The Streets Put Me Straight

By Vaidenon of Hustan, Warden of the Inkhorn Fellowship

an amended survey of the trades, servants and households of Melderyn's towns, as the townsfolk corrected it

> "A survey is a lantern. It shows you the street; it does not show you who is asleep in the doorway."
>
> — Gerla Largen, venilana of the Checkered Shield, in a letter to the author

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No traveller to Melderyn goes without the great surveys of that kingdom: Columbia's account of the kingdom itself, the books of Cherafir and of Thay, the survey of the guilds and the treatise on the manor. I have carried them through three winters, and not one of their figures has proved false. They tell how many households stand in each place, who holds it, which guilds are chartered, and how a manor feeds itself. They name the aldermen and the harbormasters, and the companies of the watches. No other kingdom of Lythia has been so well described, and I should be a poor scholar if I did not say so first.

What follows is therefore an *amendment*, not a correction. The surveys counted the households; I went to see who lived in them. I walked the streets of Cherafir and Thay with my friends of the Fellowship, then Nurisel and Harden, and the seat towns of Gythrun, Ontur, Shenap, Karveth, Menio and Chyrefal. In each I asked the aldermen, the guildmasters and the officers of the warden or mayor what I had missed, and then the people in the street, who were more forthcoming. Where they disagreed with my first notes, I have taken their word, and I have set down their names, for every one of them was glad to be found. (Inkhorn)

Credits

Writer: Vaidenon of Hustan

Set down by Lesli of Bifel and his homunculus, Claudin

With the help of the aldermen, officers and townsfolk of Cherafir and Thay, and of the villages and roads of Melderyn, who are named where they speak; and of Lesli of Bifel's correspondence on the cities of Terra. See Sources and Additions.

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How Sure I Am

Certain: Columbia Games' published works say so.

Near certain: the people of the place say so, and the cities of Terra agree.

A fair guess: I have put two things together myself, or scaled a Terran figure to Melderyn.

Three Things the Surveys Could Not See

A survey counts heads of household and the trades that hold a charter. It cannot be faulted for missing what it was never meant to count. But when I set the surveys' figures beside the folk I met, three things stood out.

- **The towns hold far more trades than the guild rolls show.** Every guild is a dozen crafts, and beside the guilds stand a score of street-sellers and the porters, carriers and night-soil men no guild admits.

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- **The towns are full of servants.** A servant lives under his master's roof and is counted in his master's household, which is to say not counted at all.
- **Fewer townsfolk farm than a manor's reckoning suggests.** Many whom that reckoning would call villeins are free townsmen, and something else besides.

For a measure I asked Lesli of Bifel for the tax-rolls of Terra's great cities, where every householder's trade was written down street by street. He sent me the roll of one such city, of some ten thousand households, reckoned trade by trade for every hundred hearths. I have scaled it down to Melderyn's smaller and soberer towns: about three parts in four for the two cities, half that for the large towns, and a third for the seat towns. (Terran sources, by Lesli of Bifel)

The Street-Sellers

I had written that bread, ale and small wares were sold from the guild shops. **Theol of Abelda**, sixteen, who sells hot pies by the Cherafir fish market, laughed at me.

> *From the shops? Master, the shops are shut by noon. Who feeds the porters at the second watch? We do. The bondmaster's man takes his penny from me every Larane, so I'm as real as any guildsman.*
>
> — Theol of Abelda, huckster, Cherafir

The surveys themselves bear him out: a city's bondmaster collects "hawking taxes", and a tax is not levied on what does not exist. Certain. **Uthelren of Onparin**, Treasurer and Bondmaster of Cherafir, put it to me with a courtesy I did not deserve.

> *The hawking tax is not paid by ghosts, master Vaidenon. Count the hucksters by the tax, not by the guild.*
>
> — Uthelren of Onparin, Treasurer and Bondmaster of Cherafir

The streets of Cherafir and Thay hold forty-odd licensed hucksters, most of them women, and thirty-odd cookshops and pie-sellers, with their poulterers, fishwives and wine-sellers. A cookshop sells hot food and lodges no one, a line the Innkeepers' Guild keeps sharp. Near certain. **Raelda of Wethasil**, guildmaster of the Innkeepers and an alderman of Cherafir, was firm on it.

> *A cookshop may sell a pie. It may not sell a bed, nor a jug of ale to drink at the board. My guild sees to that, and the cookshop keepers are glad of the line, for it keeps them out of our dues.*
>
> — Raelda of Wethasil, Guildmaster of the Innkeepers

Every Guild Is a Dozen Crafts

At Thay I asked **Kymen of Modaris**, the newest of its aldermen and a hideworker, how many of his guild the town held. He asked which kind I meant.

> *Hideworker is what the guild calls us. My neighbour on the right makes shoes and nothing else; the one on the left tans, and you can smell him from the harbour. There's the saddler, the glover, the purse-maker, the furrier. Ask a Thayan for a hideworker and he'll ask you which.*
>
> — Kymen of Modaris, alderman of Thay

So it is with every guild. A metalsmith in a village is a blacksmith or a farrier; in a town he is as often a cutler, a nailer, a pewterer or a buckle-maker. A woodcrafter is a carpenter, a cooper, a turner or a wheelwright; a clothier a weaver, a fuller, a dyer or a tailor. The Fellowship now records each guildsman with his own craft: over ten thousand of them in Melderyn, in forty-seven named crafts. (Inkhorn)

Guild	Its crafts
Hideworkers	tanner, currier, cordwainer (shoemaker), cobbler, saddler, glover, purse-maker, furrier, butcher
Clothiers	weaver, fuller, dyer, tailor, hatter, seamstress, embroiderer
Metalsmiths	blacksmith, farrier, cutler, nailer, buckle-maker, pewterer, brazier, wire-drawer
Woodcrafters	carpenter, cooper, turner, wheelwright, joiner, cartwright
Masons	stonecutter, builder, plasterer, tiler and roofer
Chandlers	candle-maker, soap-maker, ship chandler
Salters	salter, cheesemonger, pickler, oil-seller

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Guild	Its crafts
Weaponcrafters	armourer, swordsmith, scabbard-maker, fletcher, bowyer

The Trades with No Guild

Targat of Haclean, the Pilot of Cherafir and its harbormaster, told me plainly that ships do not unload themselves.

> *Half my harbour is lightermen. The deep-water ships lie in the roads; the boats bring it all in. And ropes rot, sails tear, nets are mended every night. Write down the ropemakers and the sailmakers, master, or write that Cherafir is a harbour without a harbour.*
>
> — Targat of Haclean, Harbormaster of Cherafir

I have written down the barbers, who shave, bleed and draw teeth. **Milniq of Ardras**, guildmaster of the Society of Physicians, was gracious about them, though she would not let me call them physicians.

> *They bleed the people we never see. I would rather a barber bled a porter well than that the porter went unbled.*
>
> — Milniq of Ardras, Guildmaster of the Society of Physicians

I have written down the bath-house attendants, the laundresses and washermen, the water carriers, the porters, messengers and link-boys, and the pawnbrokers. I have written down the old-clothes dealers, whose trade in good second-hand cloth is greater than any draper's, and the gravediggers and sextons, and the night-soil men. **Jalerin of Carusien**, sixteen, a night-soil man of Cherafir, was not pleased to have been forgotten.

> *Everyone writes down the perfumer. Nobody writes down the man who makes the perfumer necessary.*
>
> — Jalerin of Carusien, scavenger, Cherafir

And I have written down the wet nurses. **Lalycia of Ynkos**, twenty-eight, of Thay, nurses a mercantyler's child beside her own.

> *The rich ladies don't nurse. Somebody does. Put me down as a trade, master; I'm paid like one.*
>
> — Lalycia of Ynkos, wet nurse, Thay

The Servants

This is the largest of my errors. The surveys count households, and a servant belongs to his master's. In the Terran cities of Lesli's letters, a fifth or more of the grown townsfolk were in service; in Melderyn's towns I had counted barely one in a hundred. (Terran sources, by Lesli of Bifel)

Jinasyn of Hilzi, twenty-five, maidservant to the shoemaker Piltain of Arani in Cherafir, set me right on the doorstep.

> *You came in past me and wrote down my master's household as him, his wife and the children. I came to that roof from my mother's, three streets over, and the apprentice sleeps by the hearth. We're the household too.*
>
> — Jinasyn of Hilzi, maidservant, Cherafir

A noble's town house keeps three servants or more; a rich mercantyler, litigant, jeweller or alderman keeps two; one freemaster's house in three keeps one. In Melderyn's towns that is over five hundred servants more than I had counted: about one grown townsperson in fourteen. It is still fewer than Terra's cities, because so many town youths serve their own fathers' trades as apprentices. Most servants are the towns' own daughters and sons, sent into service a few streets from home; some are country youth come to town, as country youth everywhere do. (Inkhorn)

Apprentices and unmarried journeymen live in their masters' houses, as the guilds expect. Certain. Most already did, I found, because their master is their father.

The Officers of the Towns

The surveys name the Lord Warden of Cherafir and the Lord Mayor of Thay, their aldermen, the harbormasters and the bondmaster. They tell us, too, that a city's chief officer keeps "a sizable bureaucracy, including tax

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assessors and collectors". Certain. I had not counted it. **Donila of Waithanin**, tax assessor of Cherafir, made sure I did.

> *Twelve aldermen make the laws and two of us find out what everyone owes. Which do you think the city sees more of?*
>
> — Donila of Waithanin, tax assessor of Cherafir

Cherafir and Thay each now hold their assessors and collectors, the treasurer's or mayor's clerks, a crier, gaolers, a hangman, and market wardens and weighers; the harbormaster's assistants of the Pilots' Guild; and the tally-men of the bonding houses. Nurisel and Harden have their crier, gaoler and market warden. (Inkhorn) **Tirn of Iachome**, Town Crier of Thay, put the case for his office in his own fashion.

> *If the mayor makes a law and nobody cries it, it isn't a law. It's a secret.*
>
> — Tirn of Iachome, Town Crier of Thay

The Watches

The survey of Cherafir gives its City Watch as four companies in white tunics and pale yellow cloaks: three walk the streets and walls, the fourth keeps the four gates. Thay's gives four companies of light foot, the Daywatch and the Nightwatch, in Caer Arien and the gate chambers. Certain. I had supposed them soldiers from elsewhere. **Fyrnor of Betryze**, Captain of the City Watch of Cherafir, corrected me.

> *From elsewhere? Every man of mine was born inside the walls or within a morning's walk of them. You don't keep a city's peace with strangers. You keep it with men whose mothers live on the street.*
>
> — Fyrnor of Betryze, Captain of the City Watch of Cherafir

Each watch is a captain, four sergeants and seventy-six watchmen, mostly unmarried townsmen, quartered in the wall towers at Cherafir and in the caer at Thay. A few married men of Thay sleep at home and come in for their watches. (Inkhorn)

Music, and the Folk on the Road

The College of Harpers holds the right to make and sell instruments, but not to play them, and I had looked only for harpers. Certain. **Barad of Rudyban**, who plays the flute at Kolifen's weddings and feast-days, was happy to be found.

> *Every village of any size has someone with a pipe or a drum. We aren't guild and we aren't paid much, but there's no wedding without us.*
>
> — Barad of Rudyban, piper, Kolifen

Melderyn has over eight hundred such village musicians and forty-odd in its great households, with street musicians and minstrels besides, and four travelling companies: the Tuven Players and Huwcyn's Circus, who winter at Cherafir; the Players of the Horka at Thay; and the Rydequelyn company of Juz Abbey. There are pedlars on village rounds, salters on theirs, and seven hundred-odd journeymen on the road between their guilds' masters, as the guilds expect of journeymen. (Inkhorn) **Guto of Jurvar**, a chapman who walks the Ramere villages, was the most direct of all my correspondents.

> *Your survey has every village and every road, master. It doesn't have the man walking down them. That's me.*
>
> — Guto of Jurvar, chapman, Ramere

Fewer Farmers, and Where They Went

My first notes followed the manor's reckoning and put four townsfolk in ten to farming, even in Cherafir. The streets would not have it. Terra's cities kept fields and gardens, and some townsmen worked them, but nowhere near four in ten. (Terran sources, by Lesli of Bifel) In Melderyn's towns the share is now about three in ten: the townsmen who work the town fields and gardens, with their wives and grown children. The rest went into the trades above, the hucksters and cookshops, laundresses and porters, water carriers, servants and watchmen. They came first from town households with no trade of their own, and a few from country youth come to town. (Inkhorn)

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> *A man who farms in Cherafir farms a garden and sells cabbages at the gate. Call him a huckster with a hoe.*
>
> — Segina, Guildmaster of the Potters, alderman of Cherafir

The villeins of the free towns

I had also written that a fifth of Cherafir's and Thay's households were villeins, half-villeins and cottars. **Heris of Jorlon**, innkeeper and alderman of Thay, was offended on his town's behalf.

> *Villeins? In Thay? Thay is a freetown, master, by charter. A serf who lives here a year and a day is free, as the custom of the manor itself allows. Nobody here owes a lord his labour, unless he's fool enough to rent a lord's field.*
>
> — Heris of Jorlon, alderman of Thay

He is right, and so is the treatise on the manor, which allows exactly this. Certain. Cherafir and Thay hold free townsfolk: those I had written as villeins work the town fields as free tenants, and those I had written as cottars work as labourers. The castle towns, Nurisel and Harden among them, are a lord's manors as well as towns, and keep their villeins.

The Amended Survey, in Figures

These are the grown townsfolk (fourteen and over) living at home in Melderyn's ten towns, as I first noted them and as I note them now. The number of townsfolk has not changed; the towns' census figures hold. Every person in the amended survey was already there. I had only failed to see what they did. (Inkhorn)

	First notes	Amended	Cherafir	Thay
Crafts and trades	38%	41%	41% → 45%	37% → 40%
Farming (town fields and gardens)	40%	32%	36% → 27%	40% → 29%
Sea and river	12%	10%	13% → 11%	14% → 12%
Servants	1% (155)	7% (728)	48 → 231	11 → 148
Labourers, porters, carriers	5%	5%	6% → 6%	6% → 6%
The watches and soldiers	1% (110)	3% (278)	39 → 124	19 → 100
Officers of the towns	—	54	26	23
Clergy	2%	2%	58	37
Kinds of occupation	70	106		

For the Game Master

The rates

The Fellowship's rates for the town trades, per hundred town households, for a city, a large town and a seat town. They run at about three quarters of the Terran roll for cities, half that for large towns and a third for seats. (Inkhorn)

Trade	City	Large town	Seat town
Cookshop keeper, pie-seller	1.2	0.6	0.3
Huckster (licensed street seller)	1.5	1.0	0.5
Poulterer	0.4	0.2	—
Fishmonger, fishwife	0.4	0.3	0.2
Vintner, wine-seller	0.4	0.2	0.1
Old-clothes dealer	0.8	0.4	—
Pawnbroker, moneychanger	0.3	0.1	—
Barber (shaves, bleeds, draws teeth)	1.0	0.6	0.3
Bath-house attendant	0.2	0.1	—
Laundress, washerman	0.6	0.4	0.2
Water carrier	0.5	0.3	—
Porter, messenger, link-boy	0.5	0.3	0.1
Wet nurse	0.2	0.1	0.1
Lighterman, boatwoman (ports)	0.8	0.5	0.3
Ropemaker (ports)	0.25	0.15	—
Net-maker (ports)	0.2	0.15	0.1
Sailmaker (ports)	0.15	0.1	—
Scavenger, night-soil man	0.3	0.2	0.1
Gravedigger, sexton	0.15	0.1	0.1

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Peopling a Town in HârnMaster

1. Count the households from the settlement's census figure, and decide its tier: city, large town or seat town.

2. Take the published people first: the aldermen, officers and guildmasters the town's own book names.

3. The trades. Multiply each rate by the households ÷ 100. Ports only for the lightermen, ropemakers, net-makers and sailmakers.

4. The servants. Three for each noble house, two for each rich mercantyler, litigant, jeweller, physician or alderman, and one for every third freemaster.

5. The officers: assessors and collectors, clerks, a crier, gaolers, a hangman, market wardens, the harbour's and the bonding house's men, and a watch of four companies in a city.

6. Where they come from. The town's own people with no trade first, then country youth. Never make up a stranger when a townsman will do.

Using This at the Table

Hucksters, water carriers and porters see everyone and are paid by no one in particular: the best informants in any town, and the cheapest.

Servants know their masters' business. A maid who came three streets from her mother's house has a mother who talks.

The night-soil man and the gravedigger go where others do not, at hours others are abed.

A guildsman's craft says what he sells: ask a cordwainer for shoes, not a tanner. Each one's quality stars set his price in the Market.

The watch is the town's own sons. Insult one and the street remembers.

Skills for the Town Trades

Each trade takes the skills of the nearest line of the Occupation Skills table (*HârnMaster*): a cookshop keeper Cookery, a huckster Rhetoric, a barber Physician and a little Herblore, a lighterman Seamanship and Swimming, a ropemaker or sailmaker Textilecraft, a tax assessor Mathematics and Law, a gaoler Club and Awareness, a crier Oratory. (Inkhorn)

Rate their work by the Craftsman Ratings (*HârnMaster*, Skills 6).

Sources and Additions

This section is set down plainly. It lists what in this account comes from Columbia Games' published works, and what the Inkhorn Fellowship adds; the Fellowship's additions are marked (Inkhorn) in the text.

Published sources

- Columbia Games, *Kingdom of Melderyn*: the kingdom, its towns, and a company as twenty men.
- Columbia Games, *Cherafir* and *Thay*: their councils, officers, harbours, bonding house and watches.
- Columbia Games, *Cities and Towns*: aldermen; the chief officer's bureaucracy of tax assessors and collectors; the harbormaster of the Pilots' Guild; the bondmaster and hawking taxes.
- Columbia Games, *Guilds*: the Innkeepers' franchises; the College of Harpers' monopoly on instruments, not music; touring thespians; travelling journeymen.
- Columbia Games, *HârnManor*: the manor's people and offices; the freeing of a serf by a year and a day in a chartered town.
- Columbia Games, *HârnMaster*: the Occupation Skills table and the Craftsman Ratings.

Terran sources

- Lesli of Bifel's correspondence on Terra's cities: a great city's tax-roll of some ten thousand households, reckoned trade by trade; the share of townsfolk in service in that world's towns. Paraphrased; no Terran work is quoted.

The Fellowship's additions

- The words of every townsman and townswoman quoted here, who are the Fellowship's.
- The rates, the servants' reckoning, the officers beneath those the surveys name, the guild crafts, and the amended figures.

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