

Hârn Manor Generator

Manor Setup Page

Kingdom: Kaldor
Hundred: Ambarnis
Manor: Loban
Holder: Dezaller
Lord: Sheriff of Meselyneshire
Budget Year: 719
Households: 23
Topography: Lowland
Gross Acres: 1620
Land Quality: 1.05

Leagues to a Major Settlement: 5

Manor on Major Road or River: 2

Manor on Minor Road or River: 1

Major Settlement has a Castle: 2

Major Settlement is a City: 1

Enter a 1 for yes or a 2 for no for the last four questions above.

Topography:

Lowland:

Lowland manors tend to be found along major river valleys and well watered plains. The topsoil is rich and usually favors a balanced mix of pasture and crops. Most of these manors are found around areas of early settlement and held by long established clans.

Highland:

Highland manors are found in river valleys of hilly country or in the foothills of mountains and are usually delineate the limits of civilized lands. These manors favor pastoral economies over crops.

Coastal:

Coastal manors lie by the sea, or upstream on a tidal river estuary. They often have poorer quality land due to salt spray and wind erosion of topsoil. Manors found beside large inland seas such as Lake Benath or Lake Arain are also considered coastal manors. A number of tenants on such manors also act as fishermen.

There is a 50% chance that a tenant may also be a fisherman, with the exception of craftsmen.

Forest:

Forest manors are rich sources of furs, timber, and tribal goods. They exist on frontiers of civilized lands, especially in Orbaal. Like coastal manors and their associated fishermen, forest manors have a number of tenants that act as trappers or timbermen.

There is a 50% chance that a tenant may also be a trappers with the exception of craftsmen.

Kingdoms:

Azadmere
Chybisa
Evael
Kaldor
Kanday
Melderyn (Islan
Melderyn (Mair
Orbaal
Rethem

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land)