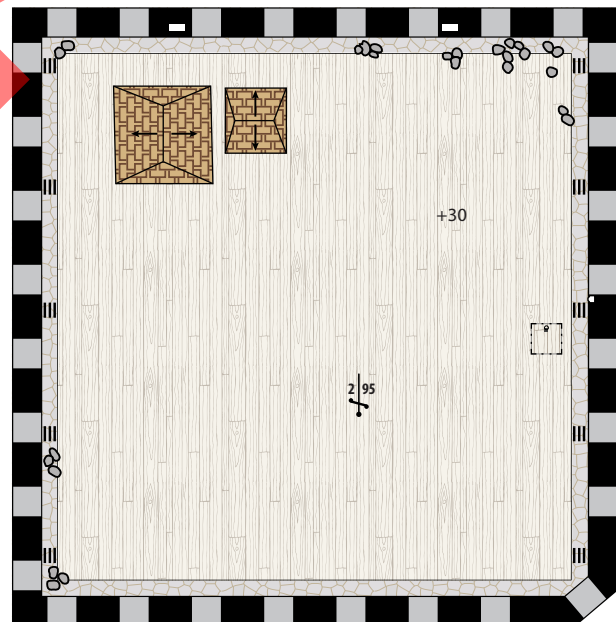


ARATHEL 8

THIRD FLOOR

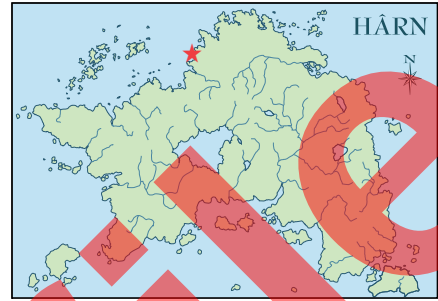
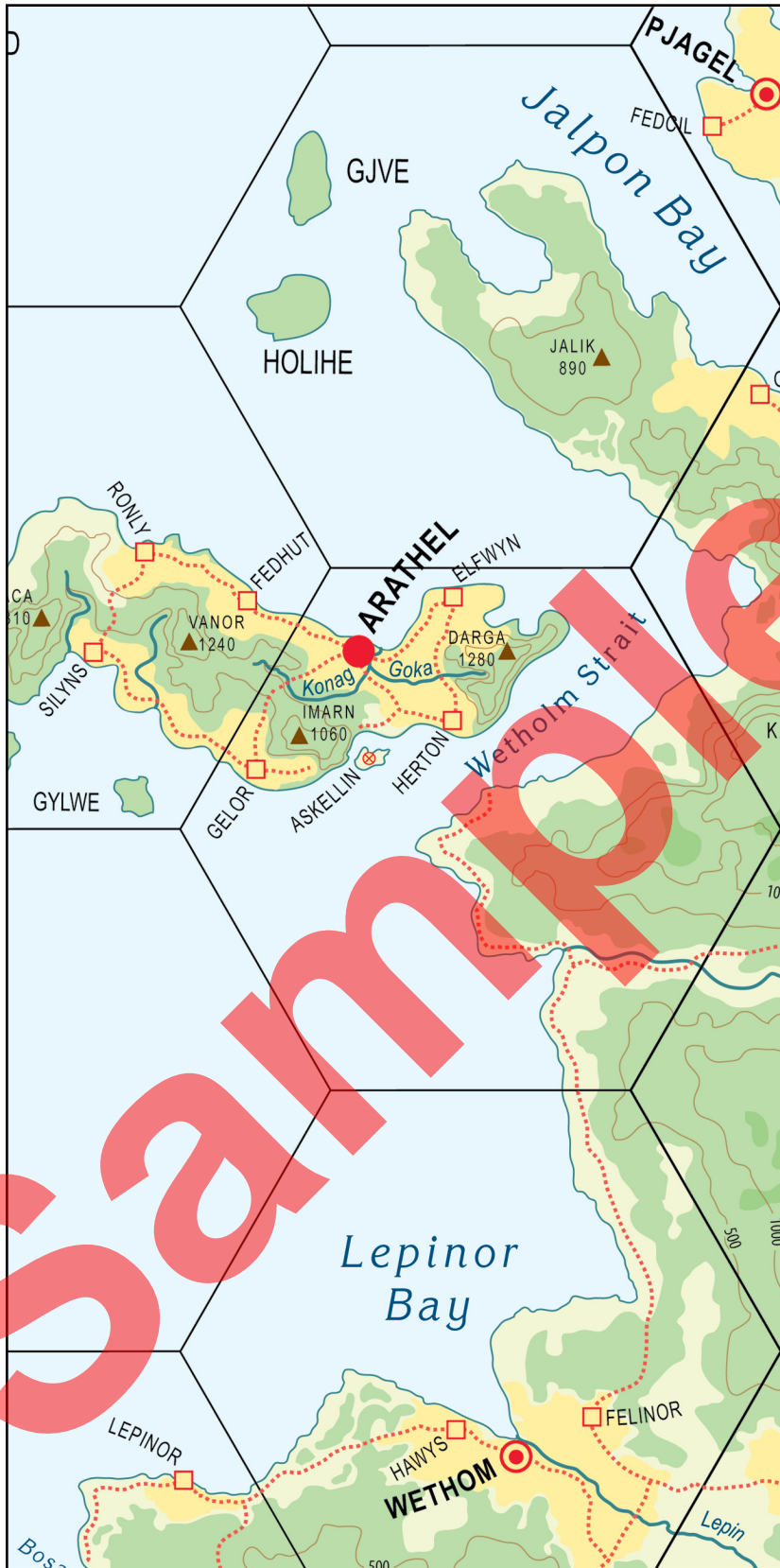
- [1] **Valhakar's Chamber:** A large map of Orbaal is tacked to the wall beside the council table. Two large chests beneath his bed hold much of the Lord of Arathel's considerable personal wealth. It is rare that one of his wives doesn't share his bed.
- [2] **Aliana Vuro:** Aliana, 23, is Tursi's fifth and most recent wife. Tursi acquired her hand on a journey to Harbaal in 718. Aliana is strikingly beautiful and expecting her first child in the late spring of 720.
- [3] **Tove Maaren and Silena of Kephris:** Tove, Tursi's third wife, is sister to the valhakar of Vold and shares her brother's limited intelligence. She has two daughters, 14 and 8. Tursi's fourth wife, Silena, a Thayan merchant's daughter, was tutored by Hlean priestesses and is skilled in seduction and manipulation. She has convinced Tove to act as nursery maid for her two young daughters, 9 and 4, freeing her time to ride Tursi's horse and devise ways to keep herself in the valhakar's bed and good graces.
- [4] **Lyaran Cyeen:** Tursi's cousin Lyaran, 38, is his closest advisor. Although many have confused Lyaran's blunt manner and plain-spokenness with a lack of sophistication, his wit and advice have helped Tursi deal with many political crises.
- [5] **Loft:** Tursi's wives join female relatives and guests here during feasts. His first two wives, Siathine and Brenna, have sumptuous quarters in the clan enclosure but spend their days here. Siathine believes that the pregnant Aliana should not be sleeping in the caer but Aliana has resisted moving away from Tursi. During the days, the nurses watch the children play in this area, much to Lyaran's vexation.
- [6] **Guest Chamber:** One of the beds here is often used by Selen, Tursi's Ymodi scout and agent. A watchful, skulking man, he makes the caer's other inhabitants uncomfortable with his sudden comings and goings.



ROOF

The roof is surfaced with thick planks of oak waterproofed with tarred rope driven into the seams. The planks slope from a slightly higher center bearing wall to the battlements to give good drainage. The older and smaller of two pigeonries is now used as a guardhouse; the huscarls seek its shelter in the worst weather.

Excerpt from Atlas Hârnica Map G2



Arathel

Location: Arathel Island,
Kingdom of Orbaal [G2]

Government: Valhakar of Clan Cyeen

Tribute: Clan Taareskeld of Geldeheim

Population: 60 Ivinians, 110 Jarin

RELATED PRODUCTS

- *Arathel: Drunken Hake Inn* (COL #5807A)
- *Arathel: Haakapik Inn* (COL #5807B)
- *Atlas Hârnica Map G2* (COL #5000-G2)
- *Kingdom of Orbaal* (COL #5800)
- *Geldeheim Castle* (COL #5801)
- *Leriel Castle* (COL #5815)
- *Marby Castle* (COL #5821)
- *Pled Castle* (COL #5824)
- *Sherwyn Castle* (COL #5828)
- *Zynholm Thran* (COL #5806)
- *Jarin* (COL #5849)
- *Afarezir Islands* (COL #5892)
- *Peran Wilderness* (COL #5891)
- *Araka-Kalai* (COL #5880)
- *Misyn Wilderness* (COL #5881)
- *Ochrynn Abbey* (COL #5882)
- *HârnMaster Barbarians* (COL #4761)
- *Kubora Tribe Expansion* (#4762)
- *Hunting* (COL #4841)
- *Seals* (COL #4623)
- Related fan-produced material can be downloaded from Lythia.com.

Scale: 1 hex = 5 Hârnica leagues (12.5 miles)



[8] THE DRUNKEN HAKE INN (Liam of Plearat)**SIZE:** 8 (10 during the Theng) **Quality:** ☆☆☆☆ **Prices:** High

Arathel is not on any significant trade routes but is the first “civilized” landfall and shipwright facility for Ivinian ships making the long and dangerous journey back from Golotha. Arathel’s population, an uneven balance of many Jarin and a handful of Ivinians, is less tense than their more easterly neighbors as a result of Valhakar Tursi Cyeen’s policy of tolerance and opportunity.

HISTORY

The Plearat clan has held the inn for three eventful generations. When Liam’s grandfather built the inn in 668, Arathel was an isolated island outpost of old Jarin blood. Since Arathel fell to the Ivinian invaders in 673, the town and the inn have grown as a result of the increased sea trade. Liam’s father, Aelfmond, took over the inn in 687 and spent countless hours perfecting his brews. This passion died with the old man in 713 and Liam has been content to use Aelfmond’s recipes as long as guests keep paying.

THE BUSINESS

Although rustic by the standards of more “civilized” parts of Hårn, the Drunken Hake is considered Arathel’s best inn. Its clientele includes mostly Jarin locals and some Ivinians from surrounding settlements. For most of the year, few people sleep at the Drunken Hake. Most visitors to Arathel are Ivinian traders and prefer to stay at the rival Haakapik Inn, just a drunken stagger away. Every fall, however, Arathel’s annual *Theng*, or justice-moot, brings commoners, criminals, lawspeakers, supplicants, and vendors to town and the Drunken Hake becomes a hive of raucous activity for a full tendar.

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