the Earl of Selvos, has always been strong. They fought and prospered together during Ezar's War and have been solid friends ever since. The baron does not share the earl's fear of the Copper Hook, thinking them a spent force. Sir Yuri feels that Chaffin III of Rethem, the "Madman of the North", is a far more dangerous enemy. Regardless, the baron maintains a strong military stance and that keeps his liege happy.

## GOVERNMENT

The baron governs with a light hand although he is firm in his decisions. He asks little of his vassal lords except a strong defense and fair justice. Unless the issues involved are serious, Sir Yuri prefers to hunt and feast and leaves day-to-day operation of the barony to his eldest son Sir Pavers. The baron's heir also treads lightly to ensure his father keeps this happy arrangement.

Sir Pavers' spouse, Lady Miara Korades, maintains a fair and honest position as the keep's chamberlain. She manages the keep household, except for the guard.

Sir Kaleb Vador, a bastard son of the baron, commands the garrison, the feudal levy, the yeomen, and the militia. He is aided by his boon companion, Sergeant Laris Indaser, a brother of a local manor lord. These two men ensure the unpopular midnight curfew is vigorously upheld. Offenders are fined one shilling (12d) or they can spend five unfed days in the gaol.

The guilds and other craftsmen have appointed the local mercantylar Janusch as their voice of power. This wealthy guildsman has several times been able to calm trouble brewing between the guilds and the baron. Sir Pavers is not fond of the smug mercantylar but knows that Dunir and his own wealth require him.

## ECONOMICS

Land quality at Dunir is below average. The baron's son has sought to improve fertility by bringing a monk of Peoni skilled in the arts of crop rotation to Dunir. Oats and hay are popular cash crops, sold as winter fodder in Dunir, Selvos, and Menekod.

Dunir's damp climate and extensive heath uplands are ideal for the local Red Sheep, so called for their ruddy faces. The wool is not especially soft, but is thick and excellent for outer garments. The best wool is used to weave tabards for the holy warriors at Menekod. Packs of feral dogs and wolves that prey on the sheep are a constant challenge for shepherds.

## Fishing

One third of the population supplement their income by fishing. The fishing boats are dragged ashore and line the south beach east of the Shipwright when not in use.

## Dunir Horses

Local nobility favor Dunir warhorses. This distinctive breed, related to the sturdy Tesien pony, has a reputation for endurance and sure-footedness. To maintain valuable bloodlines, the guild monopoly on horse breeding is strongly enforced in Sheda Hundred by the baron. The baron's own bonded ostler inspects all breeding operations at least once per year to ensure they are properly operated. Violators are punished with stiff fines. Trained Dunir warhorses often sell for sums in excess of £10 (2,400d).

## Market Days

A market is held in Dunir every Yaelah (15th). On market days the roads are busy with peasants bringing handicrafts, seasonal produce, and animals to sell. All the local craftsmen turn out with their wares, selling them to mercantylers or directly to the public.

## The Dunir Festival

The annual Dunir Festival brings a score of mercantylers from Selvos, Menekod, and other settlements in northern Kandy to trade for Dunir horses and wool. Held during the first five days of Azura, the festival is an important economic and cultural event:

**Day 1, The Benediction** performed by the Serolan of Scinaret Abbey to bless the festivities with good spirits and honest trading.

**Day 2, The Archery** contest for those who have mastered the longbow. First prize is a longbow from Heroth with a fine sewn quiver.

**Day 3, The Joust** attracts contestants from as far away as Selvos. Typically, 20-30 knights compete in the various events which offer valuable prizes.

**Day 4, The Race** with twenty or more fast steeds ridden by ostlers and squires. Wagers are common. The baron gives a "good yearling" as a prize horse.

**Day 5, The Baron's Toast** officially closes the festival. Nobles attend a lavish evening mass at Scinaret Abbey.

Other events include wrestling, caber toss, pie eating, sheep shearing, greased pig, and foot-the-ball. Prizes of one to six shillings are awarded to winners.

Security is intense because fairs attract pursecutters, prostitutes, and other riff-raff. The midnight curfew is lifted, but four armed guardsmen patrol the town after dark. Noisy or suspicious characters will be questioned and reminded of their good manners.

## RELIGION

The religious climate is dominated by the church of Larani. The *Order of the Checkered Shield*, the Laranian fighting order based at nearby Menekod, is widely supported. Few trust the Crown to defend them against Agrik's holy warriors.

Dunir Peonianism is also oddly militant. The Brothers of Belsirasin is a popular local organization obsessed with Belsirasin the Weeper's aspect of the warrior. Only lip service is paid to the gentle teachings of the goddess.

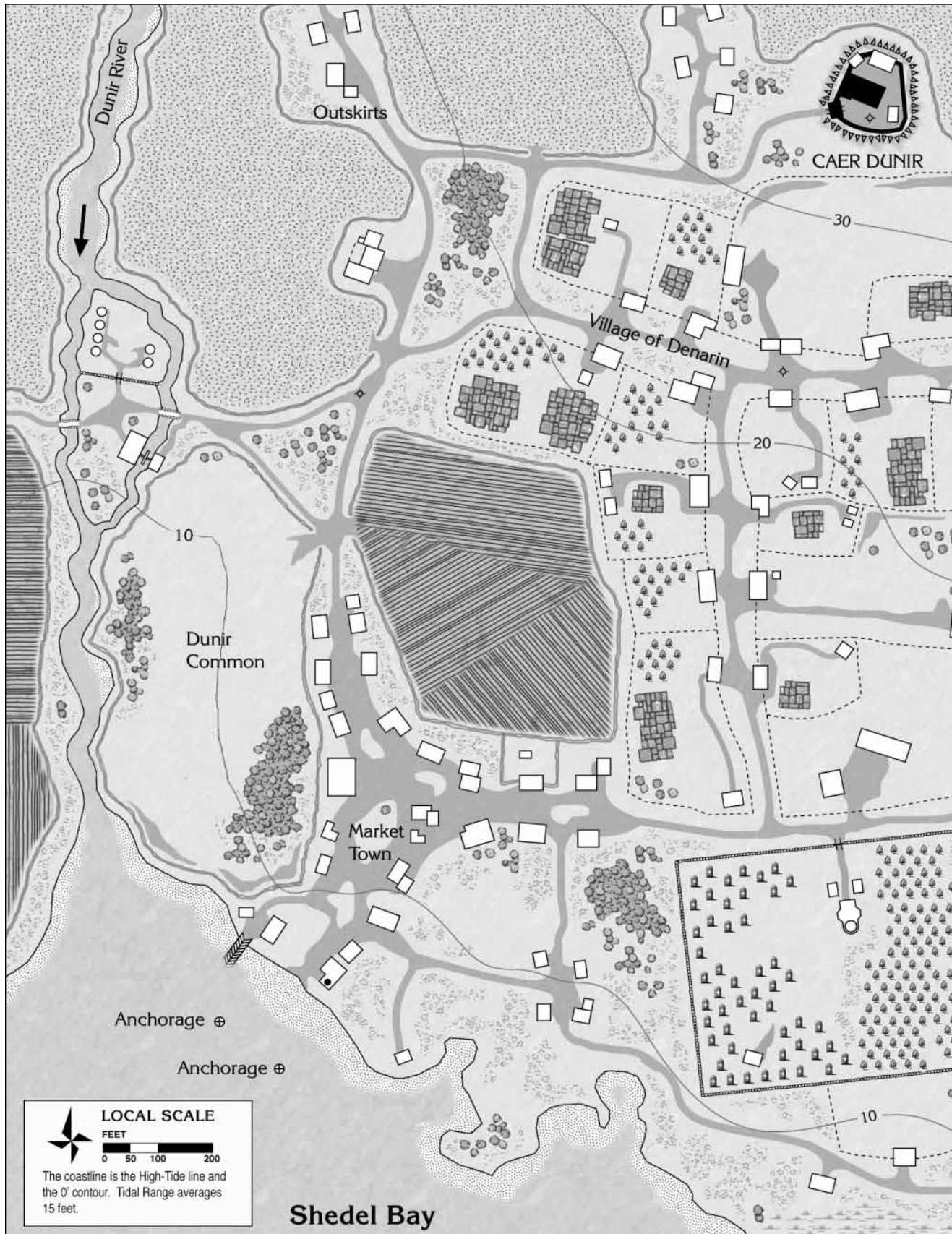
The churches of Agrik, Morgath, and Naveh are brutally suppressed. Worshipers of these gods are often stoned to death before trial. Those that survive to be handed over to the priests at Scinaret are invariably burned at the stake.

The churches of Ilvir, Halea, Sarajin, Save K'nor, and Siem do not have local temples. A few worshippers of each faith can be found, Haleans being most numerous. Some guildsmen want to build a temple to Halea, but the disgust on the baron's face whenever this is mentioned discourages progress. Worshipers of Sarajin may encounter problems due to a long history of Rethemi employment of Ivinian mercenaries.

The abbey at Scinaret keeps careful genealogical records of every household in the area. Religious tolerance is not a virtue in Dunir. There are spies everywhere. People make a point of declaring their Peonian or Laranian faith in public. Gossips pass on their suspicions, often embellished, to the religious authorities. Those suspected of proscribed leanings will be visited by the good priests of Scinaret Abbey.

For over twenty years, the Baron Xelados, aided by zealous priests, has "scrubbed" every Agrikan and Morgathian "dark stain" brought to their attention. Although incidents are now uncommon, just four months ago a Morgathian temple-crypt was discovered in woods two leagues northeast of Dunir. Three clerics of the Dark Lord, one a Laranian acolyte from Scinaret Abbey, were summarily executed by their captors.

Dunir has had a troubled past and the scars have yet to heal. Everyone has at least one relative murdered by the Copper Hook, or by Laranian zealots rooting out "the evil". A chronic fear of the Agrikans and Morgathians pervades the settlement, tempered only by the military reputation of Baron Xelados. The baron is aging and many wonder if his heir has the mettle to govern Dunir as wisely.



## LOCAL MAP

Dunir is divided into three areas, the Market Town, the Outskirts, and the Village of Denarin. The Market Town bustles with activity most days and especially during market days. The Outskirts are really a collection of small villages crammed between adjacent fields. Denarin Village is the home of the wealthier serfs.

### 1 CAER DUNIR (Clan Xelados)

Dunir Keep is built atop a rock outcrop about twenty feet high, and protected by a low curtain wall ten feet high. See *Dunir 8* for details and plans of the keep.

### 2 SHIPWRIGHT (Baryg of Hynam)

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

Baryg is widowed and estranged from his only son. He lives with one journeyman and one apprentice. He mostly repairs and builds small fishing boats, but he once built a large Nivik and is immensely proud of that task.

### 3 METALSMITH (Herk of Erynek)

**Size: 1 Quality: 3 Prices: Average**

Herk is an outgoing guildsman and popular with most villagers. Lena, his pie maker wife, is equally friendly and popular. Herk seeks a good apprentice or journeyman to provide more skilled labor.

### 4 WOODCRAFTER (Daryn of Hynam)

**Size: 4 Quality: 3 Prices: Average**

Daryn is the son of the shipwright [2]. He has a sleepy demeanor but is always busy.

### 5 BONDMASTER & HARBORMASTER

The bonding-house is a stone structure much larger than is needed for Dunir's meagre trade. Wealthier craftsmen can rent temporary space in the building to display and sell their wares on market days. Bondmaster Aronis of Besok is widowed, with no children. He was a meken (soldier) at Menekod until he lost his right arm fighting the Copper Hook in 703. Aronis is assisted by one of the local militia, and by 4-6 laborers during fairs. He often heeds the advice of his friend Boha [8].

### 6 TEMPLE OF PEONI

Pelnala Linaeus Aricolar suffers from a slight limp after a quarrel with a mercenary some years ago. His father was killed in Ezar's War and his sermons are always warlike. The seven monks living in the temple call themselves the Brothers of Belsirasin. The "Brothers" work closely with the Laranians of Scinaret Abbey to keep Dunir free of the dark churches.

### 7 BUSHEL & STRIKE (Sarena of Rian)

**Size: 6 Quality: 4 Prices: Average**

A popular inn with reasonably priced food and ales and exotic entertainments most nights in "the Pit". The inn is owned and operated entirely by women, all with a slightly mysterious past. See *Dunir 19* for details.

### 8 PILOT (Boha of Hynam)

The once busy Corani naval base has long since vanished to the ravages of war and neglect. There is not enough piloting to support Boha so he often works for his uncle the Shipwright [2]. He never married and is devoted to his sister Beki [22], her four children, and his friend Aronis [5], whom he visits daily.

### 9 SHEDEL TAVERN (Bana of Alwila)

**Size: 4 Quality: 3 Prices: Average**

Bana is a tough old woman and the mother of the Charcoaler [18]. She now cares for four young children of her deceased eldest daughter. The ale is fair and the cider excellent. The common room needs some repairs.

### 10 OSTLER (Prysa of Lorafar)

**Size: 9 Quality: 4 Prices: Average**

Prysa came from Leza as an apprentice and has done well in Dunir. He deals mostly with Janusch [17] and local nobles. Prysa is married with four children.

### 11 SALTER (Brewl of Embrada)

**Size: 7 Quality: 3 Prices: Average**

Brewl works a saltpan two leagues south of Leza Manor and employs several of that village's laborers. He is also the ruthless leader of a Morgathian cult, which meets in a sea cave one league south of the saltpan. This cave has been used by Morgathians for centuries: it contains several secret chambers, one a tomb where a Gulmorvrin rests. The cult has been unable to open that tomb and do not know what lies within.

### 12 CLOTHIER (Grezar of Jasil)

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

Grezar fled to Dunir from Aleath ten years ago after stealing some dye recipes from his former master.

### 13 PHYSICIAN (Karyn Dafala)

**Size: 1 Quality: 2 Prices: Average**

"Mother Dafala" mostly treats those of lower class. Her rotting teeth and bad breath do not inspire confidence.

### 14 MILLER (Belyn of Charaen)

**Size: 5 Quality: 3 Prices: Average**

Outwardly a good Peonian, Belyn is an agent of the Copper Hook. She passes information to Agrikan spies during Dunir markets and fairs.

### 15 POTTER (Lonak of Gathefar)

**Size: 3 Quality: 4 Prices: Average**

Originally from Menekod, Lonak makes quality pots and urns in the local style, sturdy with wide necks and a dark blue glaze. They are widely exported throughout northern Kandy.

### 16 EMBALMER (Ereda of Ceraus)

**Size: 1 Quality: 1 Prices: Average**

Ereda's right eye is missing and his whole posture is creepy. He bears forged guild credentials.



*Janusch of Aldasen [17]*

## **17 MERCANTYLER (Janusch of Aldasen)** Size: 4 Quality: 4 Prices: Average

A wealthy Hlean, Janusch is the voice of local guildsmen. Rivals gossip he would sell his mother for a penny, but this effective negotiator has often influenced the baron in favor of the guilds.

## **18 CHARCOALER (Petra of Alwila)** Size: 2 Quality: 4 Prices: Average

Petra spends most of his time gathering wood with the timberwright [29] which his wife turns into charcoal. He is often absent for days since wood is scarce.

## **19 RATTER (Kalin of Seros)** Size: 2 Quality: 4 Prices: Average

Kalin and his eight year old son are always busily employed keeping vermin at bay.

## **20 CHANDLER (Terwila of Aldasen)** Size: 3 Quality: 3 Prices: Average

Terwila is a mother of two young daughters. Her brother Janusch [17] helps her with the business and with a gift now and then, but she is capable and self-sufficient. Her husband vanished in the summer of 718.

## **21 HIDEWORKER (Ursa of Kalryn)** Size: 4 Quality: 3 Prices: Average

Ursa is the sister of Innkeeper [7]. She is often teased for her bow-legged walk.

## **22 THATCHER (Tarbil of Seros)** Size: 2 Quality: 3 Prices: Average

Tarbil is a drunkard which is unwise for this occupation. His wife Beki is the younger sister of the village Pilot [8]. She is pregnant with her fifth child.

**23 YEOMAN LB (Lether of Lorafar)**  
Lether is skilled with the longbow and serves for 60 days. Once a brigand, Lether is still a hard man and most folk keep their distance. He led the recent attack on a Morgathian temple and personally executed three captive clerics of the Dark Lord, one a Laranian acolyte from Scinaret Abbey.

**24 YEOMAN LF (Hunkel of Lorafar)**  
Hunkel is the younger brother of Lether [23]. He is not as merciless as Lether and resents his brother's charges of weakness. He serves for 90 days.

**25 YEOMAN LB (Olrin of Rickle)**  
An excellent longbowman who serves for 60 days, Olrin has won the Archery at the Dunir Festival twice in the past four years. Locals hold him in awe.

**26 YEOMAN LH (Kalin of Dalfair)**  
Kalin is known throughout Sheda Hundred as a great horseman. He has won the Dunir Race three times, and has never finished less than third in the past six years. He serves the baron as a messenger and has no set days of levy. Kalin is much more than a good rider, being a "triple agent" who spies for the baron, the Sheriff of Perishire, and the Copper Hook.

**27 YEOMAN MF (Sastin of Dalfair)**  
Sastin is dependable and obeys all orders. He is Captain Kaleb's favorite yeoman and serves for 90 days.

**28 REEVE (Jeastin of Durgee)**  
Jeastin works hard at his duties but suffers from gamblamania. This is a growing concern to his clanfolk who know it is only a matter of time before his urges tempt him to steal from the baron.

**29 TIMBERWRIGHT (Arlen of Arlyn)**  
Size: 5 Quality: 3 Prices: Average  
Arlen is honest and respected, especially for his ability to consume vast quantities of ale.

**30 SHEPHERD (Tarbil of Rixen)**  
Tarbil saved the life of Captain Kaleb and followed him to Dunir where he was made shepherd of the baron's large flock, often exceeding 500 sheep.

**31 BEADLE (Yderas of Rickle)**  
Yderas is responsible for protecting the granaries and keeping the peace among the serfs. He is good at his job and therefore unpopular. The beadle also acts as the woodward for the time being, but he is not skilled in woodlore and will be replaced.

**32 SWINEHERD (Halvin of Rickle)**  
Halvin is a dedicated swineherd. He is aided by several members of his clan to manage the baron's large stock of pigs, currently about 230 head.





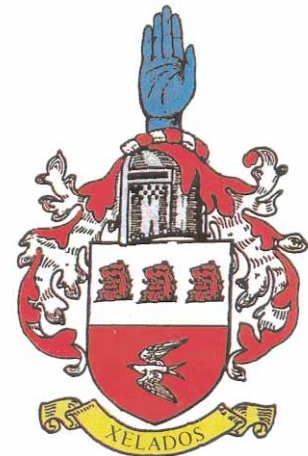
## Baron Yuri Xelados

Sir Yuri Xelados, 63, is the hero who liberated Dunir in Ezar's War and later became baron of the area in 698. The people of Dunir and his vassals still worship him. Although now troubled by gout, the baron has lost little of his youthful enthusiasm for hunting, drinking, and lechery. He is rumored to have sired a dozen children, and although that number is probably exaggerated, he does not deny being very fond of women.

The baron's only wife, Lady Kilia Freithos, died in childbirth in 704. The daughter of a herald, Lady Kilia was introduced to Sir Yuri while visiting her father during Ezar's War. Instantly enamored, he soon asked for her hand. Her father agreed and they married in 691. Lady Kilia bore Sir Yuri four children, three boys and one daughter. The tough old baron still sheds tears at her memory.

The baron has few allies among the powerful families of Kanday. He is simply not political, much preferring the company of warriors who like to hunt, drink, and swap war stories and bawdy tales. He distrusts nearly everyone who has never fought in battle, thinking many of Kanday's younger nobles to be scheming intriguers.

This hero of Ezar's War is certainly unimpressed with Andasin IV's "spineless attempts to keep the peace" with Tharda and Rethem. He is particularly vocal on the "disgrace" of the Kuseme War, thinking the Earl of Heroth a dangerous fool, if not a traitor. Prince Anaflas Milaka, brother of the king and Sheriff of Perishire, is about the only lord under forty he can stomach. The baron is smart enough to keep such opinions to his closest family and outwardly plays the role of a loyal servant of the crown.



Party per fess argent and gules, in chief three lions head couped, in base a martlet volant all countercharged. Crest: a dexter hand azure. Motto: *Thrice Blessed*.

**Registry:** Violet Mantle 698.

**Holdings:** Dunir, from Chahryn.

**Major Tenants:** none.

## HârnMaster

### SIR YURI XELADOS

#### Baron of Dunir

14 STR	12 EYE	15 INT
12 STA	10 HRG	10 AUR
13 DEX	11 SML	16 WIL
08 AGL		

#### Combat Attributes

Endurance 14, Move 08

#### SKILLS

Rhetoric 74, Heraldry 65, Law 58, Intrigue 56, Tracking 53, Foraging 52, Dancing 39, Physician 32.

Languages: *Hârníc* 85.

Scripts: *Lakise* 85.

Ritual: *Larani* 20, Piety 35.

#### Combat Skills

Initiative 74, Dodge 40, Unarmed 74, Sword 88, Shield 86, Lance 82, Dagger 76, Riding 81.

#### ARMOUR

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

## GROUND FLOOR (+0)

SCALE IN FEET  
0 10 20 30

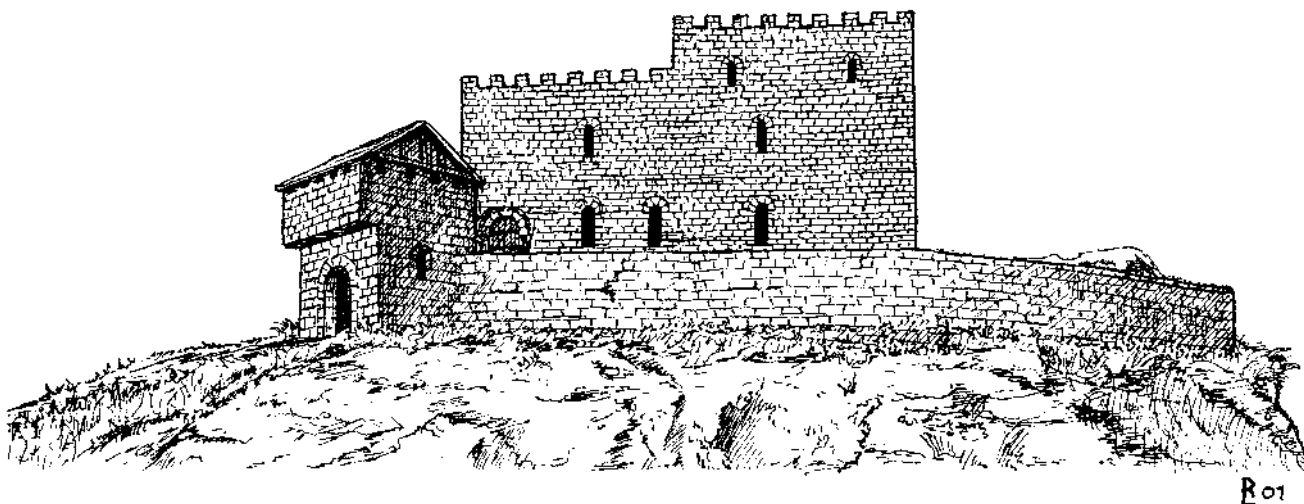




## THE KEEP

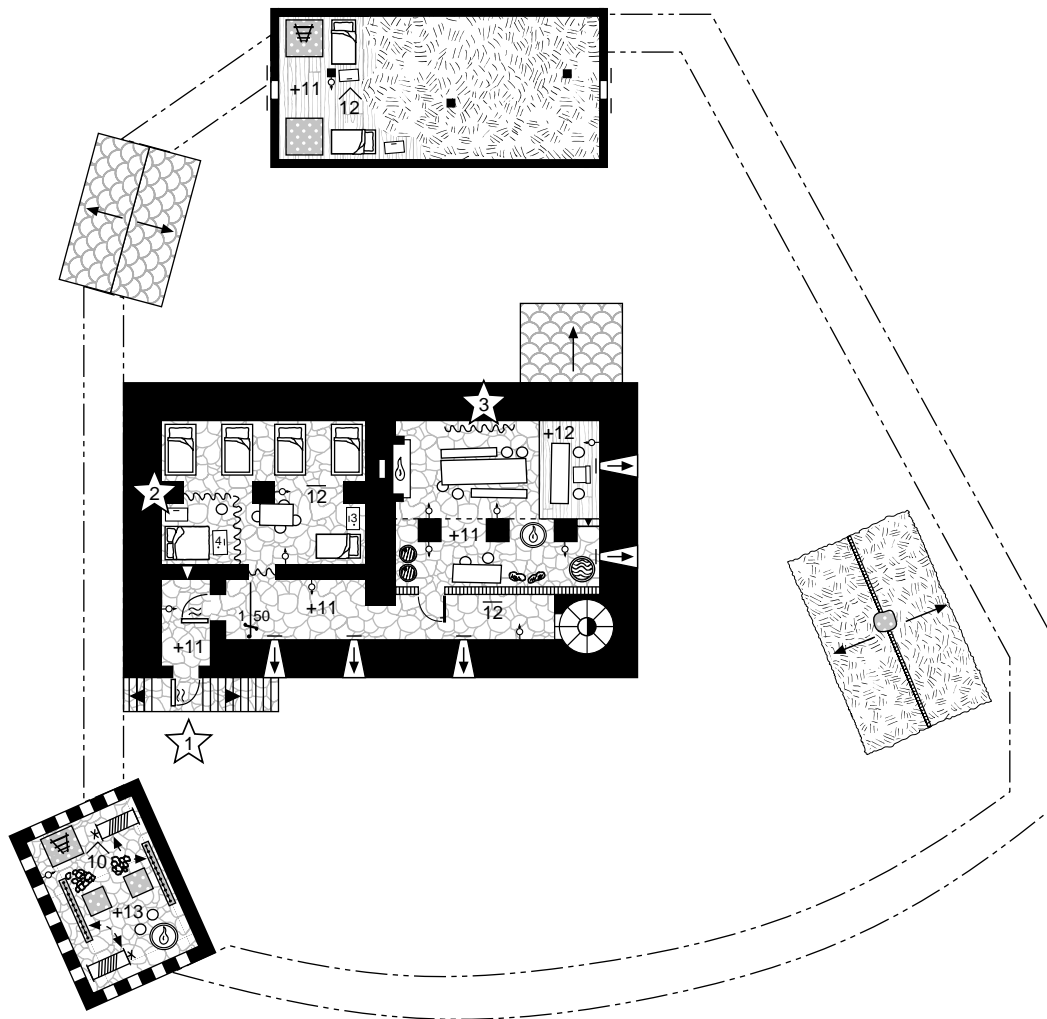
Dunir Keep is built atop a granite outcrop twenty feet high. The four story keep has an outer wall ten feet high.

- [1] **Gatehouse:** The baron has spent a small fortune strengthening the gatehouse with murder holes, arrow slits, and a covered roof for protection against enemy archers. It is manned day and night by at least one guard. The second floor is stocked with arrows and rocks, and is a safe haven for soldiers to relax.
- [2] **Courtyard:** The muddy courtyard is always patrolled by some of the baron's hunting hounds. It is a noisy place during the day, especially when being used as a marshalling yard by the garrison. Masons recently completed a new well after two years' work. It goes down through forty two feet of hard granite to an underground stream flowing into Shedel Bay.
- [3] **Kennels & Falconry:** The northern half of this building houses the huntsman, Volger of Slede (Dunir 14), and his seven large mastiffs. The southern half shelters the falconer, Mosia of Lorafar (Dunir 15), a young woman who makes sure the baron's three falcons Ariben, Jeisor, and Mendiz are properly fed and trained.
- [4] **Backyard:** A relatively quiet yard. A roof-covered shed protects the teamster's wagon from rain and snow.
- [5] **Weaponcrafter:** The baron's weaponcrafter, Servil of Traban (Dunir 15), spends most of his day making and repairing weapons for the garrison. Now and then he also creates a "good sword" for the nobles. The smithy (and stable) are weak points in the wall that the baron has been planning to address for twenty years.
- [6] **Stables:** Twelve steeds of various color and breed are kept in the stables. The ostler, Otho of Lieser, is aided by a half-witted stableboy and the teamster. All three sleep in the hayloft. See Dunir 15 for more information.
- [7] **Cellar:** Because the keep is built atop hard granite, this cellar is just three feet below the courtyard level. The only access is from inside the keep. The storerooms are well stocked with foodstuffs, including salted, smoked, and dried fish, and barrels of preserved vegetables, fruit, cheeses, pickled eggs, and spices. There are also sacks of grain and flour, barrels of wine and brandy, and crates of ore, cloth, hides, torches, and tools. The cellar is the domain of Elyn of Vandor, once the baron's lover (see Dunir 15). She is very finicky and regularly hires the local ratter to maintain spoilage at low levels.
- [8] **Gaol:** Often occupied on market days by those who have disturbed the peace in one way or another. Sir Pavers, the captain, and the sergeant all have keys to the cell.
- [9] **Armoury:** Well stocked with arrows and spears. Militia are prohibited from bearing arms except during practice or by special permission of the lord. The weaponcrafter, the captain, and the baron all have keys.



## SECOND FLOOR (+0)

SCALE IN FEET  
0 10 20 30



[1] **Entrance:** Rebuilt by the baron six years ago, the only entrance to the keep is protected by two ironbound heavy oak doors. They open to a separate chamber with a well concealed arrow slit from the Guardroom. The narrow and steep exterior stairs can be dangerously slippery during a morning frost.

[2] **Guardroom:** Eight veteran soldiers quarter here, along with the captain and the sergeant. The captain and the sergeant often use the rickety table to plan the daily routines. The soldiers seldom take their meals here, preferring the second floor of the gatehouse for privacy. The captain sleeps in the large bed behind the curtains while the sergeant has his dormitory opposite in the single bed near the eastern wall.

[3] **Great Hall:** The great hall is now cramped since the old kitchen was converted to the Guardroom and located here. Food is prepared in the large open fireplace while drink is taken from the barrels located on the west wall. The baron enjoys feasting. He holds one each tenday for the inhabitants of the keep and a monthly feast for the lords and ladies of Sheda Hundred.



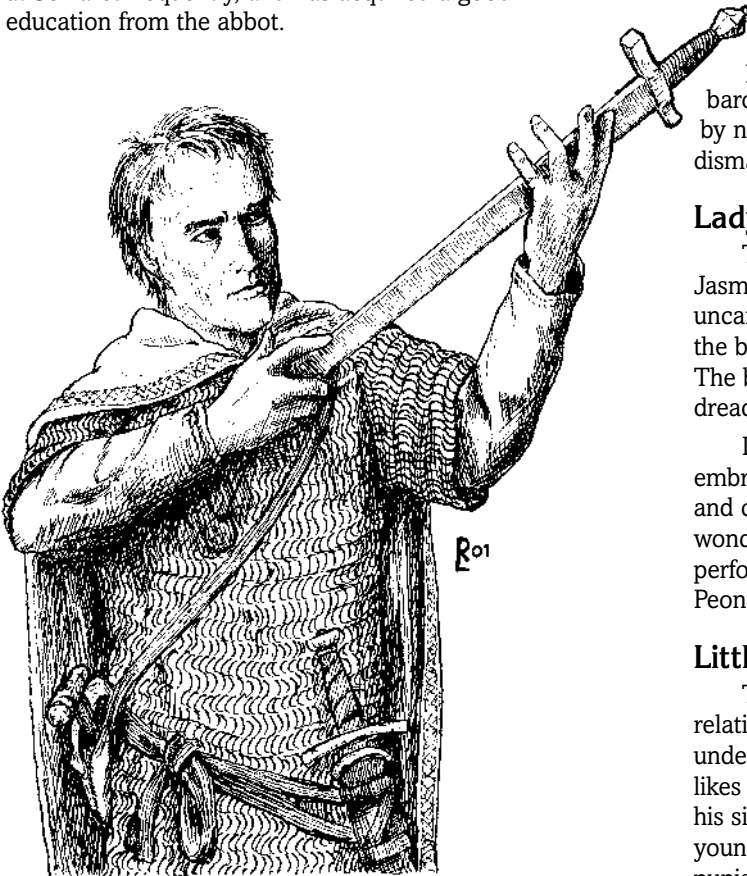
## Sir Pavers Xelados, 26

Sir Pavers, 26, is a stern, pious lord, who worships his father and does his best to ensure the baron enjoys his remaining days. This relationship works because the baron allows his son to exercise real authority which satisfies everyone.

The youngest of three sons, Sir Pavers was destined for the church of Larani. This changed in 708 when his elder brother, Yarel, died from a winter fever. The baron then sent Pavers to squire under Sir Harveth Korades, the wealthy lord of Ganord manor. Lord Harveth was soon impressed with the young squire, and especially so after Pavers' elder brother, Lothen, died in a skirmish with the Copper Hook. Squire Pavers was now heir to a barony.

Pavers fell in love with the daughter of Lord Harveth, Lady Miara, who seduced him in the manor hayloft. Lord Harveth quickly agreed to a marriage. In 714, Pavers was knighted and left for Dunir taking his young bride with him. She bore him a son, Yuri II, three years ago.

Sir Pavers is strongly religious. He would have been pleased to become a priest, but is now committed to the road chosen by his beloved goddess. He visits the abbey at Scinaret frequently, and has acquired a good education from the abbot.



Sir Pavers has three major plans that he wants to set in motion when he becomes the baron. First, he will seek alliances with other powerful lords in Kandy, and especially with the royal clan. Second, he wants to create a stronger military which will certainly make him popular with the Earl of Selvos. Third, he hopes to persuade the crown and the church to establish a chapter house for the Checkered Shield near Dunir.

Sir Pavers has cultivated a close friendship with the heir of the Earldom of Selvos, Sir Temilin Chahryn. He has also expanded his relationship with the Korades clan and is best friends with Sir Parsain, his brother-in-law and the heir to Ganord.

## Lady Miara Korades, 25

Lady Miara, 25, is the youngest child of Sir Harveth Korades, Lord of Ganord Manor. She is an attractive, voluptuous woman, with a weakness for pretty dresses and perfumes. Sir Pavers loves her dearly and would not dream of sharing a bed with another woman.

Lady Miara acts as Chamberlain of Dunir Keep, a duty she takes seriously. She has absolute power over all household servants and activities and trying to get past her gaze is almost impossible. Lady Miara ensures that all servants are properly fed and clothed, and demands utter dedication in return. She keeps a ledger of all material in the keep down to the last pot, something that is widely appreciated by the baron and her husband. She is admired and respected by nearly everyone, except for the cook who is dismayed by her accurate records.

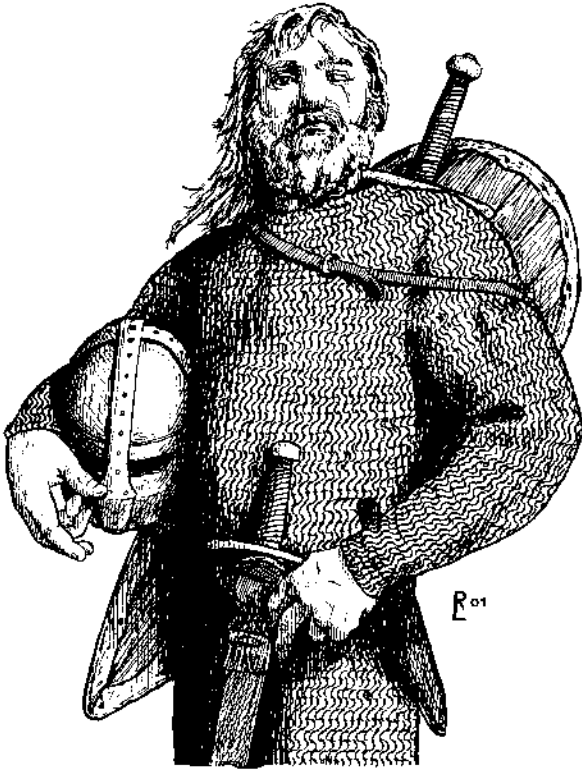
## Lady Jasmin Xelados, 16

The baron's favorite child is his only daughter, Lady Jasmin, 16, whose resemblance to her mother is uncanny. Several suitors have tried to impress her and the baron, but she has not shown any signs of interest. The baron is content to keep her happy because he dreads losing her to some "uncouth husband".

Lady Jasmin is shy and spends most of her time embroidering gowns for Lady Miara, her sister-in-law and confidant. Despite her shyness, the young lady has a wonderful voice and her songs are much loved at feast performances. Lady Jasmin daydreams of entering a Peonian abbey to serve the goddess.

## Little Yuri, 2

The baron and his grandson, Yuri II, have a special relationship. Although the boy is too young to understand his grandfather's stories from Ezar's War, he likes to listen to the spirited tales. Little Yuri is strong for his size, a trait inherited from the baron himself. The young lad can practically do what he wants without punishment.



### **Sir Kaleb Vandor, 38, Captain**

Sir Kaleb Vandor, commander of the garrison, is an acknowledged bastard son of the baron, in fact his eldest son. He was sent to the Order of the Checkered Shield in Menekod, where he reaped many victories against the Agrikans. He is still a member of that order.

Standing six foot five, powered by a massive frame, Kaleb is one of Kanday's largest and strongest men. This has mostly been an advantage but three years ago that changed. During a patrol along the border near Tesien Moor, Kaleb and two fellow knights were ambushed by a force from the Copper Hook. Sir Kaleb slew three Agrikans, but in his bloodlust he lost track of his comrades, both of whom were surrounded and slain. Kaleb nearly suffered the same fate, but a nasty slash to the face persuaded him to escape.

Kaleb returned to his chapter house a hero, but he suffered guilt knowing that his two companions may have died because of his bloodlust. Excused by his wound, Kaleb left the order for a few months to recover and gather his thoughts. He came directly to Dunir where the post of Captain of the Guard became available and he has remained with the blessing of his order.

Although recovered, Kaleb still feels the sting of the Agrikan steel that nearly blinded him. He has a nasty scar running across his left eye. Kaleb does not hate the Copper Hook. In fact he is quite awed by their strength and cunning and considers them worthy opponents.

As an acknowledged bastard and knight, and the eldest son, Sir Kaleb has inheritance rights to the barony should Sir Pavers meet with an untimely death. This potentially dangerous rivalry is handled by both men with remarkable goodwill. Kaleb has sworn his loyalty to Sir Pavers, who in turn has pledged to do everything possible to see that Sir Kaleb becomes knight commander of a local chapter of the Checkered Shield.

The captain loves his mother, the Cellarer [Dunir 15], and would walk through Agrikan fire to protect her. He helps her as often as he can by moving large barrels and crates in the cellar with ease, much to the admiration of the female servants.

### **Laris Indaser, 42, Sergeant**

Captain Kaleb's comrade in arms is Sir Laris Indaser, 42, the younger brother of the Manorlord of Fenak. The sergeant takes care of most of the day to day operations of the keep and is the head of the daily guard routines. He is a dedicated and sworn loyalist of the Xelados clan and he is also the uncle of the current chaplain.

Unlike his boon companion, Sir Laris is lightly built and the two knights make an odd pair. While Sir Kaleb is in charge of the actual training and tactics, Sir Laris is well aware of what it takes to defend the barony against the Copper Hook and the Rethemi.

He spends much of his free time visiting his elder brother and the manor of Fenak, but he can often be spotted visiting taverns, speaking with the locals and making inquiries. This dedication has made him quite popular in the eyes of Sir Pavers, but less so in the eyes of the locals who enjoy their privacy.

### **Sir Alwyn Hensith, 22, Steward**

Sir Alwyn Hensith, 22, is another acknowledged bastard son of the baron. Alwyn's mother Aliana was a courtesan in Aleath until her demise by a thief's blade in 712. Her claim that Alwyn was the baron's son is dubious, but the baron was very fond of this woman and honored her memory by acknowledging Alwyn and sending him to Fenak to become a knight.

Alwyn is the steward of the barony, an office easily performed given the size of Sir Yuri's estates. He reports to Sir Pavers, who is always surprised that Sir Alwyn keeps up with his duties.

Alwyn is a notorious womanizer, in trouble often with fathers and husbands. Sir Pavers has informed the young lord that should this happen again in Dunir he will be banished from the household. Alwyn has heeded his brother's advice and now spends his lust with the falconer who has neither a father nor a husband to complain. She does, however, have a brother who might yet protest.

## Imeran Indaser, 24, Chaplain

Imeran Indaser is the second born son of the Manorlord of Fenak, and the youngest child of five. Imeran is from the abbey of Scinaret and, much like his fellow priests, prefers simple attire except during masses. He takes his duty as chaplain seriously, even though his master is impious in the young priest's eyes.

The chaplain is considered a bore by many in the keep. He does not over-indulge in food and drink, never swears, and is excessively pious. Despite this, Imeran is usually in charge of the baron's moot, guided by Sir Pavers and sometimes the baron. This is mainly because both the baron and his son find the everyday life of a village serf to be boring. Imeran is very interested in sins and has been known to spend hours judging a petty theft of a few eggs.

The young chaplain is bright. His advice is often sought by Sir Pavers and Sir Kaleb and the chaplain has a lot of influence in the keep despite his age and zealous fundamentalism. The baron is not overly fond of the chaplain but Imeran is loyal and honest and these are traits Sir Yuri admires.

Sir Pavers uses the chaplain as much as possible to convince the church that there is need of a chapter house dedicated to the order of the Checkered Shields in Sheda Hundred. Imeran supports this policy fully and believes Larani will surely aid such a worthy cause.



## Elber of Vandor, 35, Bard

Bard Elber is the baron's second acknowledged bastard son and the younger brother of Captain Kaleb. He is popular with Sir Yuri and has composed several good tales for the baron's feasts. Sir Pavers considers him a talented wastrel.

The handsome Elber is attractive to women but he mostly ignores them. He is a dreamer who longs for adventures that he can compose into one immortal song. He often spends his time travelling between local manors, performing for the lords at will.

Trained in the Harpers' Guild in Aleath, the bard returned home to Dunir just nine months ago. He is an expert player of the lute and a good singer, although his voice falls short compared to his younger half-sister. His brother Kaleb is the bard's ideal of a chivalric knight.

## Volger of Slede, 42, Huntsman

Volger of Slede, 42, is the baron's forester and huntmaster. He keeps a kennel of seven mastiffs and is rarely seen without one or two of them. In the seven years since he came to Dunir, Volger has improved the Baron's hunting considerably, partly by astute management of wildlife and partly due to his merciless treatment of poachers. The jovial Volger is well liked by all and is certainly the baron's favorite companion. The baron speaks with the hunter as if they were brothers. Volger is the only commoner able to address the baron by his first name. Volger was married before he came to Dunir, but never speaks of his wife nor of any children.





## THE SERVANTS

Lady Miara in her role as chamberlain maintains a small force of serf villagers as servants, usually ten people, including the stable boy and nursemaid. In addition, six other freeborn servants and craftsmen live in the castle and may dine in the great hall with the lords.

The guildsmen answer directly to the baron but of late Sir Yuri has let Lady Miara take care of their business as well. She has much to learn about harnesses and spears, but both the ostler and the weaponcrafter seem inclined to accept her efforts.

### Otho of Lieser, 48, Ostler

The keep's ostler maintains a large stable of four warhorses and eight palfreys. He has a passionate love for his beasts. When Otho isn't working in the stable he is usually up to something devious. He is a prankster and has several times tricked inhabitants of the castle into making a fool of themselves. Otho is careful that his jokes do not disturb any of the nobles. The ostler is assisted by Bulen, a half-wit boy. Otho is fond of Bulen and protects him from harm.

### Servil of Traban, 30, Weaponcrafter

Servil became bonded weaponcrafter of Dunir Keep when his father died three years ago. He had worked by his father's side for the last ten years and knew the craft and special needs of the baron better than anyone could have hoped. Servil produces quality spearheads, axeheads, and arrowheads with ease, but his real mastery lies with swords which he creates with passion when he can find a buyer.

### Dern of Halgem, 33, Cook

Before Lady Miara arrived in Dunir, Dern was in charge of the unfree servants. Today he is simply the baron's cook and needless to say he is not fond of the chamberlain. Dern is a gossip and has been rebuked several times by Lady Miara for malevolent rumors. Threatened with dismissal should he neglect her warning Dern has been more circumspect with his tales of late.

### Elyn of Vandor, 61, Cellarer

Elyn is responsible for the large array of goods stored in Dunir's cellar. She has been the baron's servant since the first days of his knighthood in 681. Once a beautiful woman, Elyn bore Sir Yuri two bastard sons, Captain Kaleb and Elber the Bard. She is very fond of her sons and they of her. The baron is also still fond of his former lover, and they still spend time together, reminiscing. Elyn is a competent woman who seldom lets anyone interfere with the running of her "domain".

### Slatko of Traban, 27, Teamster

Slatko is a cousin of Servil, and arrived from Waen Manor two years ago. He is responsible for a two-ox wagon and uses it to transport goods throughout the hundred for the baron. He visits his family in Waen whenever possible, mainly because he is attracted to a young woman there.

### Mosia of Lorafar, 25, Falconer

The falconer is a sister to the *village* ostler [10]. She is good at her job and since the baron and his sons are fond of hunting, she spends much time with them. This earned her the interest of the steward who is the father of the child growing in her belly. Mosia loves Alwyn and hopes to marry him, but to him she is nothing more than a warm cuddle and tender kiss.



## THE GARRISON

The Dunir Garrison is small but quite experienced and well equipped compared to many other garrisons in the kingdom. The soldiers in the keep are supported by one yeoman and at least two members of the local militia year round. The garrison is described left to right by name and rank (if any). Some of the garrison members are married to servants or folks in the village.

### Savis of Lerech, 28

The slim but fast Savis is not a local and joined the baron's forces only two years ago. He is cocky and well known for his speed and skill in arms. Savis wears armour almost fit for a knight and some of the villagers suspect (rightly) that he was a brigand who stole his gear from a lord. The soldiers enjoy these rumors and often start and spread the tales by themselves.

### Lanke of Daflair, 35

Lanke is a quiet man who enjoys his privacy. He performs most of his duties without complaint. Lanke is unmarried and is the younger brother of a local yeoman [26]. He is skilled in riding and wears one of the baron's old mails.

### Jonker of Artuther, 29

Known as the Black Cat for his raven black hair and dark and straw-like bristles, Jonker is the black sheep of the garrison. He is lazy, cocky, and a tad bit overweight, and is without doubt the most insolent guard in Sheda Hundred. However his skills in arms, lack of fear, and ability to get a job done once he has set his mind to it outweighs his flaws. Jonker is also the keep's torturer.

### Mordoch of Arlyn, 34, Corporal

Mordoch is the younger brother of the timberwright [29]. The corporal is strong and powerfully built, and is third in command in the garrison. He has a knack for detecting rising passions and stopping violence before it erupts. He is often called "fixer" by the other guards.

### Leden of Kirli, 25

Leden hails from Fenak Manor and is the younger brother of a yeoman there. Leden is known to have slain two brigands three years ago while defending a merchant and his goods. That deed earned him a lot of respect.

### Melek of Oklin, 28

The keep's best archer owns thirty freehold acres in the village, land purchased from money earned in archery contests. He is married with five children. Melek hails from Burgusyn Manor and has served ten years with the garrison. Melek and yeoman Orlin [25] are keen rivals at every Archery in the Dunir Festival.

### Linia of Thardis, 24

Known for her looks and her temper, Linia is the most feared of all the soldiers in the village. She is easily angered and despite being the butt of many pranks, easily holds her own against men of the garrison. She has a bastard three year old daughter and is currently infatuated with Lanke.

### Ana of Oklin, 26

Melek's younger sister is almost as skilled in archery as her elder brother. She came third last year in the Dunir Festival archery contest, a feat that won her much respect in Dunir. Ana is the baron's current lover. She is hoping for more than the baron's attentions and would love to acquire some of his wealth.



## LORDS OF SHEDA HUNDRED

FIEF	HOLDER	ACRES	LQ	HD
DUNIR	Xelados	2630	0.93	103
Besagarn	Burgusyn	2260	0.93	40
Fenak	Indaser	1840	0.92	32
Leza	Tuzant	2340	0.91	42
Ryce	Roldar	2130	0.92	38
Scinaret <sup>1</sup>	Larani	2950	0.94	43
Sheda <sup>2</sup>	Crown	1730	0.93	29
Waen	Norayn	2120	0.92	39
Zormel	Xelados	1970	0.93	31

<sup>1</sup>. Abbey, held by a Serolan for the Church of Larani

<sup>2</sup>. Hundred moot, held by a bailiff for Sheriff of Perishire

**BESGARN: Sir Ridel Burgusyn**

Sir Ridel, 32, left home in his youth after a quarrel with his father, but returned three years ago to inherit. Sir Ridel is unmarried and lives with two younger brothers, the elder of whom was not happy to see him return. Two manor yeomen are veterans of his former entourage. Sir Ridel is known for his laugh, which resembles a mule. Despite his goofy appearance, the manorlord is a veteran, freelance knight. Those who underestimate him usually regret their words.

**FENAK: Sir Jens Indaser**

Sir Jens Indaser, 67, was a companion of the baron during Ezar's War. The old knight lives with his eldest son and a few grandchildren. This outland manor has seven yeomen, the highest number in the hundred, and a well-trained militia. Although aging rapidly, Sir Jens is still a very good soldier and a close friend of the baron.

**LEZA: Lady Ardyna Tuzant**

Lady Ardyna Tuzant, 27, is a strong adherent of Larani and her donations to Scinaret. Abbey are known to be generous. The red haired lady is beautiful but she has so far rejected all proposals from suitors hoping to win her hand. She is fond of Captain Kaleb. Lady Ardyna lives with her younger sister and a male cousin who is the manor's chaplain. She employs two men-at-arms and has four yeoman to defend her holdings.



## **RYCE: Sir Loring Roldar**

Sir Loring, 37, is the elder brother of the Bailiff of Sheda Hundred. The Lord of Ryce is talented in the political arts and the baron thinks him a schemer. The knight lives with his two youngest brothers and their children and wives. Unlike the other lords of the hundred, Sir Loring is interested in trade and invests a good deal of silver in caravan ventures. The fief is cluttered with several old ruins, “preserved” as a remembrance of Ezar’s War.



## **SCINARET: Serolan Huthen Burgusyn**

Serolan Huthen Burgusyn, 46, the uncle of the Lord of Besagarn, is known by many peasants as the “smiling reaper”. Huthen is clever and the abbey flourishes under his strict guidance. There are four other masters, fourteen priests, and six acolytes in residence. The celibate priests dress plainly, and most are adept warriors. Scinaret is a small abbey, yet it contains valuable silver artifacts that survived the “Times of Trouble” after burial in nearby caverns. Rumors of additional buried wealth are favored tales in Dunir taverns.



## **SHEDA: Sir Tresin Roldar**

Sheda manor is the seat of the Bailiff of Sheda Hundred. Although technically a vassal knight to the baron, Sir Tresin is the justice of the king’s law and is appointed by the Sheriff of Perishire. The bailiff employs a scribe and three men-at-arms. Sheda village is the home of Jonsar of Merkith, a talented weaponcrafter who prefers to work in a rural setting. He visits Dunir once per month to take orders for mail armour in which he excels.



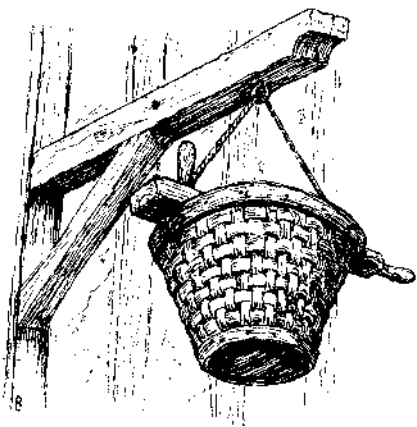
## **WAEN: Sir Lakader Norayn**

Sir Lakader, 39, is a man of limited ability. He gossips and schemes from manor to manor, amusing everyone, except for his own tenants who must bear the wrath of his infamous temper. The manorlord lives with his cousin Sir Percy Norayn, a wandering knight with an absent mind, and both take advice from Waen’s reeve, a buffoon called Baldric known for his ridiculous “cunning plans”. Waen’s long-suffering tenants at least have a pleasant location on a hill overlooking Shedel Bay.



## **ZORMEL: Sir Barton Xelados (bailiff)**

Zormel is held by the baron, but managed by Sir Barton Xelados, 41, a favored nephew. The bailiff’s wife is barren and he has no children. Sir Barton is a veteran of the Checkered Shield and is well educated in the arts of war. The manor has a reputation for its highly trained militia, and especially for a force of eight light horse known as the Sheda Guard.



The Bushel and Strike is located in the *Outskirts* area of Dunir. Sarena Rian and her sister Namry have operated the inn since their arrival from the Thardic Republic in 699. The sisters brought with them impeccable credentials from the Geshtein Innkeeper's Guild, testimonials so astounding that the Aleath Mangai believed them to be forged. Even so, following a substantial payment in silver bullion, the sisters acquired the franchise in Dunir. They purchased the town's dilapidated inn, enlarging and refitting it for its current use.

The Bushel & Strike is the only inn in Dunir and benefits from travellers taking the road between Menekod and Selvos, supplemented by modest maritime trade. The inn is also popular with locals. Food and ale are excellent yet reasonably priced, and there are exotic entertainments most nights in a dedicated auditorium called "The Pit".



### Inn Service

Size: 6 Quality: 4 Prices: Average

### Accommodations

There are two franchised establishments in Dunir, the Bushel & Strike Inn and the Shedel Tavern, which cannot (legally) offer accommodation. The Bushel & Strike can sleep a dozen guests; though up to thirty have been put up during the festival.

<i>Sleeping in the Common Room,</i>	<i>1d</i>
<i>per person, per night</i>	
<i>Own bed in the dormitory,</i>	<i>4d</i>
<i>per person, per night</i>	
<i>Private Room with mattress,</i>	<i>8d</i>
<i>per person, per night</i>	
<i>Private Room with good bed,</i>	<i>12d</i>
<i>per person, per night</i>	
<i>Teldael's 'company',</i>	<i>1d</i>
<i>per hour.</i>	

### Bar Tariff

#### Namry's Small Ale

*1f per quart*

*Weak, tasteless, and flat, not much liked except by the young.*

#### Bushel Ale

*1f per pint*

*The most popular ale, with a rich russet color, and deep aromatic spicyness.*

#### Stag's Head Double Stout

*2f per pint*

*Brewed from the first wort of the malt. It is a deep brown brew with a creamy white head. The drink is sweet, strong, and wholesome.*

#### Dunir Brandywine

*3d per cup*

*The cellarer of the Scinaret Abbey produces this brandywine. The spirit is harsh, but powerful. It is often mellowed with honey.*

#### Thardic Red Wine

*3f per cup*

*A cheap vintage from Coranan that can best be described as gritty and tart.*

## THE BUILDING

The inn is built round a yeoman's house. The building was extended at the back to form two new wings and an extra floor was added. A fence around the inn encloses a vegetable plot. The paddock and stables are owned by Prysa, an independent ostler.

## CELLAR

Entry to the cellar is forbidden to everyone except Namry and Serena.

1. **Brewery:** One half of the area is filled with sacks of malted grain and barrels; the remainder is used for brewing.
2. **Storeroom:** a secret door, hidden behind an empty barrel, leads to this cache of contraband and exotic luxuries.
3. **Pantry:** this small room stores preserved food.

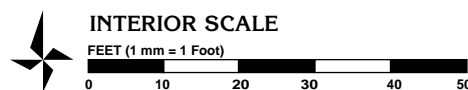
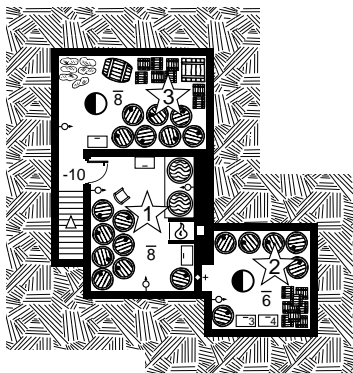
## GROUND FLOOR

4. **Common Room:** lamps on sconces around the room light the dark corners of the hall.
5. **The Pit:** a small intimate space, open to the roof with small slit windows for illumination. A sunken pit is used as a stage for the entertainment of invited guests, often a travelling minstrel or juggler. Diversions include song recitals, tarot readings, erotic dances and routines, rat baiting, cockfights, and occasionally knife fights. Gambling amongst the inebriated audience is rife. Some take the opportunity to make secretive deals knowing they will not be overheard.
6. **Kitchen:** Sarena and Fori use the huge table to prepare meals. Steam rising from cauldrons, mixed with the aroma of meats roasting in front of the open hearth and fresh baked bread from the oven, fills the room for most of the day.
7. **Parlor:** The staff use this room for their meals. Scrubbing boards and piles of linen and half darned hose attest to the mending and cleaning done here.
8. **Bedchambers:** Cerien and Elena share one chamber; Teldael and Fori the other.

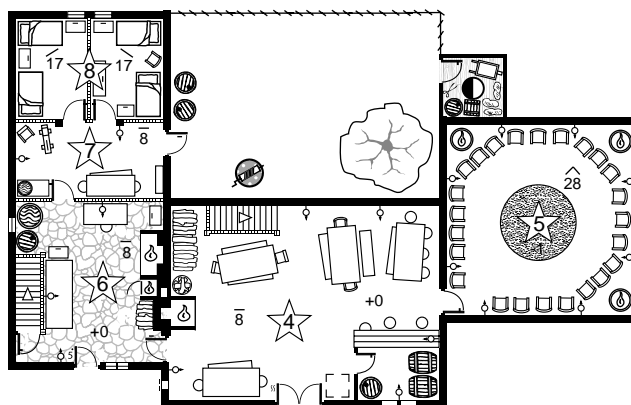
## UPPER FLOOR

9. **Dormitory:** the straw pallets are shared between two when the inn is full. The chests do not have locks and there is no privacy to be found.
10. **Private Rooms:** Two chambers have twin beds (single guests must share a room if necessary) with simple and strong latches on the doors. The other chamber has a canopy bed and a stout lock on the door.
11. **Bedchamber:** Teldael's "fun" room.
12. **Solar:** Sarena and Namry's private room, furnished with a rich carpet and tapestries, and a brightly dyed silk bed cover. Coffers and linen-presses contain the sisters' clothes and personal possessions.
13. **Study:** This room contains many keepsakes precious to the sisters, but no coin or treasure. Ledgers on the desk detail legitimate business dealings and encrypted illegal transactions.

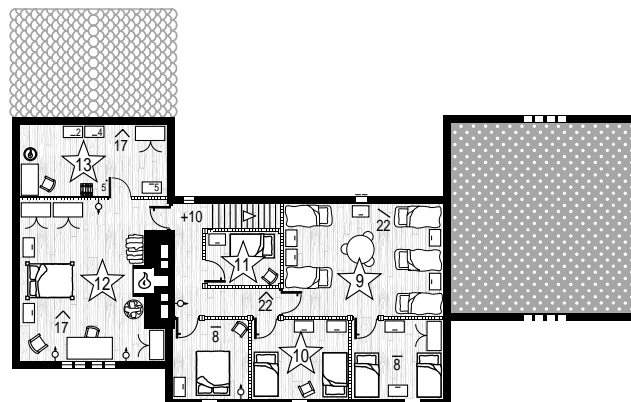
## CELLAR



## GROUND FLOOR



## UPPER FLOOR





## THE INN'S STAFF

All of the staff are women with backgrounds they like to keep vague. They support and protect each other.

### SARENA RIAN: Innkeeper and Chef (Master)

Sarena keeps the books, arranges the entertainment, and ensures that the inn has a ready supply of food. She is 45, short and plump, with long curly black hair, and brown eyes. Sarena dresses in bright colors, favoring red and purple. She is guarded about her past, and somewhat hostile against organized religion. Sarena is, in fact, a former corathar (acolyte) of the Order of the Silken Voice in Shiran. She left the order in 699 after a substantial sum of money vanished from the temple's coffers.

### NAMRY RIAN: Innkeeper and Brewer

Namry is a superbly talented brew-mistress. She is tall and slim, with long blonde hair, deep blue eyes, and clear fair skin. She is fond of loose gowns of pale green and blue. Namry can chat for hours on an amazing range of subjects. She came with her older sister under suspicion of being an *Odivishe* 'witch'. Most regular patrons are enthralled by her brewing skill and good looks.

### CERIEN KOLKENE: Kitchenmaid

Cerien is an old woman, whose daily contact with boiling water and harsh laundry soap, leaves her face and hands a painful red.

### TELDAEL DESTARA: Barmaid/Prostitute

Teldael works as a barmaid, and happily supplies guests with sexual entertainment, paying half of her extra income to the innkeeper. In her late teens, she is pretty and voluptuous. Teldael dresses in layered gauzy skirts and body-hugging doublets. She entices customers with a well-practiced act of a giggly young woman, murmuring trivia in a beguiling and seductive manner.

### ELENA TRYNE: Barmaid/Entertainer

Elena is the life and soul of the inn. Witty and talented, she performs in the Pit most nights, singing a wide variety of folksongs and ballads, and she also dances, tumbles, and juggles. Elena likes to wear flamboyant clothing, typically lacey doublets, colorful tunics laced tightly up the front, and emerald or crimson hose. Her engaging personality attracts many bawdy offers. Those who ignore her polite refusals, soon learn she is also skilled in landing powerful kicks and punches. Elena's abilities make her a unlikely barmaid, but she completes all duties with flair and competence.

### FORI KARELSEN: Maid

Fori is 16 and the youngest worker at the inn. Born in Orbaal, she was sold to slavery in Tormau as a child. After years of abuse, she poisoned her master and fled to Dunir where Sarena offered her protection. Fori keeps her hair short and always dresses in plain, baggy gowns. She prefers to be left alone and finds any excuse to leave the company of those who pry. Her subdued outward demeanor masks a fiery and angry spirit if she is crossed.

## Inn Staff

<i>Sarena Rian:</i>	Master & Chef
<i>Namry Rian:</i>	Brewer
<i>Cerien Kolkene:</i>	Kitchenmaid
<i>Teldael Destara:</i>	Barmaid
<i>Elena Tryne:</i>	Barmaid
<i>Fori Karelsen:</i>	Chambermaid

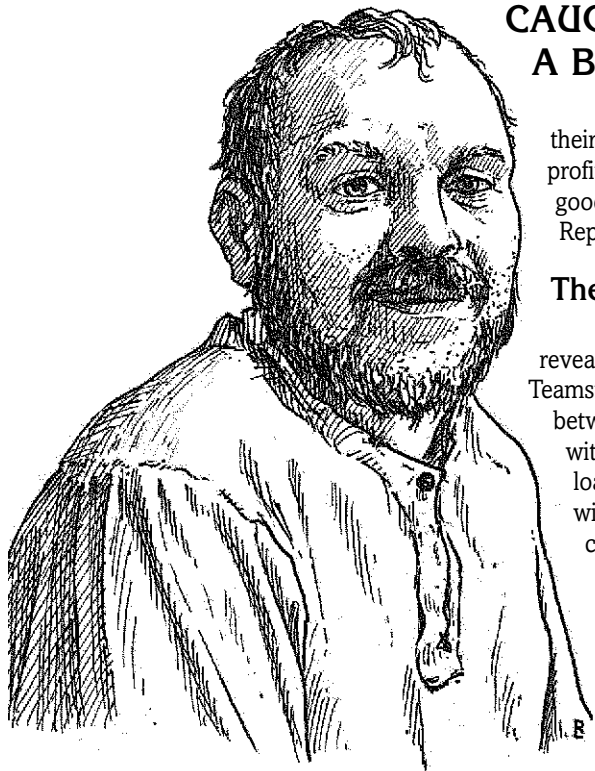
## Menu

Sarena and Namry mostly serve simple and wholesome meals made from local ingredients. Their special dish, not always available, is an exquisite venison pie made from game caught on the trail to the east.

•Oat porridge with honey	1f
•Vegetable pottage with bread	1f
•Meat pottage and dumplings	2f
•Fish pie with boiled vegetables	2f
•Mutton stew with barley and dumplings	1d
•Venison Pie with gravy	2d
•Apple pie	2f
•Honeyed dried fruits and nuts, per small bowl	2f



*Teldael Destara*

**Baldair the Teamster**

## CAUGHT OVER A BARREL

The Rian sisters add to their already substantial profits by smuggling exotic goods from the Thardic Republic to Dunir.

### The Tale

A little investigation will reveal that Baldair the Teamster regularly travels between Kuseme and Dunir with a train of four carts loaded with barrels of wine, bales of cloth, and crates of miscellaneous wares.

When Baldair arrives at the inn his entire caravan is quickly unloaded and stored in the cellar.

There is always a feast and ribald night at the inn to celebrate his

arrival. Later, three or four unloaded barrels are moved into the inn's hidden cellar and replaced with barrels of wine which are never actually opened and are used repeatedly for this purpose. If anyone with a valid warrant wants to inspect the barrels Baldair will insist this must be supervised by Namry, "who has the equipment to see the barrels are resealed properly". Nothing will be found in the visible barrels except Thardic wine.

### The Truth

Western Kandy does not have the climate for growing good grapes and innkeepers must import their wines. Baldair uses this fact to transport barrels of Thardic wine to Dunir and Selvos, but improves his profit by hiding undeclared goods in a few barrels. These goods include expensive perfumes and love potions from Shiran, and the odd "misplaced item". His scheme minimizes bonding and hawking taxes since the valuable smuggled goods are declared as cheap wine.

Sarena pays Baldair a good price for his "special barrels of good wine". She acquired a fondness for many of the smuggled luxuries when she was a Halean acolyte and keeps some for herself and her staff. The rest she resells to a few happy customers for a good profit. The plan has worked so far because neither Sarena nor Baldair are too greedy.

Unfortunately, Telgarth Kasli, Chamberlain of Heroth to Earl Sinsel Cassen, believes that Baldair stole a silver chalice from the castle last winter. While investigating this theft, the chamberlain learned from a "trustworthy" source that Baldair routinely smuggles stolen goods inside barrels of Thardic wine. Seeking to recover the chalice, or at least win favor from his earl, Telgarth has sent two agents to Dunir to trap and expose the teamster when he next arrives. The investigators are currently staying at the Bushel and Strike, posing as mercantylers. They have a purse of silver for proof of Baldair's illicit trade.

## Baldair the Teamster

Baldair of Lorden has been a teamster since he could walk. His experience of thirty eight years makes him one of the best in the trade. He keeps his business small but profitable, typically operating a caravan of four ox carts, two guards, and four junior teamsters. His usual route takes him from Dunir to Kuseme via Menekod and Heroth. He averages four return trips per year.

Baldair winters in his home town Heroth. Last winter he stayed at the servant's house at the castle following a substantial gift of Coranan tablewares to the Earl. The Chamberlain did not like Baldair, nor his gift which he thought the teamster must have stolen.

Baldair is deeply tanned, with a face creased by exposure to the sun and rain. He attire is simple and nondescript, except on the road where he always wears a green cloak. He has a good-natured personality, tempered with a shrewd knowledge of his best interests. His gregarious and open nature leads people to believe the best of him, even when they suspect he is not being entirely truthful.

## HârnMaster

11 STR	11 EYE	11 INT
15 STA	12 HRG	08 AUR
09 DEX	08 SML	13 WIL
10 AGL	12 VOI	08 MOR

### Combat Attributes:

Endurance 13, Move 10.

### Skills:

Rhetoric 72, Intrigue 64, Oxcraft 59.  
Languages: *Hârn*ic 84, *Lakise* 90.  
Ritual: *Halea* 18, *Piety* 32.

### Combat Skills:

Initiative 65, Dodge 50, Unarmed 39,  
Whip 64, Dagger 72, Riding 68.

**Armour:** Cloth hat, tunic, leggings  
and cloak; leather shoes.

**Weapons:** Dagger and whip.

