Whose Land Is This?

By Vaidenon of Hustan, Warden of the Inkhorn Fellowship

Shires, hundreds, fiefs and bailiffs in the Kingdom of Melderyn, how a manor is held, and why a traveller should care

> "Ask a Melderyni villager whose land he stands on and he will give you one name. Ask his reeve and you will get another. Ask the bailiff at the moot and you will get a third, and every one of them will be right. I set out to learn why."
>
> — Vaidenon of Hustan, Warden of the Inkhorn Fellowship, Tashal, Morgat 720 TR

Version 1.0 · November 2026 · 4hmlb.com/library/whose-land.html · send word to vaidenon@4hmlb.com

A traveller in Melderyn who asks whose land he is standing on has asked a harder question than he knows. The land belongs to the king, and also to an earl, and also to a knight. It lies in a hundred and a shire that belong to none of them, and is kept by a sheriff and a bailiff who own none of it. The villagers, who work it, will tell you it belongs to them, and in a sense they are right too.

This is an account of how all that fits together, written for those who did not grow up inside it. I grew up in Kaldor, which borrowed its government from Melderyn, and I thought I understood it. I was wrong in several places, and I have been corrected, at length and with great enthusiasm, by two kind correspondents.

The first is a page in training under the Lord Master Herald at Cherafir, who has asked me not to use his name until he has his tabard. He is seventeen, and he loves all of this the way other young men love horses. His letters arrive in a rush of crossed lines and second thoughts, and I quote him as he wrote. The second is a Bailiff of a Hundred in Dathshire, who has kept his hundred's moot for eleven years and asks me to name neither him nor his hundred, "because the sheriff reads, unfortunately". He has known a good many other bailiffs and has views on all of them. (Inkhorn)

A stranger to feudal Melderyn, I would suggest, should read the Glossary at the end of this account first, at a single sitting, and only then return here and begin again. Nothing that follows will make sense to him until "fee", "fief" and "demesne" mean three different things, and the glossary will see to that in a quarter of an hour.

Credits

Writer: Vaidenon of Hustan

Set down by Lesli of Bifel and his homunculus, Claudin

With the help of a page of the Lord Master Herald at Cherafir and a Bailiff of a Hundred in Dathshire, by letter (Inkhorn); see Sources and Additions.

Version 1.0, November 2026. The current edition is kept at 4hmlb.com/library/whose-land.html. A one-page card for travellers, Who's in Charge Here?, is kept beside it.

How Sure I Am

Certain: the king's own records say so.

Near certain: both my correspondents agree, and the records do not contradict them.

Confident: one of them says so from his own knowledge.

A fair guess: I have put two things together myself.

The shires, hundreds, offices and fiefs are the kingdom's own, as Columbia Games' books record them; nearly everything in this account is certain. My correspondents' words and the worked example's family details are the Fellowship's. *(Inkhorn)*

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Two Ladders

The first thing to understand is that Melderyn is governed twice over. One ladder is made of people: who holds land of whom, and what each owes the man above him. The other is made of places: the shires and hundreds through which the king's justice and the king's taxes reach every village. The two ladders stand on the same ground, but they are not the same ladder, and the king's own records say plainly that the divisions of the law have nothing to do with the holding of land. Certain.

The land: who holds it	The law: who keeps it
The king	The king
A tenant-in-chief: an earl, a baron, the Lady of Paladins	The sheriff of a shire, at a royal keep
A knight, holding a manor of him	The Bailiff of the Hundred, at the hundred moot
Or a bailiff, holding the manor in trust	The jurors of the moot: local knights and yeomen
The tenants: villeins, cottars, freeholders, yeomen	The lord's manor court, and the reeve

> *Two ladders! Yes! And every knight stands on both at once, one foot on each, and the whole art of the thing, Warden, is that they are never the same height.*
>
> — a page of the Lord Master Herald

A knight owes his service to his liege, the lord he holds of. But if he breaks the king's peace, it is not his liege who tries him. It is the hundred moot, and the man who presides there may be a lesser knight than he is, holding no land of anyone, who happens to be the sheriff's officer.

The Ground: Shires and Hundreds

The shire and its sheriff

Melderyn is divided into six shires: Birenshire, Cherfinshire, Dathshire, Elorinshire, Ikoshire and Lenedshire. A seventh division, Dyriamarch, on the western frontier, is not yet a shire and is governed by a warden under the Earl of Elorin. The present shire boundaries were set by the Shires Edict of 630. Certain.

Each shire is kept by a sheriff, the shire-reeve, whom the king appoints and may dismiss. The sheriff commands a royal keep with its garrison, collects the king's taxes and fines, and presides over the shire moot, which meets quarterly. He answers to the Exchequer Royal for money and to the Chancellor for justice. His office is not hereditary, and it is often sold: the sheriff pays the crown a fixed sum each year and keeps whatever more he can raise. In the power at his disposal a sheriff is very nearly an earl's equal; what separates them is that the earl's land is his family's, and the sheriff's is the king's. Certain.

The hundred and its bailiff

Each shire is divided into hundreds, fifty-six in all. A hundred is a district of law. The sheriff appoints a Bailiff of the Hundred to keep it, and the bailiff holds one manor, the hundred moot, for the sheriff. There, every month, he presides over the royal court of the hundred, with six to twelve jurors, local knights and yeomen who attend as part of their feudal duty. Each hundred also has its market, usually its largest settlement, which may not be the same place as its moot. Certain.

A handful of hundreds are mostly wilderness, and these have a Forester Royal as well, who guards the king's game and timber and enforces forest law. "Forest", my bailiff reminds me, is a word of law and not of trees: a royal forest may be heath, or even farmland, and what makes it a forest is that the king's forest law runs there. Certain.

> *In my hundred there are thirty manors and I know every reeve by his first name and every knight by his debts. Sir Firen Wyrndel in Laminar is bailiff and forester both, because there is hardly anyone there to be bailiff of, and he spends his days chasing outlaws through the Dath Hills and other men's hundreds, which other men do not always thank him for. Sir Jord Dessar holds both offices in Thicesund and counts the king's silver from the mines as carefully as the king's deer. And there are hundreds whose bailiff has never seen his moot. It is a sinecure for somebody's favourite, and the forester does the work. I do the work myself. I am not complaining. I am explaining.*
>
> — a Bailiff of a Hundred in Dathshire

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The king's records give the monthly pay of these officers: a sheriff 720 pence, a Forester Royal 480, a Bailiff of the Hundred 300, and a moot clerk 84. My bailiff remarks that a sheriff who farms his shire well earns a great deal more than 720, and a bailiff who does his work honestly earns exactly 300. Certain, and confident.

The People: Fiefs and Fealty

In law, all land in Melderyn belongs to the king. He grants it out as fiefs in return for service, chiefly military service, and the grant is inherited, though the king may take it back for treason or rebellion. A man who receives a fief kneels to the giver, pays him homage, and swears fealty. From then on one is the vassal and the other the liege. Certain.

The king's great vassals are the tenants-in-chief: the four earls of Biren, Elorin, Karveth and Nurisel, a few barons, and the Order of the Lady of Paladins. Each of them grants parts of his fief to lesser men in turn, and so on down, a process the heralds call subinfeudation. My young friend asked me to write that word in capitals; I have declined. At the bottom is the manor, and the knight who holds it. Certain.

What a manor is

A manor is a village and its lands: one manor house, ten to thirty peasant households, a mill perhaps, and between six hundred and three thousand six hundred acres of field, pasture and wood. A traditional knight's fee, the land that will keep one knight armed and horsed, is ten hides, or twelve hundred acres. In Melderyn most manors are a little larger. Certain.

What the vassal owes

A knight owes his liege thirty to ninety days of military service a year, with his squire and yeomen, or scutage, "shield money", in its place, which is about a fifth of the fief's revenue. He owes aids when his liege knights his eldest son, marries his eldest daughter or must be ransomed. His heir owes heriot on his death. His daughters may not marry without his liege's consent, which costs merchet. If he dies leaving a child, his liege takes the child and the land into wardship until the heir is twenty-one. And his court, the manor court in his hall, is his own: he judges his tenants there, and over his serfs his word is final. Certain.

Four Words That Are Not the Same

Fief: any grant of land or office held of a liege for service. A whole earldom is a fief; so is one manor.

Fee: the holding as property of a family. A fief held **in fee simple** passes to the heir.

Manor: the working unit: one village, one manor house, one set of fields.

Demesne: the land a lord keeps in his own hands and has worked for himself, as against what he grants out. A manor has a demesne of its own; a great lord's demesne may be whole manors, run by bailiffs.

> *The king has a demesne, the earl has a demesne, Sir Lurdan has a demesne, and Sir Lurdan's reeve, Warden, I am almost sure, has a cabbage patch he calls his demesne when nobody is listening.*
>
> — a page of the Lord Master Herald

Where the Ladders Cross

The two ladders meet in two places, and these are where most of the confusion lives.

The sheriff and the earl

An earl holds a great fief. A sheriff keeps a great shire. They are not the same thing, and they do not even share the same edges. The Earl of Biren holds thirty-four manors of his castle at Gythrun, and those manors lie in eight different hundreds, some in Birenshire, some in Lenedshire and one in Dyriamarch. For his land and his knights the earl answers to the king. For the king's peace on that land, the Sheriff of Biren and the Sheriff of Lened each keep their own part of it, and so does the Warden of Dyriamarch. My herald friend says that the heralds draw the earl's fief in red and the shires in black, and that where the red and the black cross is where all the interesting lawsuits are. Certain, and confident.

The three bailiffs

The word "bailiff" in Melderyn names three different men, and an outsider who confuses them will be corrected, sharply, by all three.

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	Bailiff of a manor	Bailiff of the Hundred	Bailiff of a royal manor
Whose man	a lord's	the sheriff's	the sheriff's, for the king
Appointed by	the lord, nearly always from his kin	the sheriff	the sheriff
What he does	runs a manor for a lord who is away or holds many	keeps the hundred moot and the king's peace	runs one of the king's own manors
What he keeps	his keep and what he makes above the lord's share (about 4d an acre)	300d a month and the moot manor	a wage
In the fief tables	"Bailiff": held in trust	"B/H": the hundred moot	under the sheriff's keep

> *Every spring some fellow writes to me as Bailiff and asks me to send his rents. I write back that I am the king's bailiff and he may send his rents to the king, who will be delighted. Sir Brynet Mery kept the moot at Hossel in Gythra before the king made him Sheriff of Biren. A manor bailiff becomes a manor bailiff. A hundred bailiff, if he is careful and very lucky, becomes a sheriff.*
>
> — a Bailiff of a Hundred in Dathshire

There is a fourth man close kin to these, the constable, who keeps a castle or keep in trust rather than a manor: the keeps at Parnam and Parios are held by constables for their earls, and each royal keep has a constable under its sheriff. Certain.

How a Manor Is Held

The king's fief tables list every manor in the kingdom with its holder, and the holder's name tells you how it is held. My bailiff taught me to read them in an afternoon, and I pass the lesson on.

- **A clan's name** (Ferth, Mery, Gwenalin): the manor is held **in fee simple** by that clan, inherited from father to son. The clan pays its liege roughly half the manor's net revenue in aids, scutage and dues. About four manors in ten in Melderyn are held this way, by some three hundred and thirty knightly clans.
- **Bailiff:** the manor is held **in trust** for its liege by a bailiff, who sends up all its profit beyond his keep. It is the liege's demesne. Another four in ten are held so.
- **B/H:** the hundred moot, held by the Bailiff of the Hundred for the sheriff. There are fifty-six.
- **Constable:** a keep held in trust, with its manors.
- **A church title** (Reblena, Serolan, Pelnala, Ibarti): held by a temple or by the Order of the Lady of Paladins, through a commander, an abbot, an abbess or an administrator. There are some thirty.
- **The king, or a sheriff:** the royal domain, including a hundred and eleven manors around Cherafir, the king's own.

The tables also indent a manor under the one it is held of, so that a single glance shows a manor held in trust for a knight who holds of an earl who holds of the king. The counts are the Fellowship's, made from the king's tables. *(Inkhorn)*

> *People think the knight on a manor must be the lord of it. Half the time he is somebody's cousin keeping it warm, and the lord is in Cherafir arguing about precedence. Ask whose seal is on the writ, not whose horse is in the stable.*
>
> — a Bailiff of a Hundred in Dathshire

A Manor in Gythrun: Abet

Let me climb both ladders from one manor. Abet lies a short ride from Gythrun castle in Birenshire: 1,830 acres and thirty-five households.

Up the first ladder

Abet is held **in fee** by the Ferth clan, and its lord is Sir Lurdan Ferth. He holds it of Larryn Gwenalin, Earl of Biren, whose castle at Gythrun is the seat of thirty-four such manors. The earl holds of King Chunel. Sir Lurdan owes the earl a knight's service, with his squire and his yeomen, and about half of Abet's profit in the earl's dues; the earl owes the king the knights of all his manors. When Sir Lurdan's daughters marry, the earl must consent. Certain.

His neighbour at Feven lives differently. Feven is held not in fee but in trust, by a bailiff, Sir Ilor Dessar, who has kept it since 717. Sir Ilor does not own Feven, and

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his heirs have no claim to it. He sends its profit up to the Gwenalin manor at Clece, of which Feven is held, and Clece in its turn owes the earl. Certain.

Up the second ladder

For the king's peace, Abet lies in Gythra Hundred. Its moot is held monthly at Hossel, a manor kept by the Bailiff of Gythra Hundred for the sheriff, and its market is Gythrun itself. Gythra lies in Birenshire, whose sheriff is Sir Brynet Mery, at the royal keep of Racyn, where the shire moot meets each quarter. Sir Brynet was once the Bailiff of Gythra himself, at Hossel, before the king made him sheriff in 716. His own manor, Hep, he holds in fee of the Racyn keep, and his younger brother runs it for him as its bailiff while the sheriff is about the king's business. Certain.

A question	At Abet
Whose land?	Sir Lurdan Ferth's, in fee
Of whom does he hold it?	Larryn Gwenalin, Earl of Biren
And the earl?	King Chunel
Who runs the fields?	the reeve, one of the villeins
Which hundred?	Gythra: moot at Hossel, market at Gythrun
Which shire?	Birenshire: Sir Brynet Mery, sheriff, at Racyn
A serf wronged	the reeve, then Sir Lurdan; no further
A freeman robbed	the Bailiff of Gythra at Hossel, then the sheriff at Racyn

> *So a villein of Abet who steals a cow from a freeman of Feven is tried at Hossel by the sheriff's bailiff, on the word of jurors who are mostly Gwenalin vassals, under the king's law, and Sir Lurdan, Warden, may watch but may not speak unless he is asked. Is it not beautiful?*
> — a page of the Lord Master Herald

When It Goes Wrong

The ladders are steady while everyone on them is alive, of age and loyal. The drama of Melderyn's countryside comes when one of these fails.

A death. The heir kneels to the liege, pays heriot, and holds as his father did. If two men claim to be the heir, the liege decides, and his decision may be appealed to the king, whose Chancery court hears such cases.

A child heir. If a lord dies leaving a son under twenty-one, the liege takes the boy and the manor into wardship. He sets a bailiff on the land and keeps its profit until the heir comes of age, and he is not above working a ward's land hard; the law, my bailiff says drily, considers it unseemly to charge heriot afterwards. The widow keeps her dower, a third of the land, and her remarriage too is the liege's affair. I pray that Sir Lurdan Ferth lives many years; his eldest son is twelve, and the Earl of Biren would have the keeping of Abet until he was a man. *(Inkhorn)*

Treason or rebellion. The fief returns to the liege, or to the king. This is rare in Melderyn, whose royal house has been unusually stable. Certain.

A runaway. A serf who flees his lord and lives a year and a day in a chartered town, such as Thay, is free. Most lords prefer to treat their serfs fairly rather than chase them. Certain.

Why It Matters

I have been asked why a traveller should care about any of this, and my answer is that every trouble he meets on the road is shaped by it.

If he is robbed, he goes to the hundred moot, and he should know where it is and on what day it sits. If he is accused, it matters whether he is accused on a manor, where the lord is judge, or before the king's jurors, where he may buy a writ and call witnesses. If he kills a deer, it matters very much whether he is in a royal forest. If he serves a lord, he should know whom that lord serves, because a quarrel between two knights can draw in their lieges and their lieges' lieges. If he hopes one day to hold land himself, he should know that only a liege can grant it, and only the king can grant it without asking anyone.

And if he wants a favour, he should know which of the two ladders it is on. A sheriff can stop a hanging but cannot give him a manor. An earl can give him a manor but cannot stop a hanging, at least not openly.

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> *The secret, Warden, the real secret, is that everyone in Melderyn always knows exactly whom to blame, and it is never himself.*
>
> — a page of the Lord Master Herald

For the Game Master

Using This at the Table

For any place, ask two questions: whose land is it (up the fief tables to the king), and which hundred is it in (up to the sheriff). They are different answers. *(Inkhorn)*

Freemen go to the hundred moot; serfs have only their lord. A character who can show he is free can always reach the king's courts.

A bailiff named in the fief tables keeps a manor for a lord; a Bailiff of the Hundred keeps the king's peace. Characters will mix them up; so should the people they talk to.

Every knight in a hundred is a likely juror at its moot, and so a likely witness, ally or enemy in any case tried there.

The tables below can be searched on the Fellowship's web edition: type a word, such as poaching, Gythra or widow.

Who answers for what

Matter	Who answers	Above him
A serf's quarrel with a neighbour	the reeve; then the lord's manor court	none: a serf cannot appeal his lord
A freeman's quarrel on a manor	the lord's manor court	the hundred moot
Is he serf or free?	the hundred moot, by royal writ	the shire moot
A runaway serf	his lord	free after a year and a day in a chartered town
Theft, assault, any felony (the king's peace)	the hundred moot, monthly; the Bailiff of the Hundred presides	the shire moot, quarterly; then the king
Murder of a freeman	the hundred or shire moot	the king
A crime in Thay or Cherafir	an alderman; the town court of aldermen	the shire moot
Buying a royal writ (6–12d)	the Bailiff of the Hundred or the sheriff	
A warrant for arrest	whoever presides over the court where it happened	
Hue and cry	everyone: chase him and bring him to an officer	
Poaching in a royal forest	the Forester Royal of the hundred	the shire moot (often settled on the spot)
Poaching on a manor	the lord; his woodward keeps watch	the hundred moot, for a freeman
Cutting trees, clearing land, pigs in a royal forest	the Forester Royal	the sheriff
The king's taxes and fines in a shire	the sheriff, through the bailiffs and tax collectors	the Exchequer Royal
A toll at a bridge or road	the Exchequer's toll collectors; sometimes a lord for the king (the Gythra bridge)	the Exchequer Royal
Tariffs on goods by sea	the tariff collectors; the harbourmasters of Cherafir and Thay	the Exchequer Royal
Rents and labour owed by tenants	the lord, through the reeve (or his bailiff)	
Running the fields day to day	the reeve	the lord or his bailiff
A manor whose lord is away	his bailiff, usually a kinsman	the lord; his steward checks the accounts
A manor held in trust ("Bailiff" in the fief tables)	the bailiff	the lord he holds it for
Defending the village	the lord, his yeomen and the militia	his liege
Raising the levy (30–90 days' service)	each manor's lord: a knight, a squire, yeomen, militia	his liege, then the king
Scutage, aids, heriot, merchet	the liege	
A vassal's marriage	his liege, who may forbid it and takes merchet	the king, for a tenant-in-chief
A serf's marriage	the lord	

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Matter	Who answers	Above him
An heir under 21	the liege, as guardian of the heir and the land	
A widow and her dower	her husband's liege, until she remarries	
Who inherits a manor	the liege, who takes the heir's homage	the king; the Chancery court
A quarrel between two lords	their common liege	the king
Granting a manor	its liege	the king, for a tenant-in-chief's grant
A castle, keep or town wall	the king's licence (Gythrun's walls)	
A royal keep	its constable	the sheriff
The king's own manors	the bailiffs of royal manors	the sheriff
Lands of the Lady of Paladins	the Chabla and his commanders	the king
Lands and quarrels of a temple	its abbot or prelate; the temple court	the church's higher clergy
Dyriamarch	the Warden of Dyriamarch	the Earl of Elorin
Thay	the Lord Mayor, the Lord Warden and ten aldermen	the Chancellor
Cherafir	the Lord Warden and twelve aldermen	the Chancellor
The highest court below the king	the Chancery court: the Chancellor	the king
Prosecution for the crown	the Inquisitor General	the Chancellor
Arms, pedigrees, precedence	the Lord Master Herald and the royal heralds	the Chamberlain
Coin	the royal mint at Cherafir	the Exchequer Royal
Markets	the hundred's market town (see the hundreds)	

The seats and who holds them

Seat	Holder	Holds of	Manors
Cherafir (city and 111 manors)	King Chunel	his own	111
Chyrefal (castle)	Sheriff of Iko	the king, in trust	38
Cosyuh (keep)	Sheriff of Elorin	the king, in trust	19
Cupeth (keep)	Sheriff of Lened	the king, in trust	20
Jetust (keep)	Sheriff of Dath	the king, in trust	42
Racyn (keep)	Sheriff of Biren, Sir Brynet Mery	the king, in trust	35
Shenap (keep)	Sheriff of Cherfin	the king, in trust	39
Thay (city)	freetown: Lord Mayor and aldermen	the king, by charter	—
Gythrun (castle)	Larryn Gwenalin, Earl of Biren	the king	34
Parnam (keep)	a constable: Sir Fergeth Gwenalin	the Earl of Biren, in trust	21
Jothet (keep)	Baron Dessar	the Earl of Biren	25
Menio (keep)	Baron Morezyn	the Earl of Biren	20
Ramere (keep)	Baron Erdarta	the Earl of Biren	19
Harden (castle)	the Alaga, Earl of Elorin	the king	45
Laket (keep)	the Warden of Dyriamarch	the Earl of Elorin	24
Parios (keep)	a constable	the Earl of Elorin, in trust	7
Lyf (keep)	Baron Arbustren	the Earl of Elorin	13
Ontur (keep)	Baron Jothysan	the Earl of Elorin	14
Karveth (castle)	the Avona, Earl of Karveth	the king	74
Zuilos (keep)	Baron Avonasen	the Earl of Karveth	16
Nurisel (castle)	Sunoril Thabel, Earl of Nurisel	the king	49
Glenoth (keep)	Baron Halwyn	the Earl of Nurisel	20
Gosus (keep)	Baron Maradyne	the Earl of Nurisel	51
Huvos (keep)	Baroness Perhel	the Earl of Nurisel	22
Wharo (keep)	Baron Chorlon	the Earl of Nurisel	32
Cundras (keep)	the Lady of Paladins: the Chabla	the king	13
Fosumo (keep)	the Lady of Paladins: a Reblena	the king	7

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Seat	Holder	Holds of	Manors
Moque (keep)	Baron Wederine	the king	15
Yael (keep)	Baron Duathane	the king	13

Where the king's records set a baron under an earl in their chart of the kingdom, he is shown here as holding of that earl. Confident.

The hundreds

The sheriffs sit, and the shire moots meet, at Racyn (Biren), Shenap (Cherfin), Jetust (Dath), Cosyuh (Elorin), Chyrefal (Iko) and Cupeth (Lened). Certain.

Hundred	Shire	Moot	Market
Abitar	Lenedshire	Jitup	Jitup
Alatar	Cherfinshire	Then	Then
Aleta	Lenedshire	Abery	Thay, Ontur
Ambris (wild: a forester royal too)	Dathshire	Widel	Widel
Anoren (wild: a forester royal too)	Elorinshire	Knite	Knite
Arien	Dathshire	Sanric	Sanric
Atressa	Dathshire	Heckost	Heckost
Befenor (wild: a forester royal too)	Birenshire	Wuron	Wuron
Belhimon	Lenedshire	Kalec	Parnam
Bredan	Dathshire	Pikem	Nurisel
Bujdel (wild: a forester royal too)	Elorinshire	Breden	Breden
Calamanir	Elorinshire	Alfon	Alfon
Chakre	Lenedshire	Stakot	Huvos
Chyle	Dathshire	Akper	Akper
Cosyumin	Elorinshire	Rhyt	Cosyuh
Cuton	Lenedshire	Tence	Lyf
Daken	Dathshire	Dacek	Dacek
Delwyn (wild: a forester royal too)	Elorinshire	Fabro	Fabro
Donenel	Cherfinshire	Silerios	Shenap
Dyriamarch (no hundreds; the march warden)	Dyriamarch (not a shire)	Laket	Laket
Elwesa	Cherfinshire	Elwesa	Elwesa
Felshon	Ikoshire	Inorm	Inorm
Feryce	Dathshire	Kylnom	Kylnom
Firithel	Dathshire	Juz	Jetust
Grimruld	Cherfinshire	Ciev	Ciev
Gythra	Birenshire	Hossel	Gythrun
Helop	Cherfinshire	Lunt	Gosus
Holosi	Birenshire	Calanir	Cundras
Horkand	Lenedshire	Nadar	Moque
Ikonli	Ikoshire	Japot	Chyrefal
Indatha	Dathshire	Honike	Honike
Jothen	Lenedshire	Filik	Jothet
Kanir	Ikoshire	Polef	Glenoth
Karveria	Dathshire	Pozut	Karveth
Kestran	Lenedshire	Leber	Zuilos
Lakori	Elorinshire	Wutsust	Parios
Laminar (wild: a forester royal too)	Dathshire	Zaben	Zaben
Meniona	Elorinshire	Acombey	Menio
Narath	Dathshire	Pelinam	Pelinam
Nimilel	Dathshire	Feg	Feg
Onier	Cherfinshire	Pedec	Wharo
Pomiley	Cherfinshire	Ebem	Ebem
Poria (wild: a forester royal too)	Dathshire	Cedige	Cedige
Quinlin	Elorinshire	Skon	Ramere
Ravin	Cherfinshire	Monob	Monob
Regonalen	Birenshire	Thex	Racyn, Fosumo
Saloren (wild: a forester royal too)	Birenshire	Worut	Worut
Saviran	Ikoshire	Huxley	Huxley
Sheda	Elorinshire	Hjuruth	Harden
Taniran	Dathshire	Stona	Stona
Tarial	Cherfinshire	Tarial	Cherafir
Tenir (wild: a forester royal too)	Cherfinshire	Haux	Haux
Thicesund (wild: a forester royal too)	Lenedshire	Wedhyme	Wedhyme
Tonallan	Dathshire	Medira	Medira
Vimen	Lenedshire	Versos	Cupeth
Wylesha (wild: a forester royal too)	Dathshire	Angirt	Angirt
Yaelion	Birenshire	Purque	Yael

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Sources and Additions

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

Published sources

- Columbia Games, *Kingdom of Melderyn*: feudal government; the royal offices and their pay; the shires and sheriffs; the six shires, fifty-six hundreds, moots and markets; the wilderness hundreds and their foresters (Sir Firen Wyrndel, Sir Jord Dessar); military resources and the feudal levy; the subinfeudation chart; the fief tables and how to read them; Gythrun, Earl Larryn Gwenalin, Abet held by the Ferth clan, Feven held by a bailiff, Hossel the moot of Gythra; Racyn and the Sheriff of Biren.
- Columbia Games, *Law*: feudal law and obligations (aids, heriot, wardship, merchet, scutage, service); serfs, freeholders and yeomen; shires and hundreds; moots, assizes, jurors, writs, appeals, warrants, hue and cry; forest law; town law and aldermen.
- Columbia Games, *HârnManor*: the manor, the knight's fee of ten hides, manor bailiffs and stewards, the reeve and the tenant offices.
- Columbia Games, *Gythrun* and the *Hârndex*: Sir Lurdan Ferth of Abet; Sir Brynet Mery, Sheriff of Biren since 716, once bailiff of Gythra at Hossel; Hep run by his brother.
- Fan material, the Nuem campaign: Sir Ilor Dessar, bailiff of Feven since 717.

The Fellowship's additions

- The letters of the herald's page and the Bailiff of a Hundred in Dathshire: their words are the Fellowship's.
- The counts of how Melderyn's manors are held, made from the fief tables.
- Sir Lurdan Ferth's family, including his twelve-year-old heir.
- The game master's tables, compiled from the published sources, and the reading of the chart that sets barons under earls.

Glossary

This glossary is set down plainly for readers new to Hârn, and does not depend on the rest of the account. Each term is given as it is understood in Melderyn. Pronunciations are in the International Phonetic Alphabet, as the words are said in British English (Received Pronunciation); the Hârnic terms at the end are the Fellowship's reading, by the rules set out in *No Silent Letters*, and every r in them is sounded. *(Inkhorn)*

acre /ˈeɪkə/ A measure of land: about as much as a plough team can work in a day, roughly 4,840 square yards. Manors, fields and holdings are all counted in acres.

aid /eɪd/ A payment a vassal owes his liege on set occasions: when the liege knights his eldest son, marries his eldest daughter, or must be ransomed. A king may ask a special aid for a war or a castle.

alderman /ˈɔːldəmən/ One of the officers who govern and judge a chartered town. Thay has ten and Cherafir twelve. A townsman may bring his case to any alderman, and appeal to all of them sitting together.

appeal /əˈpiːl/ Taking a case to a higher court. A freeman may appeal from his lord's court to the hundred moot, from the hundred to the shire, and, rarely, to the king. A serf may not appeal his lord at all.

arable /ˈærəbl/ Land that is ploughed and sown, as against pasture, wood or waste. Usually a manor's arable lies in two great open fields, one sown and one resting each year.

assart /əˈsɑːt/ To clear woodland or waste and make it into fields; also the cleared land itself. Assarting is forbidden in a royal forest.

assize /əˈsaɪz/ A sitting of a royal court, held at the hundred moot each month and at the shire moot each quarter.

bailiff /ˈbeɪlɪf/ A man who keeps something for another. In Melderyn the word names three different men: the bailiff of a manor, who runs a manor for its lord; the Bailiff of the Hundred, the sheriff's officer who keeps a hundred's moot and the king's peace; and the bailiff of a royal manor, who runs one of the king's own manors.

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Bailiff of the Hundred /ˈbeɪlɪf əv ðə ˈhʌndrəd/ The royal officer whom a sheriff appoints to keep a hundred. He presides at the hundred moot, issues writs and warrants, collects the king's dues and reports on the hundred. He holds the moot's manor for the sheriff. Written B/H in the fief tables.

baron /ˈbærən/ A great noble below an earl, holding a keep and its manors. Most barons in Melderyn hold of an earl; a few hold directly of the king. The feminine is baroness.

beadle /ˈbiːdl/ A minor officer of a manor, chosen by the lord, who summons tenants, keeps order and runs errands for the manor court.

castle /ˈkɑːsl/ A large stone stronghold, the seat of an earl or of the crown, with a garrison of more than one company.

Chancellor /ˈʧɑːnsələ/ The king's chief minister for government and justice. He presides over the Chancery court, and the towns of Thay and Cherafir answer to him.

Chancery court /ˈʧɑːnsəri kɔːt/ The highest court in Melderyn below the king himself.

charter /ˈʧɑːtə/ A written grant of rights from the king or a lord, above all the grant that makes a town free to govern and judge itself.

chartered town, freetown /ˈʧɑːtəd taʊn, ˈfriːtaʊn/ A town that governs itself under a charter, with its own aldermen and court. A serf who lives a year and a day in one, uncaught, becomes free. Thay is Melderyn's freetown.

clan /klæn/ A noble family under one name: the line that holds a manor or a greater fief, with its branches and kin. A manor "held by the Ferth clan" passes from Ferth to Ferth.

commoner /ˈkɒmənə/ Anyone not noble, free or unfree.

constable /ˈkʌnstəbl/ A man who keeps a castle or keep in trust for its lord, commanding its garrison: the keeper of a royal keep for its sheriff, or of Parnam and Parios for their earls.

cottar /ˈkɒtə/ A villager with a cottage and a few acres, too little to live on, who works for others for the rest.

crown, the /kraʊn/ The king as ruler, and everything that belongs to the king's office rather than to him as a man.

demesne /dɪˈmeɪn/ Land a lord keeps in his own hands and has worked for his own profit, rather than granting it out. On a manor it is the lord's own fields, worked by his serfs' labour; for a great lord it may be whole manors, run by bailiffs.

dower /ˈdaʊə/ The share of her husband's land a widow keeps for her life, usually a third.

dowry /ˈdaʊri/ What a bride's family gives with her at her marriage.

earl /ɜːl/ The greatest kind of noble below the king, holding a great fief of the crown. Melderyn has four: Biren, Elorin, Karveth and Nurisel. His lands are his earldom.

Exchequer Royal /ɪksˈʧekə ˈrɔɪəl/ The king's treasury and the minister who heads it. It collects the royal revenues through the sheriffs, runs the mint, and takes the tolls and tariffs.

farm (a shire) /fɑːm/ To pay the crown a fixed sum for an office and keep what it brings in. A sheriff who farms his shire keeps whatever he raises above the sum. A tenant who "farms" land pays rent for it.

fealty /ˈfiːəlti/ The oath of loyalty a vassal swears to his liege when he receives a fief.

fee /fiː/ A fief held as a family's property, to pass to the heir.

fee simple /ˌfiː ˈsɪmpl/ The usual way a clan holds its land: outright, by inheritance, from heir to heir, so long as it does its service. A manor held in fee simple pays its liege about half its net revenue in dues.

felony /ˈfeləni/ A crime against the king's peace, such as theft, assault or murder. The crown prosecutes felonies at the moots; jurors are asked at every assize whether they know of any.

fief /fiːf/ Anything held of a liege in return for service: a single manor, a barony, a whole earldom, or an office with land attached.

fief tables /fiːf ˈteɪblz/ The king's register of every manor, with its hundred, its holder, its acres and its households. The holder's entry shows how the manor is held: a clan's name, Bailiff, B/H, Constable, or a church title.

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forest /ˈfɒrɪst/ A word of law, not of trees: land, wooded or not, where the king's forest law runs.

forest law /ˈfɒrɪst lɔː/ The harsh law of a royal forest, which keeps its game and timber for the king: no clearing, no felling, little grazing, and certain beasts reserved to the king and those he licenses.

Forester Royal /ˈfɒrɪstə ˈrɔɪəl/ The royal officer, appointed by the sheriff, who guards a royal forest and enforces forest law, often with rough and ready justice. His men are royal foresters.

freeholder /ˈfriːhəʊldə/ A free tenant: one who holds land for rent or service but owes no serf's labour, may come and go, and may appeal his lord's justice to the king's courts.

freeman /ˈfriːmən/ Anyone who is not a serf: a noble, a freeholder, a townsman. Only freemen may use the king's courts.

garrison /ˈgærɪsn/ The soldiers who hold a castle or keep, counted in companies of about twenty.

hall /hɔːl/ The great room of a manor house, where the household eats and the lord holds his court.

heir /eə/ The person who will inherit. In Melderyn a manor usually goes to the eldest legitimate son.

herald /ˈherəld/ An officer learned in coats of arms, descents, precedence and the holding of land. The king's heralds serve under the Lord Master Herald; boys train under them as pages.

heriot /ˈheriət/ A death duty paid to the liege from a dead vassal's estate: a serf's best beast, or about a year's revenue for a great holding.

hide /haɪd/ An old measure of land, about 120 acres. Ten hides make a knight's fee.

homage /ˈhɒmɪdʒ/ The ceremony by which a man becomes another's vassal, kneeling and placing his hands between his lord's.

household /ˈhaʊshəʊld/ A family and those who live with it under one roof. Manors and villages are counted in households.

hue and cry /ˌhjuː ən ˈkraɪ/ The old duty of everyone who hears a cry of "Thief!" to join the chase and bring the culprit to an officer.

hundred /ˈhʌndrəd/ A district of a shire for the king's law, with its own moot and market. Melderyn has fifty-six. It has nothing to do with who holds the land in it.

hundred moot /ˈhʌndrəd muːt/ The royal court of a hundred, which sits monthly at a set manor under the Bailiff of the Hundred, with local jurors. Also the name of the manor where it sits.

in trust /ɪn trʌst/ Held for someone else. A manor held in trust is kept by a bailiff, who sends all its profit beyond his keep to the lord he holds it for, and cannot pass it to his own heirs.

inquest, sworn /ˈɪnkwest/ A trial in which sworn jurors hear witnesses under oath and give a verdict. Any freeman may ask for one by buying a royal writ.

juror /ˈdʒʊərə/ One of the six to twelve local knights or yeomen who must attend a moot, hear its cases and give its verdicts, as part of their feudal duty.

keep /kiːp/ A stone tower or small castle, the seat of a baron, a sheriff, a constable or the Lady of Paladins, with a garrison and its manors around it.

king's peace /kɪŋz piːs/ The order the crown keeps over all its subjects. To break it is a felony, tried in the king's courts and not in a lord's.

knight /naɪt/ A noble warrior, mailed and mounted, usually holding a manor in return for service. Styled Sir; his wife is Lady.

knight's fee /naɪts fiː/ The land that will keep one knight armed and horsed: traditionally ten hides, or 1,200 acres.

lady /ˈleɪdi/ The style of a knight's or lord's wife or widow, or of a noblewoman.

levy, feudal /ˈlevi/ The army raised by calling out vassals for their service. Each manor sends roughly one knight, one squire, a yeoman for every 600 acres, and its militia.

liege /liːdʒ/ The lord of whom a man holds his fief, and to whom he owes service and fealty.

lord /lɔːd/ Anyone who holds land of which others are tenants, from a manor's knight to the king; also a man's liege.

manor /ˈmænə/ A village and its lands under one manor house: from 600 to 3,600 acres, and ten to thirty or more households. The working unit of the countryside.

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manor court /ˈmænə kɔːt/ The lord's court, held in his hall, where he settles his tenants' disputes and judges their offences. Over his serfs its word is final.

march /mɑːtʃ/ A frontier province governed for war rather than by sheriffs. Dyriamarch is Melderyn's, under a warden.

market /ˈmɑːkɪt/ A place licensed to hold regular trading. Each hundred has a market town, which may not be where its moot sits.

merchet /ˈmɜːtʃɪt/ A fee paid to a liege for leave to marry, typically five to ten parts in a hundred of the holding's yearly revenue, paid by the bride's family. Serfs pay it to their lord.

militia /məˈlɪʃə/ The ordinary villagers called out to defend their manor, about one man from each household.

moot /muːt/ A meeting and court: the village moot under the reeve, the hundred moot, the shire moot.

noble /ˈnəʊbl/ Of gentle birth: one who may bear arms and a coat of arms, ride a warhorse and hold a fortress, and whose word outweighs a commoner's at law.

order (fighting order) /ˈɔːdə/ A body of knights and soldiers sworn to a god and a church. The Lady of Paladins, the fighting order of Larani, holds two keeps and their manors of the king.

ordeal /ɔːˈdiːl/ An old trial left to a god's judgment, such as the trial by water. Now used almost only by temple courts.

outlaw /ˈaʊtlɔː/ One put outside the protection of the law; also a runaway serf who never reaches freedom.

page /peɪdʒ/ A boy in service in a noble or royal household, learning a calling, as with the king's heralds.

penny (d) /ˈpeni/ The silver coin of account, written d. Wages, fines, fees and rents are all reckoned in pence.

poaching /ˈpəʊtʃɪŋ/ Taking game or fish that belongs to another, a lord or the king. The commonest crime in the countryside, and dangerous in a royal forest.

reeve /riːv/ The chief villager of a manor, usually its senior serf, who runs the fields, presides over the village moot and keeps the tallies. Not paid, but excused his labour.

rent /rent/ What a free tenant pays, in coin or kind, for the land he farms.

royal domain /ˈrɔɪəl dəˈmeɪn/ The lands the king keeps for himself: the city of Cherafir and its 111 manors, and the keeps and manors his sheriffs hold for him.

scutage /ˈskjuːtɪdʒ/ "Shield money": coin paid instead of military service, about a fifth of a fief's yearly revenue, used to hire soldiers.

seat /siːt/ The castle, keep or town from which a great lord rules, and to which manors owe fealty.

serf, villein /sɜːf, ˈvɪlɪn/ An unfree tenant, bound to his land and his lord: he owes labour on the lord's demesne, may not leave or marry without leave, and has only the lord's court for justice. In return he cannot be put off his land without cause and is owed the lord's protection. Most country folk in Melderyn are serfs.

sheriff /ˈʃerɪf/ The "shire-reeve": the king's officer who keeps a shire. He holds a royal keep, collects the king's taxes and fines, presides at the shire moot and appoints its bailiffs and foresters. Appointed and dismissed by the king; not hereditary; very powerful.

shire /ʃaɪə/ One of the six great districts into which Melderyn is divided for the king's law and taxes, each kept by a sheriff and divided into hundreds: Biren, Cherfin, Dath, Elorin, Iko and Lened.

shire moot /ʃaɪə muːt/ The royal court of a shire, held quarterly at the sheriff's keep. Appeals from the hundred moots come here.

sinecure /ˈsaɪnɪkjʊə/ An office held for its pay or honour by someone who leaves the work to others.

squire /skwaɪə/ A young man, usually noble, who serves a knight and trains for knighthood.

steward /ˈstjuːəd/ A man employed to help a lord manage his lands, visiting his manors and checking his bailiffs' accounts.

subinfeudation /ˌsʌbɪnfjuːˈdeɪʃn/ The granting of part of a fief to a vassal by one who is himself a vassal, so that a manor may be held of a knight, who holds of a baron, who holds of an earl, who holds of the king.

tally /ˈtæli/ A notched stick that records what was delivered, kept by the reeve.

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tariff /ˈtærɪf/ A duty on goods brought in by sea, collected for the Exchequer.

tenant /ˈtenənt/ Anyone who holds land of another, from a serf with a few acres to an earl holding of the king.

tenant-in-chief /ˈtenənt ɪn ʧiːf/ A great noble or body, such as an earl or the Lady of Paladins, who holds directly of the king.

toll /təʊl/ A charge for crossing a bridge, using a road or bringing goods to market.

treason /ˈtriːzn/ Betrayal of one's liege or king. A traitor's fief is forfeit.

vassal /ˈvæsl/ A man who holds a fief of a liege and owes him service and loyalty.

verdict /ˈvɜːdɪkt/ The jurors' answer in a case.

ward, wardship /wɔːd, ˈwɔːdʃɪp/ An heir under twenty-one is a ward, in the keeping of his father's liege, who also keeps his land and its profit until he comes of age. A widow may be kept so until she remarries.

warden /ˈwɔːdn/ A royal or noble officer with charge of a place: the Warden of Dyriamarch, the Lord Warden of Thay or Cherafir; also a forester.

warrant /ˈwɒrənt/ An order from a court's presiding officer for a man's arrest or appearance.

woodward /ˈwʊdwɔːd/ The villager who keeps a manor's woods, watches for poachers and decides what may be cut.

writ /rɪt/ A written order, bought for six to twelve pence from a sheriff or Bailiff of the Hundred, that a freeman's case be heard in a royal court.

yeoman /ˈjəʊmən/ A substantial free tenant, holding 60 to 120 acres in return for serving as a man-at-arms 30 to 60 days a year and helping keep the peace. Most manors have one or two.

Hârnic terms in the fief tables

B/H /ˌbiː ˈeɪtʃ/ In the fief tables: a hundred moot, held by the Bailiff of the Hundred for the sheriff.

Chabla /ˈʧæblə/ The grandmaster of the Lady of Paladins, who ranks as a baron at court.

Ibarti /ɪˈbɑːrti/ An administrator of the Church of Save-K'nor; in the fief tables, a manor held by that church.

Pelnala /pelˈnɑːlə/ An abbot or abbess of the Church of Peoni; in the fief tables, a manor held by such a house.

Reblena /reˈblenə/ A knight commander of the Lady of Paladins; in the fief tables, a manor held by one of the Order's chapters.

Serolan /seˈrəʊlæn/ An abbot of the Church of Larani; in the fief tables, a manor held by his house.

TR /ˌtiː ˈɑː/ The years of the Tuzyn Reckoning, by which Hârn counts. This account is written in 720 TR.

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