

MEDRIK DISTRICT TOWNHOUSE 1

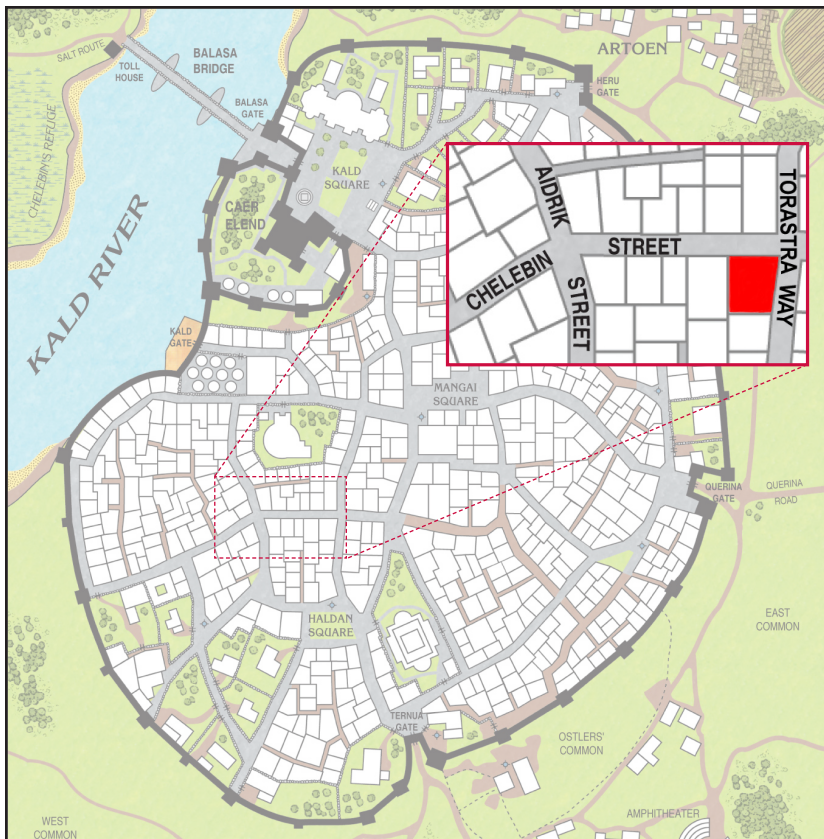
INTRODUCTION

This solid three-story stone townhouse in the once-fashionable Medrik district of Tashal consists of three separate dwellings. One is a large and well-appointed home suitable for a noble residence in the city. The other two dwellings are typical of those of moderately well-off guildsmen and provide rental income to the noble owner.

Built of locally quarried stone, the house is typical of the buildings constructed in the decades after Haldan I took the throne of Kaldor. To forestall another conflict like the Baronial Revolt, King Haldan encouraged his great nobles to spend time at court, leading to a rise in demand for prime real estate in Tashal. Later, the desire for greater space and opulence led many nobles to build townhomes in the Haldana district. Many nobles still have homes in Medrik, however, either for their own use or for a mistress.

The noble household has been deliberately left unspecified in this article so that the GM may employ it to suit the needs of their campaign. It was written with a member of a great clan in mind but could easily serve as the dwelling of any noble or wealthy person. Possibilities include:

- *Thilisa Meleken, Countess of Osel*: The owner in the author's Melderyn Campaign.
- *Asorn Firith, Lord Advocate*: Brother of the powerful Baron of Kobe and ambitious courtier.
- *Sir Eris Karondal, Lord of Hetheron and Sheriff of Balimshire*: An important knight who holds several manors from the Earl of Balim and the office of sheriff from the crown.



Lady Thilisa Meleken



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MEDRIK DISTRICT TOWNHOUSE 2

GENERAL INFORMATION

When the house was constructed, its noble owner intended that the additional dwellings in the structure be used to house lesser members of his clan or perhaps even his children once grown. Although they have at times been used for that purpose, over the years the two dwellings have been mostly rented out to guildsmen as a source of additional income for the building's owner.

The building plus lot is worth approximately £100, which would mean an annual property tax of £9 (2,160d). However, the building has been assessed at only £40, so the owner pays 864d in annual property tax. Rents are set at four times taxes. The present lessees are Carlen of Aras, a master weaver, and Lyrryn of Spelk, a surgeon. Carlen pays 86d per month (approximately 30%) and Lyrryn pays 100d per month (approximately 35%).

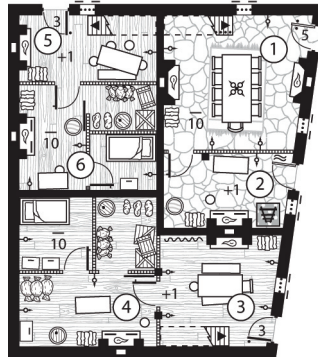
GROUND FLOOR

- [1] **Nobles' Hall:** The main entrance of this dwelling opens onto a small but elegant hall. Heated by two fireplaces in the winter and ventilated by two windows in the summer, the hall allows for entertaining in style. It equally allows for quiet meetings.
GM Note: _____

- [2] **Kitchen:** The kitchen is small but well equipped and the cook crafts succulent meals for the household and glorious feasts for guests.
GM Note: _____

- [3] **Surgeon's Hall:** This room is the entrance to the residence of Lyrryn of Spelk and it tends to become crowded with patients hoping to see him. Lyrryn, a trained physician who specializes in surgery, makes most of his money by treating the common folk of Tashal for various dental ailments. A shrewd judge of a purse, Lyrryn charges what he thinks the patient can afford, which is sometimes nothing.
GM Note: _____

Ground Floor



- [4] **Kitchen:** Lyrryn's cook and washerwoman is Ducheleyne of Flyte, a raven-haired beauty who is just at the beginning of her journey to corpulence. She has ice-water in her veins, however, and is forever looking for a new assistant since she scares most of them away. She and her assistant (when there is one) sleep in the chamber off the kitchen.
GM Note: _____

- [5] **Weaver's Hall:** Entryway to the home of Carlen of Aras, a master weaver without a franchise. His whole family crowds into this room for meals and boisterous conversation.
GM Note: _____

- [6] **Kitchen:** Carlen's wife, Febbia, presides over the kitchen like a warden, fussing over meals and pinching every penny from vendors. Her two younger daughters sleep in the room off the kitchen.
GM Note: _____

MEDRIK DISTRICT TOWNHOUSE 3

SECOND FLOOR

[7] **Staff Quarters:** Sleeping room for the servants, guards, or retainers of the noble household.

GM Note: _____

[8] **Bedchamber:** This room serves as quarters for a knight in service to the owner's family or as the bedchamber of the eldest child.

GM Note: _____

[9] **Surgery:** Lyrryn performs most serious surgical procedures here. The shelves contain his instruments, some bandages, and a prized book on human anatomy that is glaringly deficient of detail. The chest holds a small collection of herbs and potions that Lyrryn sometimes uses for an extra fee. From time to time, Lyrryn will make this room available to Sir Fago Rheeder (see *Balim House*, available on Lythia.com). On those occasions, he clears out all other patients and retreats to his own chamber. Lyrryn always finds a bag of silver afterwards.

GM Note: _____

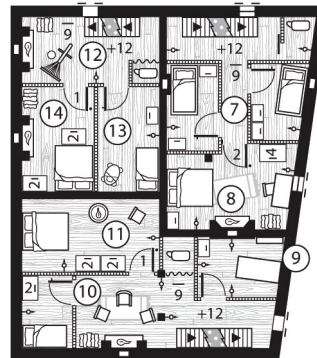
[10] **Solar:** This room is sometimes used by a patient's waiting family members or for less-intensive surgical procedures like tooth-pulling. The physician's apprentice, Reenap of Calthy, uses the adjacent bedchamber. He is intensely curious about Sir Fago's visits but was beaten by Lyrryn the one time he asked about the mysterious visitor.

GM Note: _____

[11] **Lyrryn's Chamber:** Lyrryn typically sleeps alone in this spartan chamber. He keeps his savings (£6) in the locked chest nearer his bed. In the other, he keeps his supply of Fletharasha, a hallucinogen he acquires from Holik of Asaner [*Tashal*, D5]. When using the drug, Lyrryn often thinks of Holik's beautiful daughter or his own cook but cannot act on his thoughts because he is impotent.

GM Note: _____

Second Floor



[12] **Solar:** Febra, Carlen's eldest daughter, spends most of her days at the spinning wheel in this room. She has qualified as a journeyman clothier but her father has yet to sign the appropriate papers.

GM Note: _____

[13] **Febra's Chamber:** Febra sleeps here with her infant son. The father is Natgen of Jorwynn [*Tashal*, F18]; Febra has concealed this information from her parents because Natgen is married. She prefers instead to claim she doesn't know who the father is, leading her parents to think she is promiscuous when she is simply in love. Her little sisters are determined to find out who their nephew's father is.

GM Note: _____

[14] **Carlen's Chamber:** Carlen and Febia sleep here. Despite three children and advancing years, their lusty antics can be heard through the wooden walls.

GM Note: _____

MEDRIK DISTRICT TOWNHOUSE 4

THIRD FLOOR

[15] **Bedchamber:** Quarters for a lady-in-waiting or noble offspring.

GM Note: _____

[16] **Private Chambers:** These rooms are used by the owner of the building. They are well furnished and comfortable but a bit small. An enclosed balcony offers seating for ladies at their needlework while simultaneously offering discreet views of the thoroughfares below. A locked chest behind the desk hold accounts and ready cash while a secret strongroom holds the noble owner's wealth. The bed is screened by exquisite tapestries.

GM Note: _____

[17] **Dormer:** Lyrryn seldom uses this space but will occasionally let a patient sleep here while recovering before returning home. Although he stores a few of his own things here, most of the space is sublet to the pawnbroker Kirlin of Pasena [*Tashal*, F29], who uses it as a long-term storage vault.

GM Note: _____

[18] **Workshop:** Carlen spends most days here at the loom while his apprentices bale the woven cloth for delivery to various clothiers around the city. Carlen sells nearly all of his output to dyers and fullers in Weavertown. The two apprentices, Bing and Rosen, sleep here.

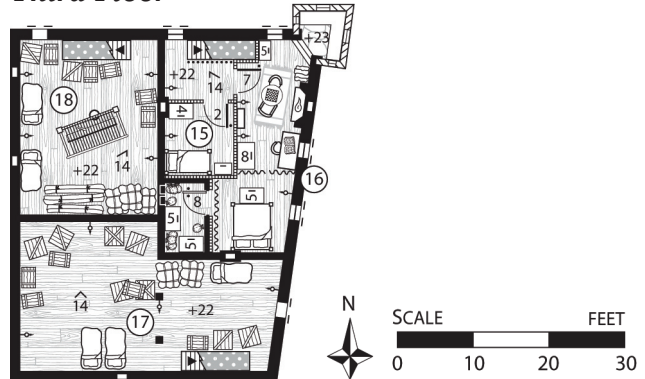
GM Note: _____

CELLAR

[19] **Storage:** The cellar is beneath the kitchen of the owner's residence. Foodstuffs such as ale, flour, and salted meats are stored here along with a few imported luxuries and other supplies. Most victuals and libations are procured fresh. There is no access to the sewer tunnel below.

GM Note: _____

Third Floor



ADVENTURE HOOKS

I Need a Tooth Pulled! The PCs need a dentist but find themselves turned away. Another waiting patient tells them that an important knight took over the surgery for an emergency case.

A Deal for You. The PCs are approached by Fat Patchy [*Tashal*, F29], who needs them to retrieve a crate. A clerk in the exchequer hasn't lived up to his obligations and it's time to cash in.

It's You! Carlen of Aras believes the father of his grandson is one of the PCs!

Cellar

