



Yael is the principal settlement of the Barony of Yael in the southern portion of Yaelion Hundred in the southeastern corner of mainland Melderyn. The settlement lies along the eastern shore of Duathane Bay, the northeastern arm of Fehnom Bay, and still retains a distinctively rural character. Yaelion Hundred is underexploited and lightly populated, the majority of the settlements being located in the southern portions of the hundred. Clan Duathane has had a free hand in developing the hundred and has prospered from the rich sources of timber, salt, fish, and a gypsum mine found within their domain.

## History

### Before the Nuem Settlements

The location where Yael is currently sited was not actively settled upon its founding. The first inhabitants of this region were Jarin settlers coming from mainland Lythia around 1,300 BT, followed by the Pharic peoples. Although Jarin and Pharic peoples did move through the region they did not remain settled here for long, instead moving further inland for better lands.

Prior to Melderyn establishing settlements along the Nuem these lands were part of the Solori tribal range. However, only a handful of tribal groups ever populated these lands, the bulk of the tribal groups preferring the lands south of the Nuem River.

### After the Nuem Settlements

In 624 King Lodros ordered the building of three keeps along the Nuem River in preparation for the settlement of the lands to the north of the Nuem. The keeps, Cundras, Fosumo, and Racyn, were to provide protection for the settlers as they established new manors and agricultural lands throughout the region. By the time the Shires Edict of 630 was put into place all the above-named keeps had been completed; Racyn becoming the shire moot for Birenshire. By 640 70% of the present-day manors had been or were being established.

Prior to the 624 proclamation to settle the Nuem River valley, the island of Melderyn had a large population surplus that was placing a strain on its existing agricultural resources. It was Lodros' plan to settle these new lands with this excess population and bring relief to his kingdom's agricultural problems. Since the re-location was voluntary the region was not populated as heavily as other regions of mainland Melderyn, but it did alleviate Melderyn's pressing agricultural woes.

During this time, the area that Yael would eventually occupy was used as a seasonal fishing camp. The waters of Fehnom Bay and the eastern shores of mainland Melderyn being rich in fish. The area where the camp was established being one of the few that had a good beach for beaching ships and boats and drying fish and nets.

### Yael

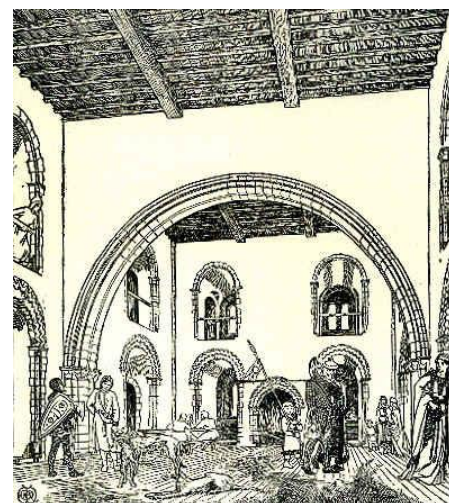
Caer Yael started out as nothing more than an earthen fortification overlooking an easily accessible beach. For immediate protection, a wooden palisade was erected around what would become the upper bailey, the area that would eventually house his demesne farm was used as a base by those who would build the keep. Finally, temporary buildings



Location: Birenshire, Kingdom of Melderyn, M8  
Holder: Baron of Yael, Clan Duathane  
Liege: King of Melderyn  
Population: 305

### Credits

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**Maps:** Roy Denton  
**Editors:** NA for now  
**Layout:** Roy Denton



were erected within the upper bailey along with a well to supply the site with fresh water. After these defensive features had been erected the work on the keep began. The upper bailey with the keep and its outbuildings was completed in 645. Work on the lower bailey or demesne farm, the adjoining village and the town by the beach has continued over the last 75 years with more permanent buildings replacing the older wooden structures.

Yael, the settlement, was first founded as an agricultural village that supported the builders' camp located where the demesne farm is now. The current rural agricultural settlement was an expansion of the builders' camp that supported the demesne farm and other local agricultural fields, the original agricultural settlement transformed into the town of Yael as craftsmen and merchants relocated to the town and its small port. The town is now the economic heart of present-day Yael; key features being a shipyard, an inn and main market square. Shortly after the keep was completed the temple to Larani was founded along with a small Peonian hospice for ministering to the sick and Peonian adherents. The fisherman's district to the north of the town was the original site of the fishing camps that existed prior to the founding of Yael. This site is home to the town's fishing and salting industry which not only fishes the bay's waters but also the herring grounds between Hârn and mainland Lythia. It was this sandy stretch of beach that led Sir Halat to choose it as the site for his keep.

During this time Sir Halat continued to bring in additional settlers and established two more manors at Saserus and Fehin. It seems his premonition of good fortunes on seeing the New Moon when first seeing his keep being built was correct as Sir Halat would go on to consolidate his holding until his death in 659.

### Current Situation

At 65 and in failing health, Etosir is the longest reigning baron in Melderyn. Although never a good warrior, and never having the need to prove himself in combat, his skills as an estate manager are renowned. He has trained many pages and squires over the years in how to run a manor. Many of the minor land holders in Elorinar owe his tutelage for their own successes.

Baron Etosir has no love for the Solori, but the attitude of many of the knights in the Order of the Lady of Paladins irks him to no end. Even so, he tries to stay neutral in matters relating to the order since they hold land nearby. He has stated many times that he wishes both would disappear, thus bringing peace and quiet to the region. His son and heir, Sir Fyrnok, holds the same stance as his father.

Of late, Sir Fyrnok has been messaging distant clansmen in Emelrene and court contacts in Cherafir to gather immigrants for a proposed manor in Yaelion Hundred. The last two messages from Emelrene were positive but noncommittal; therefore, Sir Fyrnok has convinced his father that another mission should be sent for a definitive answer. However, since his father's health is rapidly declining, he feels he cannot take the risk and leave for a protracted journey to Emelrene in the event of his father's death. Since his own sons are far too young for such a mission, he has decided to ask his father if one of his relatives can make the journey. Either way, the mission must leave soon to get a timely response to their request.

### Halat Duathane

Halat Duathane came to Melderyn in 621 when he accompanied his father, Sir Waylan Duathane, on a diplomatic mission from Emelrene; he was 9 years old at the time. Sir Waylan was most likely a senior herald assigned to the Emelan permanent public delegation in Cherafir. During this time his father secured him a position in the royal household as a page and subsequently as a squire. It was during this time that the young Halat became a friend of the crown prince. In 624 he was knighted by the king and given a position within the queen's guards. His duties included protecting the queen and her children and being the queen's messenger. In 631 he was promoted to the king's guard and became a trusted messenger for all sensitive communications. During this time, he made numerous trips to Lythia, enabling him to maintain close ties with members of his clan residing there.

In 639, upon the ascension of Shelir II to the throne, Sir Halat was a close confidant of the new king and made commander of the king's guard due his valuable services to the old king and his close relationship to the new king. It is believed that several his missions to Lythia and throughout the island to its noble clans was to secure settlers for the new lands being opened in the Nuem valley. For his services, the king created Sir Halat the first Baron of Yael in 642 and awarded him the manors of Ryhik, Fezy, Beoran, Evire, Molon, and Labret and permission to build a keep on the northeastern arm of Fehnom Bay. It was while this keep was being built that a lunar eclipse occurred and prompted Sir Halat to name the keep Yael in recognition of the event. In addition to the four new manors Sir Halat also brought in immigrants to establish the settlement that would support his keep.

## Government

Yael is the seat of the Baron of Yael and governed by Baron Etosir and his advisors. In truth his eldest son, Sir Fyrnok, has been baron in all but name since his father's health has declined drastically over the last few years.

Sir Henyn, the baron's 2nd son, serves as the keep's constable and captain of the guard. He and his men enforce the laws within settlement and its surrounding region.

Although they seldom travel to Cherafir, Etosir and Fyrnok are solid supporters of the king and support him in his political battles with his more northern lords. As stated above, they try and stay neutral regarding the Order of the Lady of Paladins closer by.

Yael itself is governed by a body of three councilmen who are appointed by the baron annually. Although these men have judicial authority over most petty crimes committed by freemen within the settlement, the baron hears all cases involving crimes committed by freemen outside of the town, all serfs, and more serious crimes committed by freemen within the town. The town pays the baron a third of all fines resulting from the town's courts. All judicial decisions made against a freeman can be appealed to the baron. In addition, the town council advises the baron on all trade policies and is responsible for ensuring they are enforced.

All freemen of Yael can appeal to the King's Law through the Yaelion Hundred court at Purque Manor and on to the Sheriff of Birenshire at Racyn.

## Religion

The Churches of Larani and Peoni have a tax-free status. Baron Halat founded the Laranian Temple after the keep had been built and had a small Peonian hospital/shrine built in the same complex to minister to his Peonian subjects and the sick. The churches of Halea and Ilvir are tolerated but not encouraged. The churches of Agrik, Naveh, and Morgath are proscribed and anyone caught worshiping these gods will be put to death.



### Etosir Duathane

Upon the death of Baron Halat, clan Duathane named his brother, Lanthir, as guardian to the baron's young son, Etosir. Lanthir reluctantly accepted the position and arranged for Etosir to be knighted and confirmed as baron at the age of 14.

Because of his hurried knighting and ascension to the baronial seat Etosir was never considered a good military man. Instead his younger years learning what he could about land management, agriculture, and animal husbandry to make his lands as profitable as possible.

Etosir is the longest serving Baron in the kingdom and staunch supporter of the king in his struggles with the northern nobles. Due to his long years as a Baron and the large number of manorial lords in the north who received their training from him, Etosir uses these contacts to keep track of political trends and concerns in those regions and passes on anything he finds concerning to the king.

Upon becoming the 2nd Baron of Yael in 673, Sir Etosir continued to build up the lands his father had settled. In 690 he established two additional manors at Pouka and Himlet. In 716 Sir Etosir put into work a plan to secure additional settlers for at least four more manors in the eastern and northwestern portions of Yaelion. As of 720 he has received two messages from Emelrene and the island of Melderyn stating that they are looking into the matter. It appears that there are few Melderyni citizens wishing to take part in these endeavors.

# Yael 4

## Economics

As ports go, Yael is a minor port, although it is the key port for Yaelion Hundred. Baron Etosir has spent lavishly to improve the wharf, in an attempt, to induce more trading vessels to the port.

Yael's main industry is fishing. The port has a small fleet that fishes the waters of the Bay in the spring and early summer for local fish and salmon when they run. They then move into the Sea of Ivae to fish for stock fish and/or herring in late summer and autumn. During this later period, they operate out of the salt works in eastern Yaelion or put into Himlet manor for supplies as needed.

Yael has three main exports to offer to other markets, all of which are in great demand. The first is timber, with the majority of Yaelion being uninhabited there is plenty of virgin timber to be had for all sorts of industries. The second is gypsum used for plater. Within the last year high quality deposits of Alabaster have been found at the mine and lead to a startup industry within Yael of alabaster carving. Yaelion has one of the few active gypsum mines in Melderyn. Lastly are its fish products, dried and salted. Even so, wool and swine are their most productive income producers.

The baron believes Yael can become a more dominant port in the region with its sheltered bay offering a safe refuge to large ships and the entire Nuem valley available as a hinterland. He knows this will fly in the face of the Earl of Biren's economic aspirations; however, the earl's ships must travel from their base at Gythrun and then on to markets south whereas the baron's port and vessels are already placed to exploit any expansion of trade in the valley. Towards this end the baron has had two sea going Niviks built to carry trade goods and has plans of building more.

One contentious point between the baron and his town council is the building of a bonding house. The baron believes it will foster more trade, not to mention add to his income. The council believes it will cause merchants to balk at visiting Yael due to the increased tax in the form of bonding fees and are against it. In truth, they enjoy extra income themselves since the baron requires all incoming merchandise that will not be sold immediately to be house by a local townsman who will vouch for its quality and the reliability of the owner of the merchandise. Of course, they charge a fee for this service. In the end, it is more likely that the baron or his son will order the building of the bonding house or acquire one of the existing properties in the town to use as a bonding house.

One area that the baron and his son have been making strides to improve on is the production of wool. They have found that the sheep being grazed in the hills of northern Yaelion Hundred have been producing high grade wool. Towards this end, there are plans to send men to look for a suitable site for a village or villages in the area. This will allow them to expand their flocks and produce more high-quality wool. In addition, they have been experimenting on a swine breeding program to develop a more productive breed for the Yaelion environment.

## Taxes

<b>Property:</b>	10% per year (residential) 4% per year (business)
<b>Hawking:</b>	6% goods' value
<b>Bonding:</b>	N/A (no bonding house)
<b>Wharfage:</b>	2d per foot per day

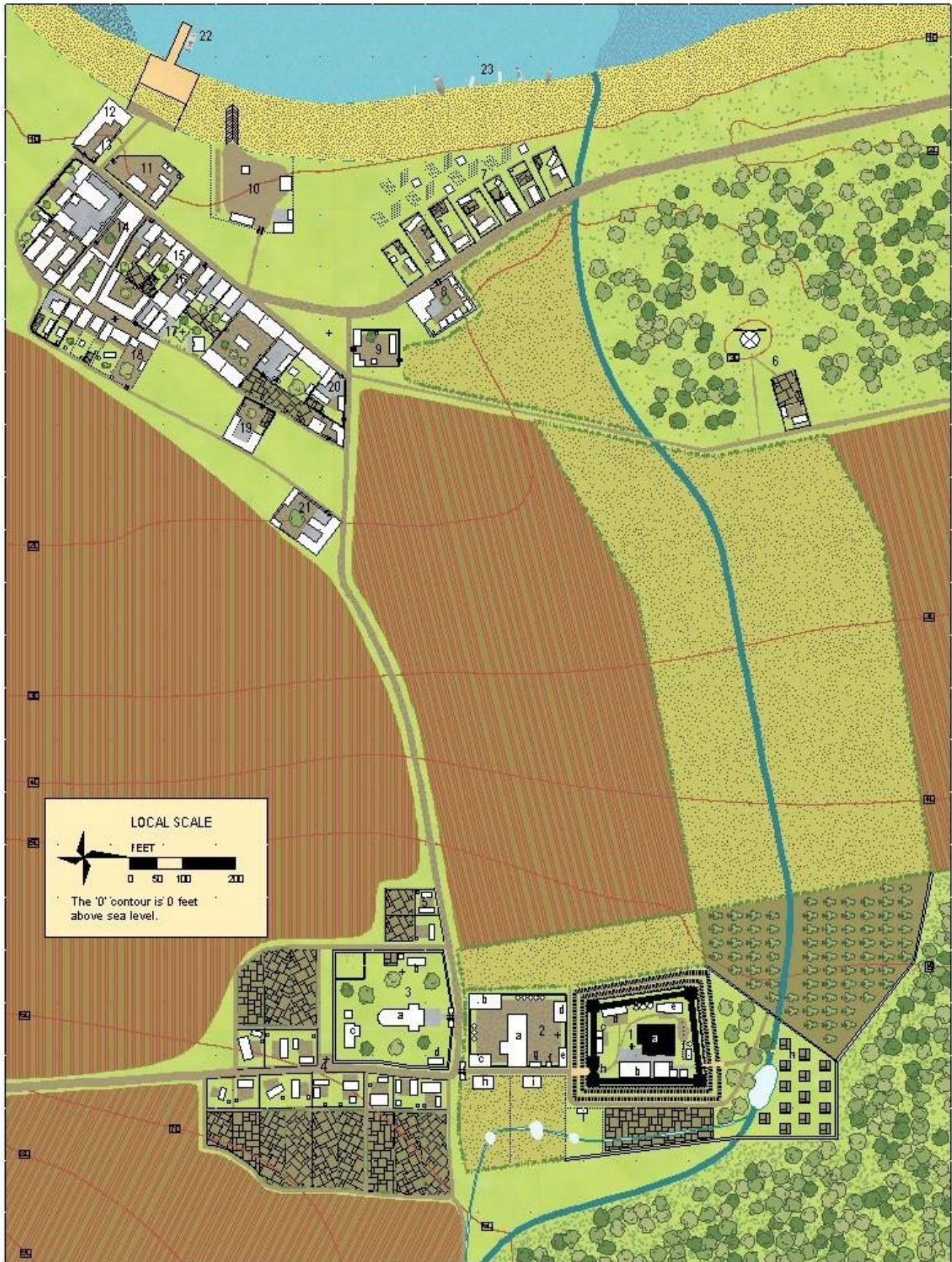


## Fyrnok Duathane

Sir Fyrnok is the heir apparent and for the last five years he has been running the barony due to his father's ill health. Like his father, he is more interested in books and agriculture than military glory. When he was a youth, he was sent to the Fyvrian Chantry in Berema. This was also a chance for him to renew contacts with his Emelan clan on mainland Lythia.

Unknown to all but the clan's more senior members, Fyrnok is a Fyvrian Satia-Mavari. As stated above, he spent his youth in Berema as an apprentice. In addition to being a squire under clan members on the mainland. He has used his contacts there to petition them for possible immigrants to enable the creation of more manors in Yaelion Hundred.







# Yael 6

## 1. CAER Yael

The Caer is more of a tower house than a military structure. Most of its support features are in the surrounding outbuildings while the baron resides on the upper floor of the keep.

- The keep
- Constable's hall
- Smithy
- Stables
- Barracks
- Hounds and hawks
- Kitchen buildings
- Gatehouse

## 2. DEMESNE FARM

The demesne farm is where the baron stores all his grain, hay, and stock.

- Great barn (wheat and rye)
- Small barn (barley and oats)
- Hay barn
- Granary (for threshed grain)
- Stables for extra mounts.
- Dove/Pigeon coop
- Gatehouse
- Ox shed
- Cow shed and dairy
- Swine pin

## 3. THE TEMPLE COMPOUND.

- Laranian Temple
- Peonian Shrine and hospital
- Priest and guest housing
- Temple stables

## 4. Yael AGRICULTURAL VILLAGE

These tenements are for the free and unfree farm labors of the agricultural lands surrounding Yael. Those shown are the beginnings of the main open fields to the east and south and the enclosed demesne fields to the north.

## 5. METALSMITH (Thaldo Nalin)

**Size: 3      Quality: \*\*\*      Prices: \*\*\***

Thaldo Nalin does specialty work for the shipyard as needed, but mainly is kept busy supplying the needs for the agricultural community and the demesne farm.

## 6. MILLER (Galorn Ker)

**Size: 5      Quality: \*\*\*      Prices: \*\*\***

Galorn runs the only wind powered mill in all of Yaelion Hundred. In addition to the mill he also has the communal ovens located on his compound. Galorn has attempted over the last five years to obtain the guildmaster position within Birenshire from Admo Gard at Racyn. As a result, he has become deeply indebted and has had to mortgage

his lands to finance his campaign. Unknown to him, Admo has bought out his debt and plans on taking over his franchise.

## 7. FISHING SETTLEMENT

Yael's small fishing fleet is owned by these families. Together, they have six vessels that they employ in fishing activities throughout much of the spring, summer, and autumn. Their crews are made up of family and unguiled laborers throughout the settlement.

The beaches are used to dry nets and fish on the numerous racks setup for that purpose, and to smoke fish in the numerous smoke houses.

The fishermen fish the bay from early spring to mid-summer when they move to the west coast of the hundred to fish for herring in the Sea of Ivae in the autumn.

## 8. SALTER (Hindo Arb)

**Size: 5      Quality: \*\*\*\*      Prices: \*\*\***

Hindo Arb is reputed for his top-quality work, his salted fish being in demand at many of the nearby ports. When the fishing fleet moves to the salt pans on the eastern coast of the hundred, Hindo closes shop and moves his operation there till the season is completed, usually mid-autumn.

## 9. Yael's LIGHT (Brist Nekarb)

**Size: 7      Quality: \*\*\*      Prices: \*\*\***

Brist Nekarb runs this inn located on the main road leading into Yaelion Hundred and caters to merchants and guildsmen visiting the settlement. The food is decent as are the scant accommodations. Freemaster ostler Raias Nekarb, the innkeeper's cousin, maintains a well-kept stable and is quite gifted in horsecraft. The baron has noticed this and is planning on asking Raias to become his master ostler.

## 10. SHIPWRIGHT (Pero Menoma)

**Size: 8      Quality: \*\*\*      Prices: \*\*\***

Pero Menoma specializes in building Niviks and Talbars. Has built two sea going Niviks over the last three years for clan Duathane. Most of his business is in repairing and outfitting the settlement's fishing fleet and any visiting merchantmen.

## 11. TIMBERWRIGHT/TIMBERWRIGHT'S

**GUILDHALL/HOSTEL (Riban Marit)**

**Size: 7      Quality: \*\*\*      Prices: \*\*\***

Riban Marit serves as the guildmaster for Birenshire and his business has the sole right to sell all timber removed from the hundred. Most of this is moved to the coast and then brought to Yael as log rafts for further processing or sale. Riban's daughters run the hostel, cooking a simple evening meal for guests and housekeeping as needed.

**12. HARBORMASTER/SEAMAN'S HOSTEL (Gras Tanait)**

Gras has two apprentice pilots working with him. Unless a larger merchantman comes into the port it is his apprentices who pilot most of the vessels. The western gate gives access to the quay. The building also serves as a hostel for pilots and seamen.

**13. THE COCKLE (Suso Valla)**

**Size: 3      Quality: \*\*\*      Prices: \*\*\***

The tavern is a favorite haunt for seaman and men from the agricultural village. Suso is a Trierzi seaman who grew tired of the sea and using the money he had acquired after a 15-year career bought a franchise to run a tavern in Yael. At first the guild refused but Suso appealed to the baron's court and won the right to open the tavern five years ago.

**14. HIDEWORKER (Caro Wrust)**

**Size: 4      Quality: \*\*\*      Prices: \*\***

Caro Wrust is a hardworking man who takes great pride in the leather goods he provides to the community. He has a standing contract with the Timberwright's Guild that allows him to maintain, repair and replace all their tack and harness used within five leagues of Yael.

**15. CHANDLER (Lenelo Almar)**

**Size: 3      Quality: \*\*\*      Prices: \*\*\***

Lenelo Almar's shop caters to the needs of visiting ships and the settlement's small fishing fleet. Although he does well in his business, Lenelo has begun to invest in a couple of peddlers working within the hundred. In exchange for low wholesale prices for the various items they will peddle he receives one fourth of the profits from their journeys. Thus far he has sponsored four peddlers, two of who are related to his wife.

**16. MERCANTYLER (Virund Deoorth)**

**Size: 4      Quality: \*\*\*      Prices: \*\*\***

Virund Deoorth supplies all kinds of goods for the community and disposes of surplus agricultural goods. In addition, he has arranged a contract that allows him to be the middleman for the mason and timberwright guilds.

**17. SAVE-K'NORAN SHRINE AND FYVRIAN CHANTRY**

Baron Etosir established the Save K'noran shrine as a repository for agricultural learning under the protection of a Save K'noran priest. At the same time, he established a Fyvrian chantry upon his son's return from Berema. The chantry houses at most a single master who continues to work with his son and conducts research on various agricultural experiments. To the inhabitants of Yael this is the residence of an eccentric old man who has befriended the young lord.

**18. WOODCRAFTER (Gribo Marit)**

**Size: 4      Quality: \*\*\*      Prices: \*\*\***

Gribo Marit specializes in barrels for the salter and carpentry work as needed. He also helps at the shipyard when specialized woodworking skills are needed. Gribo is Riban Marit's brother.

**19. MERCANTYLER (Antinus Dilis)**

**Size: 3      Quality: \*\*\*\*      Prices: \*\*\***

Clan Dilis has been serving the baron's clan since the founding of Yael and Antinus does his best to uphold the clan's reputation. The clan has ties in Chyrefal, Nurisel, and Cherafir. Antinus is assisted by his wife, who is adept at bookkeeping, and an apprentice. Antinus travels to Cherafir in the spring for the arrival of the Cherafir Larun and either Chyrefal or Nurisel in the summer. In both cases he visits the caer to receive orders from its inhabitants. The compound consists of a front range composed of three buildings joined together, a separate kitchen and a courtyard that houses visiting merchant's animals and/or wagons.

**20. HALL OF THE MANGAI**

The hall acts as the local council's meeting hall for town court sessions and like events. In addition, it is often used by local guildsmen as a meeting place and social club.

**21. MASON/MASONS GUILDHALL/HOSTEL (Peco Kol)**

**Size: 4      Quality: \*\*\*      Prices: \*\*\***

Peco Kol is the guildmaster for all masons within Yaelion Hundred. His business has the right to buy and sell all the gypsum mined at the Himlet mine/quarry. He is the current head of the Mangai and has held the position for 10 years. Because of the large number of quarries within the hundred, and the economic importance of the gypsum mined at Himlet, the guild is quite influential in all economic matters. Many of Yael's wealthier guildmasters resent this influence.

**22. WHARF AND DOCK**

The wharf was built at the baron's expense and consists stone revetment filled in with rubble and earth. The dock was made long enough to allow larger vessels to tie up and unload without fear of grounding during low tide..

**23. Yael FISHING FLEET**

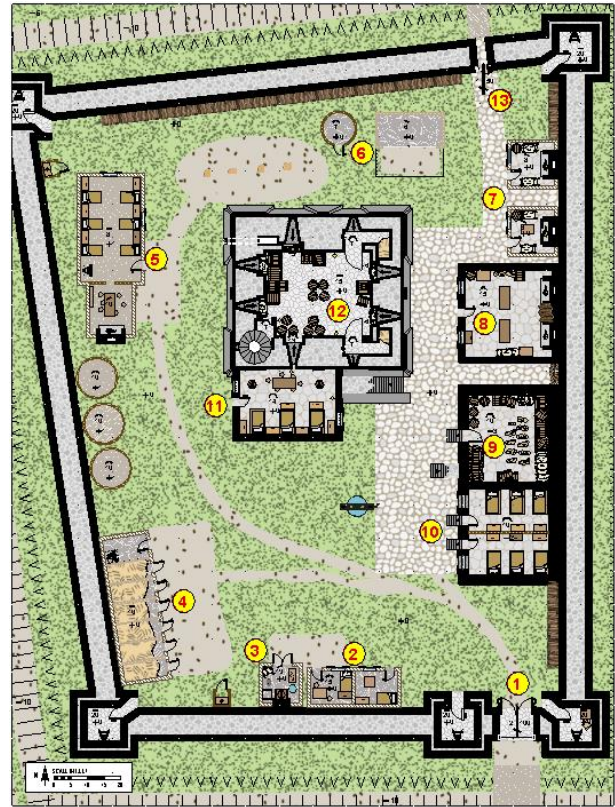
The beached vessels belong to local fishermen and are hauled ashore by winches during severe storms. They are crewed by the families in the fishing community and supplemented by the sons of local farmers and townsmen during the main fishing seasons.

## CAER Yael

Caer Yael houses the baron, his personal guards and body servants. All other family member residing at the site, additional guards and servants reside in the outbuildings within the bailey.

### GROUND LEVEL

- [1] **Gatehouse:** The gatehouse is the main entrance and defensive feature of the keep's bailey. The lower floor of the eastern tower houses the porter's office.
- [2] **Masters' Residences:** These rooms house the keep's ostler (east room) and weaponcrafter (west room).  
Wimma Tulmal, the caer's weaponcrafter. He lives in this room with his wife.  
Baga Tan, the master ostler lives in this room with his wife.
- [3] **Smithy:** Wimma's primary responsibility is to maintain the garrison's weapons and armor. In addition, he also build's and repairs metalwork as needed.
- [4] **Stables:** There are six stalls in the stables. Currently they house two warhorses and 4 riding horses of good quality. If more horses are present, they are stabled in the demesne farm stable. The saddles, harnesses and other horse equipment are stored in the tack room on the north end. Baga uses this room to repair and maintain all the equipment under his authority.
- [5] **Barracks:** These are the quarters for the larger part of the caer's garrison. The garrison consists of light and medium infantry of about 20 men. At any time, a quarter of the garrison is patrolling the area around Yael and the main road going north. In the summer, feudal levies supplement the garrison in both duties.
- [6] **Hawks and Hounds:** The lord's hounds are kept in the lean-to shelter when not with him in his quarters. The round structure houses the baron's hawks and falcons. Both the hawks and hounds are looked after by the master of the hunt with help from the pages and squires serving under the baron.
- [7] **Bakehouse and Brewery:** The brewery is the northern building and the bakery is the southern one. The baker and brewer are both part of the kitchen staff when not baking or brewing.

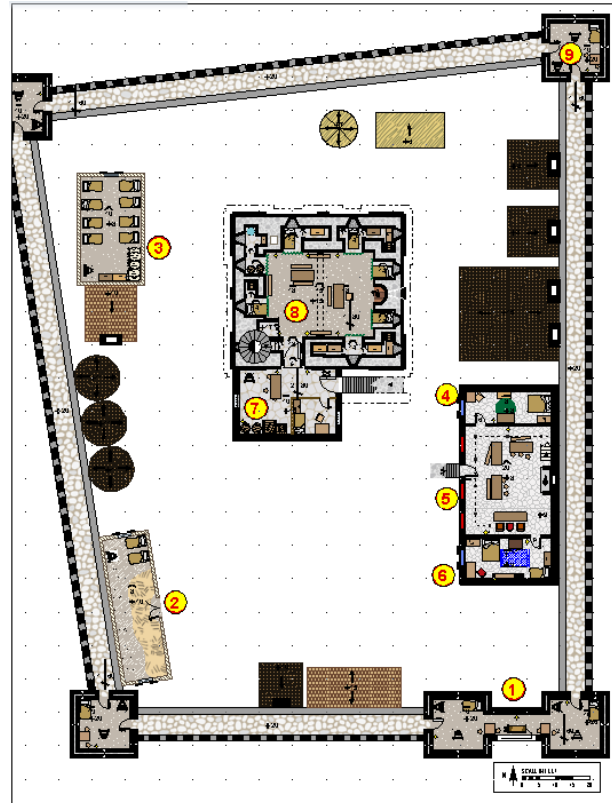


- [8] **Kitchen:** The kitchen caters to the needs of the keeps residents and visitors. There is a water barrel next to the door that must be filled at least twice a day. Between the fireplaces is firewood that is replenished repeatedly from stacks placed along the bailey's walls. All food is carried from the kitchen and the keep or halls. Usually there is only the one meal at midday.
- [9] **Kitchen Supplies:** the north end of the undercroft of the constable's hall is used for kitchen supplies. The chief cook, chamberlain, and constable hold a key to this room. One is also in the baron's quarters.
- [10] **Servants Quarters:** Senior servants such as the chief cook, master of the hunt, etc., have quarters in these two rooms. Lesser servants find space as needed throughout the other buildings.
- [11] **Squires and Pages Quarters:** The room in the lower part of the fore building is used as a residence for the squires and pages under the baron's tutelage. In addition to waiting on the baron and his family they are also assigned mundane tasks within the keep.
- [12] **Storage and Prisons:** this level holds good for use in the keep and has two prison cells.
- [13] **Postern Gate:** Gives access to garden and orchard.



## FIRST LEVEL ABOVE GROUND

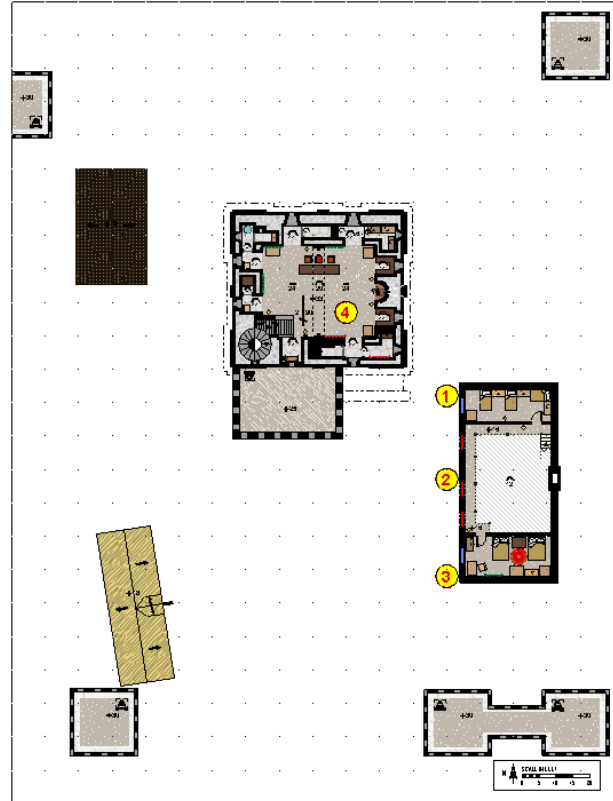
- [1] **Upper Gatehouse:** The upper gatehouse contains the mechanism for the portcullis. The sleeping mats is used by guards not on duty at night. At night two men are on duty in the gatehouse and patrolling the south wall.
- [2] **Stables Hay Loft:** The northern end is the quarters for the ostler's and weaponcrafter's apprentices. The remainder of the loft holds hay that is lifted by hoist through the door in the eastern side of the loft. Hay is fed down to the horses through trap doors. Other servants who need a place to sleep often use the hay loft for this purpose.
- [3] **Upper Barracks:** This floor holds additional sleeping accommodations for garrison troops.
- [4] **Constable's Quarters:** This is the residence of Sir Henyn Duathane, the baron's 2<sup>nd</sup> son and constable. Sir Henyn usually moves to the knight's room when noble guests are visiting the caer.
- [5] **The Constable's Hall:** the name is quite deceptive since this is the principal hall for all attendant of the baron. In most cases all meals are served here at the midday. Other meals are usually taken in individual quarters or here.
- [6] **The Heir's Quarters:** Sir Fyrnok and his wife reside in this solar. The pallet in the corner is for their youngest son.
- [7] **Fore Building Guard Room:** This room is the only way to enter the keep. The porter, Sir Owayn, has his quarters here. He has served the baron for most of his life and was given this post after suffering a debilitating injury. He is totally devoted to the service of the baron. The stores in the corner are for the guardsmen quartered on this floor.
- [8] **Guards Quarters and Entrance:** This floor of the keep houses the baron's personal guards, five medium foot. At least two of these men are always in attendance with the baron . All persons not part of the keep's inhabitants must stop here and be questioned as to their purpose and who they wish to meet. One of the chamberlain's clerks or the chamberlain will usually be present or sent for in such cases. The stairs in the southwest corner are the only means of going up or down within the keep itself.
- [9] **Wall Towers:** The three wall towers house two guards at night who rotate being on watch through the night. The sleep mat being for the off duty guard. In the day guards patrol the walls.



# Yael 10

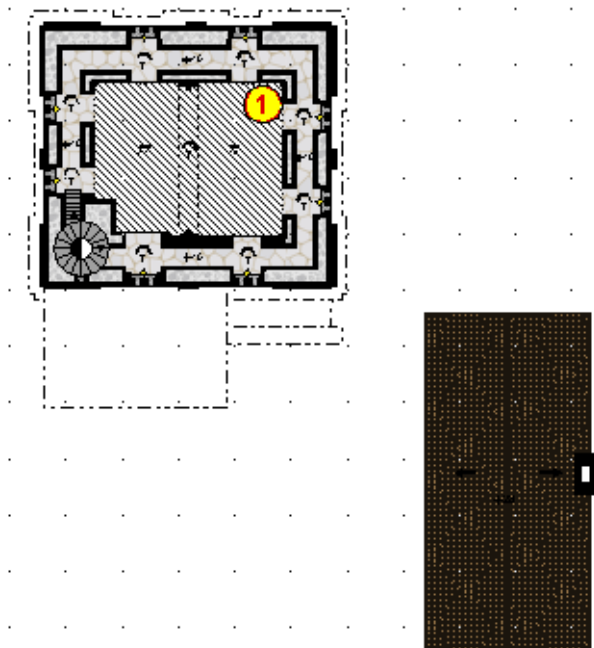
## SECOND LEVEL ABOVE GROUND

- [1] **Knight's Room:** This room is used by knights serving the baron. At any time, most or all are on patrol or performing other duties for the baron or his son's.
- [2] **Constable's Hall Gallery:** Not really a galley but a landing to allow access to upper rooms.
- [3] **Lady's Chamber:** The baron's female relatives live in this chamber. The baron's daughter, Lady Sideth, serves as his chamberlain and lord's lady during important events. She was widowed a year after marriage and never remarried. Matakea Alwyn Duathane is the granddaughter of the baron's uncle, sir Lanthir, and assigned as the baron's personal chaplain. In addition to her duties as a priestess of Larani she acts as the baron's exchequer also.
- [4] **Great Hall:** The hall is the baron holds court here twice a month to hear criminal cases and petitions from his subjects. During high festivals and visits from nobles or high church officials the hall is used to host the main meal. Otherwise, the constable's hall is used for all midday meals. The northeast corner houses the baron's treasury, the key being held by the exchequer and the baron only. The southeast corner has a small chapel to Larani for the baron's personal devotions. The other side chambers either store tables and benches, dinning utensils, and cloths, a privy, or chambers for private conversation. There are at least two guards on duty during the day.



## THIRD LEVEL ABOVE GROUND

- [1] **Great Hall Gallery:** The gallery is reserved during court sessions for overflow and only guildsmen and nobles are allowed access. During festivals and feasts musicians will play from here.

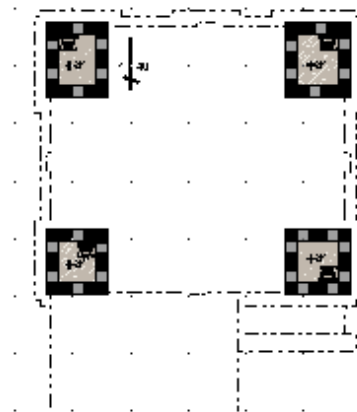
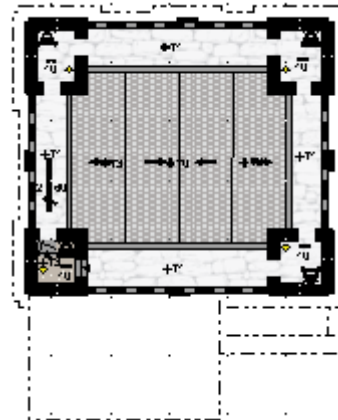
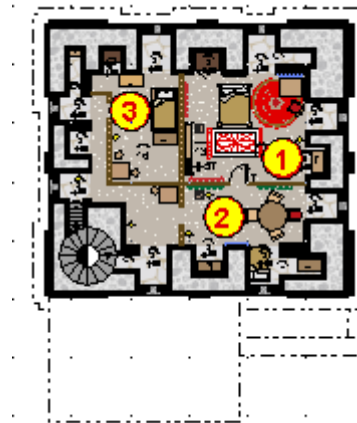


## FOURTH LEVEL ABOVE GROUND

- [1] **Baron's Chamber:** These are the baron's private chambers. His wife died more than a decade before and he has chosen to not remarry. The window niches in this chamber, as with the others on this level, are seats and in this chamber covered with cushions.
- [2] **Privy Council Chamber:** This chamber is used by the baron's closest advisors to plan and organize the daily and yearly activities within his barony. The cot in the southern niche is for a body servant his children have demanded he keep close at hand. The boy is the younger son of the Bailiff of Yaelion Hundred. The baron treats the boy as if he were his own grandson and stands for no mistreatment of him.
- [3] **Senior Squires' Chamber:** The two young men living in this apartment are senior squires and will be knighted as soon as the baron and his privy council decide they are ready. Both are younger sons of northern noble Melderyni families. The council is waiting on word from their families regarding their futures since they are both younger sons.

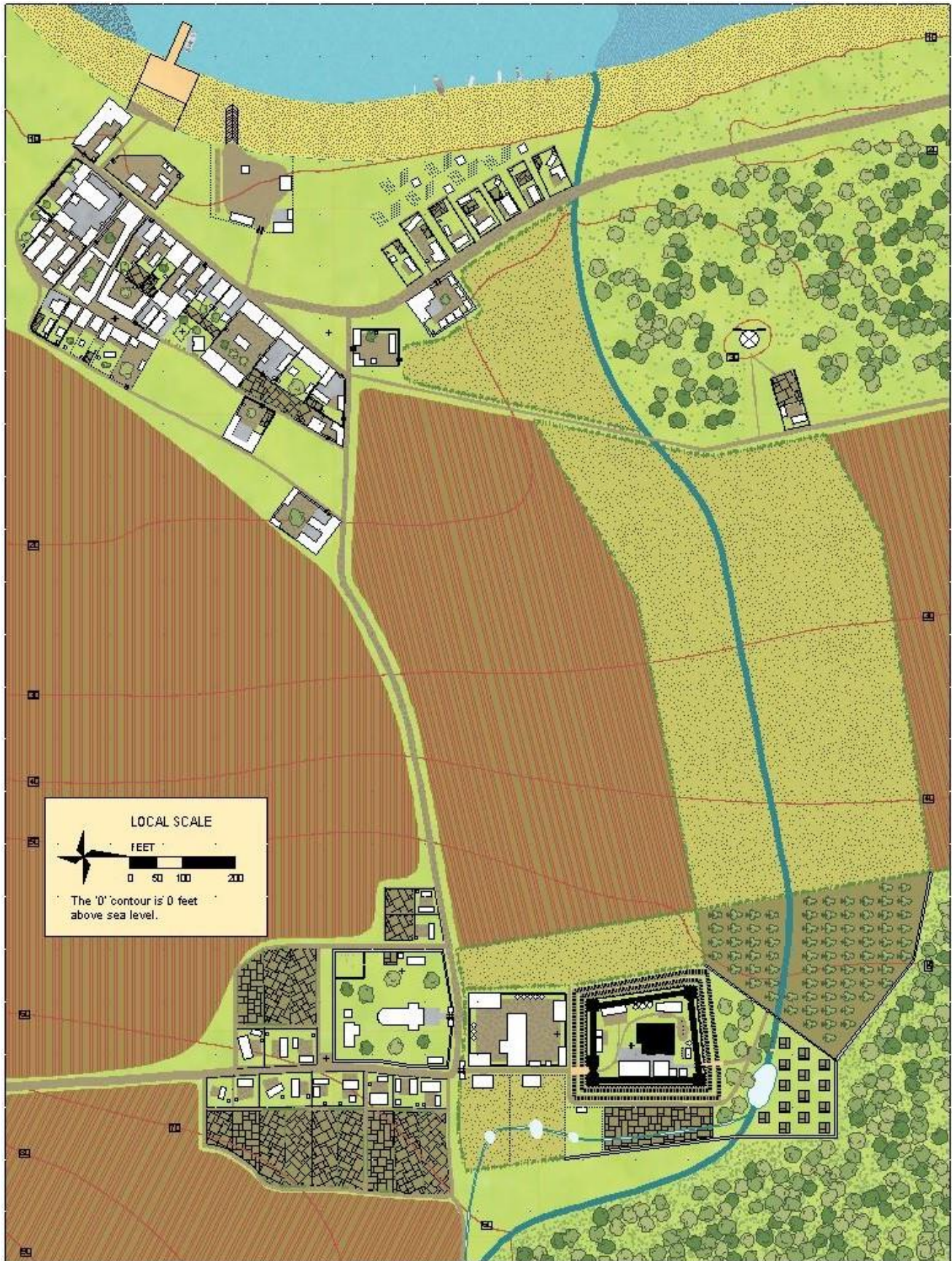
## ROOF AND TURRET LEVEL

The roof of the keep often has a couple of guards in the day, they can be found on the parapets or in one of the turrets. They act as an early warning for castle residents when new vessels are seen off the coast or riders on the roads. Signals have been established to notify residents in each case.





## Yael 12





**[8] SALTER (Hindo Arb)**

Size: 5

Quality: ☆☆☆☆

Prices: Average

Hindo began his trade along the northern coast of Melderyn Island. In 710 he was hired on by the previous master salter, Jearl Koa, as a bonded master salter to work the salt pans to the east of Yael. In 715 Master Jearl was lost at sea in a storm. Needing a master salter for the franchise, Baron Etosir offered the position to Hindo, who readily accepted the offer for the usual franchise fees and an addition 240d per year for ten years. Under Hindo the franchise has prospered more than he had hoped for. In addition to his franchise fee and rents, Hindo aslo must turn over 5% of the salted fish to the baron. Some of this is in actual barrels of preserved fish and the rest the actual proceeds of the fish after being sold. This is considered te baron's percentage of the catch and his share of the proceeds from the salt works.

In the off season his Yael operation has five permanent employees tending the stock until it is ready to be sold. During the busiest part of the season in Yael he hires additional help from the town to assist in preparing the fish for salting, brining, and smoking.

Once the season moves to the herring and stockfisheries on the east coast he leaves his wife and a son behind to manage the business and moves himself and the majority of his employees and hired labors to the salt pans located on the east coast. Here he collects brine from a brine spring and boils it down in twelve large lead pans. In addition to his salters and laborers he hires on a metalsmith to repair or cast new pans as they wear out.

While in this location he salts the fish that the fishermen land on the nearby coast. At least once a week, a vessel from Yael arrives to collect what barrels are ready and takes them back to his property in Yael to be stored until ready for shipping. Once the fishing starts to wind down, he will spend another few weeks collected raw salt for his shop and the coming year. Even with the salt works, Hindo often needs to purchase extra salt for the following spring.

In 718 Hindo was given permission to open another shop in Himlet, to the north of Yael on the southern shore of the Bay of Haulf. The shop is run by his oldest son and mostly provides salt and salted goods to the northern manors and gypsum mine close to Himlet. His son, Hinly, has been tasked to look for further salt springs along the Bay of Haulf. So far he has had no success.

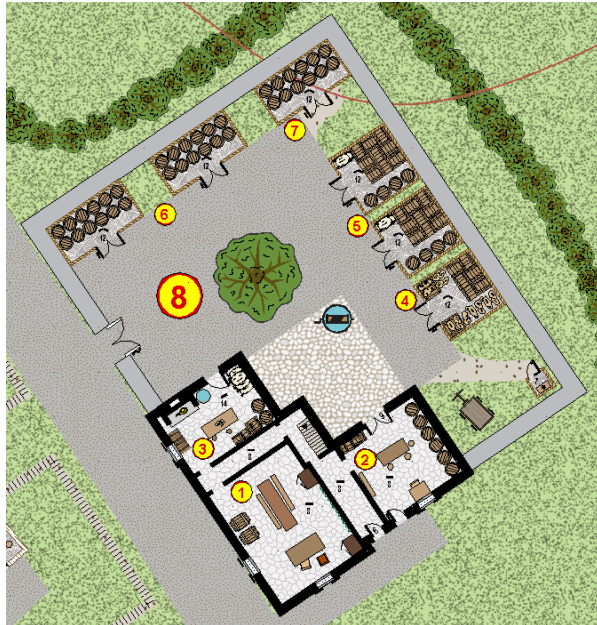
Overall, Hindo Arb has an excellent reputation for a top-quality product, his salted fish being in demand at many of the nearby ports. Especially those that supply the Laranians along the Nuem River valley.

**Adventure Hooks****Bog Creature**

Towards the end of the last fall season at the eastern salt works two if Hindo's laborers disappeared. They were both the son's a freeman and not considered to be runaways. The only evidence of foul play was they had left their belongs in camp. When the last man had disappeared one of the other laborers said they heard what sounded like a struggle and a muffled should and then a loud splash. When they investigated in the morning the found signs of a struggle by the marsh beside the salt spring but nothing else.

**Missing Crew**

Word has just come in from Himlet of the crew of a pinda having gone missing. Hindo's son, Hinly had dispatch the men to the northern shore of the bay to search around a marshy spot that had been spotted that summer. There had not been any storms and the boat was found a drift of off Haulf Island on the south side of the bay. Hindo and his son believe there may be pirates in the area and want to ask the baron to investigate.



## GROUND LEVEL

- [1] **Hall:** The hall is the social center of the establishment. Hindo, his family, and employees use this chamber to eat their main meals, discuss business, and enjoy time off. Hindo is a good employer and host and always has some ale on tap.
- [2] **Workshop:** The workshop is where a lot of the day to day work goes on. If the weather is especially good, a lot of the salting is done in the courtyard.
- [3] **Kitchen:** Hindo's wife, Kiki, is the master of the kitchen and provides hearty fare for her family, including the employees. She treats everyone under her roof as family and expects the same from them.
- [4] **Cured Meat Shed:** This shed is where cured hams hang from the rafters. The crates are full of other salted meats waiting to be purchased.
- [5] **Salt Stores:** Salt is in constant demand in this business and Hindo does his best to keep a good supply on hand in these two sheds.
- [6] **Cured Fish Sheds:** These sheds contains barrels of salted and brined fish awaiting sale.
- [7] **Barrel Stores:** Like salt, barrels are a constantly needed item and Hindo keeps empty ones in this shed. He has an arrangement with the local woodcrafter for barrels and crates. Even so, he has to import them from other sources to meet his needs.



## UPPER LEVEL

- [1] **Lindo's Quarters:** these serve as a bedroom and a private retreat for himself, his wife and their youngest daughter. The locked chest contains his records, charters, and money.
- [2] **Employee Dorm:** This chamber is the main sleeping area for his employees.
- [3] **Overflow Dorm:** This chamber has bunks setup for his extra employees hired in the spring and early summer. Lindo prefers they stay on the premises during this time.



**[9] Yael's Light (Brist Nekarb)****Size:** 3**Quality:** ☆☆☆**Prices:** Average

Brist acquired the inn about a year ago. The former inn keeper was a known drunkard and gambler and lost the inn one night while gambling and drinking with Brist and others who had come in on a merchantman with Brist.

Brist runs the inn moderately well and has a cook and server helping him out. The inn is kept in good order and provides fairly clean accommodations.

The stables are run by a master ostler who lives in a room attached to the stables in the compound of the Hall of the Mangai. Since most travelers come in on ship, there is little need for a full time ostler. A boy hired by the ostler will stay and tend to any horses at night, when needed.

In truth, Brist is not who he portrays himself as. A year ago he arrived in town aboard a merchantman and stayed at the inn with other travelers from the vessel. In fact, the vessel was a merchantman commandeered by pirates and the other travelers were members of its crew, as was Brist. Brist is a licensed innkeeper from Orbaal who gave up a failed enterprise for a life as a pirate..

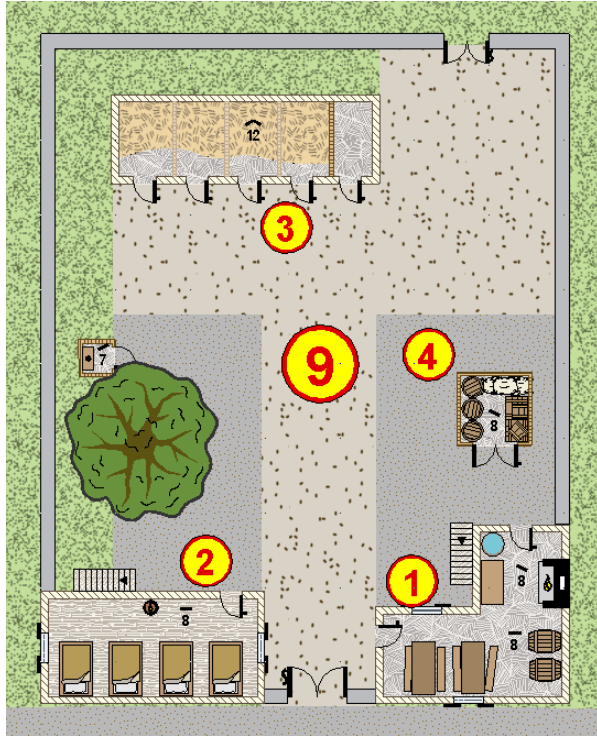
That night they got the old innkeeper drunk and secreted him away late at night after giving a good show of him drinking and gambling with the travelers and losing big. The next day Brist approached the town council with a deed transfer signed by the former innkeeper and his credentials as a master innkeeper. After an inquiry of locals who had witnessed the events of that night he was allowed to take over the inn as its owner and proprietor.

In fact, Brist keeps an eye out for likely targets for his comrades who come by every few ten-day to gather his information.

**Adventure Hooks****Cat Out of the Bag**

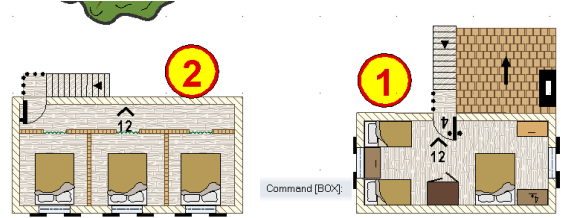
One night the ostler's stable boy was sleeping, in the kitchen, when he was woken up by loud voices in the common room. One of the voices was that of Brist. The other he did not know. What he overheard chilled him. They were discussing a merchantman that was bound to Cherafir and due back in Yael in a month on its way back to Thay. They were talking about waylaying the vessel. The next day the boy made his way to his master and told him what he overheard.

# Yael #9<sup>2</sup>



## GROUND LEVEL

- [1] **Common Room:** The inn's common room serves as a dorm when the other beds are full. The kitchen provides warmth on cold nights. As a result it is often a much requested room when the weather is bitter.
- [2] **Dormitory:** The dorm offers cheap but sufficient accommodations for less wealthy or choosy customers. The brazier is the only source of warmth in colder weather.
- [3] **Stables:** The stables are managed by Gynl Prynn, a master ostler who resides in a room attached to the stables in the Hall of the Mangai compound across the road from the inn.
- [4] **Storage Shed:** Used to store inn food supplies and other necessities needed for the day to day operations.



## UPPER LEVEL

- [1] **Staff Quarters:** This room is home to Brist and his staff.
- [2] **Private Rooms:** Private beds are offered for customers who can afford the extra expense.

**[21] MASON/MASONS GUILDHALL/HOSTEL (Peco Kol)**

Size: 6

Quality: ☆☆☆☆

Prices: Average

Peco Kol began his career as an apprentice on the Island of Melderyn and upon becoming a journeyman moved to the Nuem valley to work on the various building projects being conducted by the Order of the Lady of Paladins. After a few years he tired of the military efficiency of these sites and moved to work in a quarry on the western shores of Fehnom Bay. It was here that he acquired his mastership when the old master died in an accident and the local masters approved of his elevation.

Six years ago he was voted in as the guildmaster for all of Yaelion Hundred and moved to Yael, the site of the guild headquarters. Within a year scouting parties to the north of Yael reported the discovery of a gypsum deposit to the west of Himlet. Peco convinced the Baron that this was a good opportunity for trade in a rare commodity and was allowed to open the gypsum mine that has been in operation ever since.

While the gypsum has produced a moderate income for the guild and the Baron it was the discovery of a bed of alabaster at the site about a year and a half ago. Since then the Baron, with the advice of Peco, has ordered that all fine alabaster is to be transported to Yael and the guild's facilities.

At first the guild was selling raw alabaster to passing merchants. However, Peco discovered one of his best journeymen was a very accomplished carver and put him in charge of carving the best pieces. They started out making statuetes on commission, the Baron receiving the first piece in the form of a two foot tall statue of Larani that he keeps in his private chapel in the keep. Word has gotten out and Peco has brought in a second experienced carver and made Sero, his original carver, a bonded master mason. Sero now oversees two journeymen carvers and is training three apprentices. The apprentices have been practicing their skills on smaller pieces of spoil and making chessmen. Surprisingly, these crude sets have been selling for a modest sum.

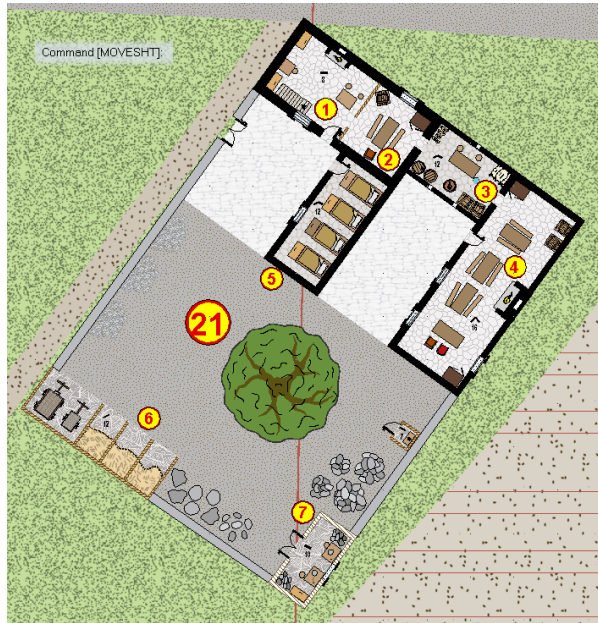
Of late, Peco has run into resistance from other guildsmen in Yael, feeling he has neglected his duties as head of the Mangai for those of his own guild's interest. In addition, he has recently been receiving reports from the gypsum mine that a mysterious hole has appeared in one of its walls and some of the mine's animals have started to disappear, leaving no trace but bloody entrails, all trails leading to the hole. The masons at the site are spooked and fear that soon one of them will be the next victim of the butcher.

**Adventure Hooks****Butcher in the Hole**

The Himlet gypsum mine is being plagued by an unknown horror that so far has killed an ox, two mules, and a few pigs. The men at the mine are in fear for their lives, fearing that the killer may decide to start attacking them. The attacks began shortly after a small opening into an underground cavern was discovered in a corner of the quarry. So far, all of the blood trails led to the hole. The men are afraid to search out the hole and have asked the Mason's guildmaster to get assistance from the baron.

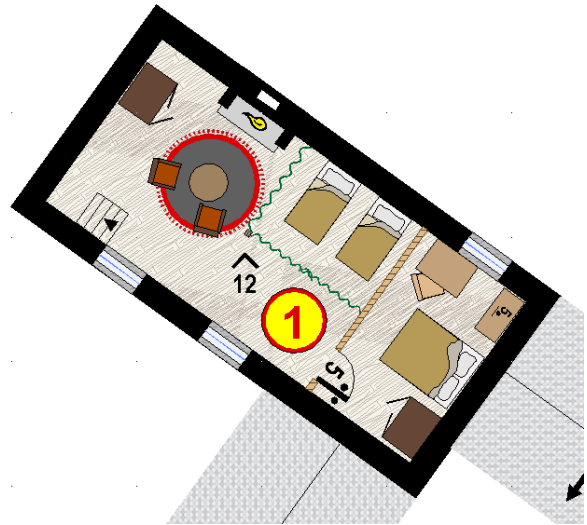


## Yael #21<sup>2</sup>



### GROUND LEVEL

- [1] **Guild Office:** Peco conducts most of his business here when not out on building sites or visiting quarries. A scribe maintains his ledgers, contracts, and personal documents.
- [2] **Master's Hall:** This is Peco's personal dining hall where he entertains important clients and eats his meals with his family.
- [3] **Kitchens:** The kitchen serves the entire compound and has access to both the private hall and the guild hall.
- [4] **Guild Hall:** The guild hall is where guild meetings are conducted at least biannually and also host the occasional Mangai meeting. Guild members using the hostel also take their meals in this hall.
- [5] **Dormitory:** Visiting guildsmen can reside in the hostel for a nominal donation to the guild's coffers.
- [6] **Stables:** The stables house Peco's oxen and carts that are used to move stone between the quay and the compound or to building sites. Peco's apprentice often sleeps here in the warmer months; otherwise he sleeps with the journeymen.
- [7] **Workshop Shop:** This workshop is where alabaster is carved and quality limestone is cut into shape for moldings; building stones are shaped outside. The courtyard is filled with rough quarried stones and cut building stones awaiting transport to building sites.



### UPPER LEVEL

- [1] **Master's Quarters:** This chamber is for Peco's journeymen/sons and a social area for members of his family and for personal business. He and his wife use the adjoining chamber.