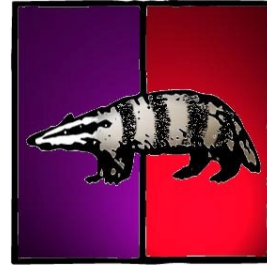


LOCATION: Mineous Hundred,
Daenshire,
Kingdom of Kanday
STATUS: Free Mine
GOVERNMENT: Miner's Guild
POPULATION: (43 Households)



Preface

This document is part of the “Hârn-Guild-Team”-project (HGT), initiated and coordinated by the European Hârn Guild (EHG). The goal of the HGT is to elaborate all the guilds and societies forming the hârníc Mangai. For more information on mining, metallurgy, and the Miners' Guild see the appropriate articles at the **HÂRN GUILD TEAM** (<http://www.johalla.de/EHG/HGT/>).

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History

The area of the present mine had only been sparsely settled by the Gozyda tribesmen for 1,300 years, when in 493 TR Galendelm of Chadaz discovered Iben's Lode in 493 TR. Galendelm was a corani prospector, who followed the Iben River upstream, tracking plants indicating the presence of lead within the river sediments. The track ended in the valley of a small stream, cutting its way through an outcrop of lode minerals. Exploration works proved a rich deposit of galena, at some places the ore was argentiferous (though the content of silver was minimal).

A first mining camp was set up in 497 TR, accompanying the foundation of Ibonost on the neraby Teb river. Mining started with *GALENDELM'S FINDING* and *SEVEROL'S MINE* – small opencast workings, worked by Galendem, Severol of Juleg – a befriended master miner – and 10 colliers as autonomous miners.

The Corani Empired planned to develop Mineous, the area between Teb and Eryn rivers, by construction of the *MINEOUS ROAD*, starting with the construction of a brigde crosing the Eryn at Edino and ending at Caer Ibonost. Further, hundreds of imperial veterans were planned to settle along the new road as *COLONII*. A company

of Imperial legionaires was garrisoned at the mining camp to protect the miners from occasional attacks of gozydan tribesmen. The mine prospered, and in 530 TR, five opencast mines were in operation: *SEVEROL'S MINE*, *THE GODDESS' PRAISE*, *RICH HARVEST*, *PEONI'S BENEDICTION*,

Credits

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This “unofficial” supplement is intended to be used with the great *HÂRNWORLD* series published by N. Robin Crossby and Columbia Games Inc.

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References

Please visit the websites at
www.johalla.de/EHG
www.columbiagames.com
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GALENDELM'S FINDING. The autonomous miners founded "*THE HONEST BROTHERHOOD OF ST. OWIN*"

To foster the local development, the Emperor granted the brotherhood with tax exemption, mine slaves, and financial support with the construction of a central smeltery in 532 TR. The smeltery was completed in 549 TR. A series of natural disasters (Plague of Tharda 554, Thardic Flood 556, Three Year Famine 556-558) initiated the decline of the Corani Empire, and prevented the realisation of the development plans for Mineous.

When the Ibonost fell to the Balshan Jihadists in 556 TR, the garrison at Iben's Lode fled into the woods and the jihadists largely ignored the mine. During the rule of the Theocracy of Thekos, the miners were pressed by the governor of Ibonost, Clote of Thecos, who filled his private coffers with silver from metal trade.

When the Theocracy collapsed and Andasin of Kand took Ibonost in 559 TR, he was supported by about a hundred miners and freed mine slaves. As a reward, the guild was enfeoffed with the mineral regal when Andasin proclaimed the Kingdom of Kaldor.

A drawback of the new kandan nationalism was the blockade of trade along the Teb River to Moleryn. Due to manpower shortage and declining demand, two mines – *PEONI'S BENEDICTION* and *SEVEROL'S MINE* – had to be abandoned. Opencast mining continued on a reduced level of activity until 620 TR. The progressive exhaustion of the ore within the weathering zone motivated the brotherhood to sponsor a campaign to prospect for nearby ore deposits in 627 TR. The expedition was led by Darentel of Jeleg and finally discovered a galena deposit two leagues south-west of Tyve manor. The brotherhood decided to erect an outpost and Darentel was commissioned to found the new mine called *DARENTEL'S FINDING*. Three miner families were relocated and started mining in opencast workings and smelting in a small and primitive foundry.

During the Five Year War, Ibonost was controlled by the Thardic League. Due to its

isolated position, both mines were saved from destruction by marauding war bands, but suffered from manpower shortage and decline of trade.

In parallel to the decline of metal trade, opencast mining reached its limits in most of the pits on Iben's Lode around 680 TR. Several of the remaining miners relocated to Darentel's Finding or moved off to other mining districts. One collier, Halaken of Chandez, travelled Emelrene to seek his fortune. There he fell in love with Sebellah of Thirceene, a female trierzi hydro engineer, who had to leave mainland Lythia after having failed a productivity wager and now fleeing her former customers. Halaken convinced Sebellah to return with him to his homeland. Disguised as pilgrims, both managed to underrun the Melderyn embargo and arrived at Ibonost in 703 TR.

The brotherhood granted her an exile and the drainage tunnel privilege in return for the construction of a pumping machine. Sebellah accepted this offer and started construction of a water powered bucket chain, *BADGER'S POOL*, *BADGER'S GULLET* and the *IBEN DRAINAGE ADIT* in 705 TR. The project was successfully completed in 712 TR. The device enabled the miners to sink their shafts below the bottom of the valley and so they started deep mining. This made Iben's Lode one of the technically most advanced mines on Hârn. Most miners returned from Darentel's Finding and several new miners were attracted from all over western Hârn, when in one of the new dip workings a small vein of moderately argentiferous lead ore was found.

Date	Event
493 TR	Iben's Lode discovered by prospector Galendelm of Chadaz
497 TR	First mining camp set up
530 TR	Five opencast mines in operation
532 TR	Emperor grants brotherhood with tax exemption and further benefits
549 TR	Central smeltery completed (Now: Old Smeltery)
556 TR	Ibonost falls to the Balshan Jihadists, the new rulers largely ignore the mine.
559 TR	Miners support Andasin of Kand in the seizure of Ibonost. Guild is enfeoffed with the mineral regal when Andasin proclaims the Kingdom of Kaldor.
627 TR	Exhaustion of the weathering zone. Miners drift off. Prospection campaign discovers Darentel's Finding. New mine founded.
680 TR	Opencast mining reaches its limits in most of the pits on Iben's Lode.
705 TR	Construction starts on a water powered bucket chain, <i>BADGER'S POOL</i> , <i>BADGER'S GULLET</i> and the <i>IBEN DRAINAGE ADIT</i> .
712 TR	Draining project is successfully completed
713 TR	The New Smeltery and its blowing mill is put into operation
716 TR	Two miners are buried alive in a mine-accident
717 TR	Accident in the New smeltery. Master miller Restin of Jeksin gets killed, Selen of Redrok severely burned.
718 TR	A journeyman charcoaler gets killed by an accident in the logging camp

Table 1: Iben's Lode Timeline

Today, the *HONEST BROTHERHOOD OF ST. OWIN* belongs to Hârn's largest guild chapters.

Economics

All trades at Iben's Lode Mine are centered on mining and metallurgy. There are two metalsmiths who's primary work is the maintenance of the miners' tools (esp. the sparpending of the picks).

Two teamsters are responsible for the transport of various goods, primarily of food.

A mercantylor deals with lead and sells various necessities of daily life to the miners.

Nearly all residents tend a small garden to grow vegetables and graze some pigs, sheep, goats or a cow. Parts of the common fields and pastures can be rented from the Miner's Guild. Despite of this, most of the food has to be imported from nearby settlements.

Sometimes, tribesmen, trappers, hunters and outlaws from Mineous Forrest visit the mine to trade their products (pelts, game, herbs) for tools, spices or metal.

The constant stream of runaway serfs in hope for gain of freedom after two years of work is one of the fundamentals of the guild's operation. The mine is one of the biggest of Hârn, and has become a popular destination for runaway serfs. Such refuges are used to perform unpleasant and manpower intensive tasks within the mines and smelteries, as scooping, haulage and winching. As there is only a single trail to the mine, it is regularly travelled by landlords and headhunters in search of runaway serfs.

Government

Legislative, judicative and executive powers are held by the Miner's Guild Council.

The local guildchapter, know as "*THE HONEST BROTHERHOOD OF ST. OWIN*" covers the workings on Iben's Lode and those of Darentel's Finding, working a minor group of lead bearing lodes off to the east. The brotherhood maintains a residence in the town of Ibonost,

The current guildmaster is Arman of Oxlade.

Halaken of Chadaz, a descendant of the great prospector currently holds the office of the Master of the Mines. The miners employ several mercenaries to defend their installations and transports against raids from brigands and barbarians.

<i>Office</i>	<i>Holder</i>
Guildmaster	Arman of Oxlade
Master of the Mines	Halaken of Chandez
Master of the Furnaces	Daheot of Gelenot
Master Mine Surveyor	Rilif of Holander
Woodmaster	Eveeadan of Zaben

Religion

There is an Ebasethe (priest of Peoni) holding services for the pious miners twice a day. The temple of Peoni is strongly supported by the local chapter of the Miners' Guild. Donations by the guild, unions or single guild members are frequently given. The worship of Maermal, patron of work, and Owin, patron of the miners, is omnipresent. There are douzens of both public and private shrines near shaft heads and adit entries.

The other deity legally worshiped by the miners is Halea – though there is no temple dedicated to the Lady of Wealth and Pleasure, an official “prayer room” and several private house shrines are in use.

IBEN'S LODE

COMMON MAP

IBEN'S LODE

COMMON MAP



Map Key

A – IBEN'S LODGE MINE

A palisade encloses the mayor mine camp with its social buildings (as guildhall, hostel, and chapel).

A1 GATEHOUSE & BARRACKS

The main gate is located on the trail to Venric and guards the northern approach to the mayor mine complex, gatehouse is a two storied building. The groundfloor is built of stone and houses the gateway, a guardroom and stairs to the second floor. The second floor is a daub-and-wattle construction and provides room for Indazot of Jezdel (m42), the captain of the guard, and five of his men: Darterba of Falansyn (m29), Semelaen of Zaben (m24), Meren of Osuer (m34), Eraend of Ledik (m30), Caraber of Urgane (m43).

A2 GATEHOUSE & BARRACKS

This gate guards the way to the main hauling gallery and shaft (G). The two storied guardhouse is similar to the main gate (A1) and houses Captain Indazot's deputy Ardolir of Erdavont (m48) and five further mercenaries: Peser of Turtus (m35), Elshil of Astanel (m28), Dokil of Nashon (m36), Braman of Barayn (m31), Monan of Ledik (m36).

A3 COLLIER/MINER – HOSDIN OF TERIM

Hosdin (m46) works as a foreman at the Good News mine. His first wife died childless, his second wife Klessyn (f25) has born him two three children: Poran (m17), Terbin (m14) and Morelyla (f5). Hosdin's Brother Habiran (m38) still lives in his parental home. Terbin is talented with wit and an intuitive understanding of geometry and mathematics and was accepted by Master Mine Surveyor Rilif of Holander (A5) as an apprentice. While the rest of the family is proud of this, Poran deeply begrudges his younger brother this opportunity. As their part of the contract with master Rilif, the Hosdins feast the master once a month, and Rilif seems to enjoy the company. Habiran (m38), son Habiran and Poran all work in the Good News mine.

A4 COLLIER/MINER – EREDIR OF SYLDESA
Eredir (m23) is a pit foreman in Halea's Treasury mine. He lives with his mother Handia (f62), and his sister Alyn (f36). Alyn also works in the Halea's Treasury mine. Handia keeps the house and the garden. She constantly reminds her children to marry and found their own families, but both have shown few interest up to now.

A5 MASTER MINE SURVEYOR RILIF OF HOLANDER

Rilif (m45) regularly surveys the mines in the brotherhood's district. He is assisted by his apprentice Terbin of Terem (m14, see A3). Most of his income is from fees for surveying, but he also holds some shares of the "Faithful Iben Union". Rilif is contented with the wits of his new apprentice Terbin. He early noticed the boy's talents when Terbin still worked as a hauler in the Good News mine, and after Terbin's fourteenth birthday last year, he offered Terim's father Hosdin to apprentice his son for the symbolic price of "one good meal and drink" per month for the time of Terem's apprenticeship. Rilif is a convivial man, but has never thought of marriage and founding a family, as he thinks that "it is not good to leave wife and children thus often" as his office demands.

A6 COLLIER/MINER – DAEN OF ARLIANA
Though Daen (m45) and his wife Irial (f39) are married for a long time, but they seem to be infertile. Irial regularly pleades Peoni and all saints for pregnancy, but up to now, without avail. Daen and Irial both work in the St. Maermal mine.

A7 MASTER MINE ENGINEER SEBELLAH OF THIRCEENE AND HALAKEN OF CHANDEZ, MASTER OF THE MINES

The couple met and married in Emelrene and came to Iben's Lode in 703, where their daughter Seleryn (f14) was born. Sebellah (f47) is an open minded, ambitious and persuasive woman and soon brought her plans to modernise the mine into action. Sebellah wants her daughter to become a mine engineer, just

like herself. She is well aware of the fact, that no kandian master miner would be a better teacher than herself, but Halaken (m58) prevented her to appeal to the guild council for the approval of this apprenticeship. This would be highly exceptional and could affront his colleagues. Both mine officers spend few time at home. The cottage is kept by Jyka (f33) who has a little daughter Morgrenë (f3) and by Orbin of Chandez (m41), a cousin of Halaken. He and his wife Akebra (f49) also act as the couple's scribes. Orbin and Akebra have a daughter Lornyla (f10). Halaken and Sebellah each have an apprentice: Liris (m16), and Nil (f19).

A8 TEAMSTER – LIUON OF OSUER

Liuon (m26) is busy carting foodstuff and wrought iron to and lead ingots from the mine. Most of his tours are commissioned by either the Miners' Guild or the local mercantyle, Teatri of Elnarind (A15). He is assisted by his nephew and apprentice Unflin (m15). Liuon's wife Haelysë (f27) has born a daughter, Querinë (f0), last year. Liuon's mother Querenë (f54) and grandmother Annesa (f89) both live with the family.

A9 PEONIAN CHAPEL – EBASETHE TAASIK OF PASIG

Ebasethe Taasik (m43) is supported by the Miners' Guild. Additionally, the Faithful Iben Union has donated the parish with two free shares. The priest holds two masses per day – one before each shift. Usually, the masses are held on the square in front of the chapel. Special services are held on St. Owin's Day at St. Owin's shrine (K1) and on guild festivals in the chapel within the guildhall (A11). Between the masses, Taasik teaches the trivium to several guildsmen's offspring or tills his field. Ebasethe Taasik's household is run by his housekeeper Irial (f49), who also cares for the orphan Basnila (f9). Irial's unmarried son Ezynan (m22) works in the Serlina's Blessing mine. Ebasethe Taasik often accomodates refugees until they can afford an own cottage. Last year, he has taken in Ulwar of Garol (m35) and his family: his wife Erien (f32), their daughter Faidai (f1), their sons Shalin (m14) and Turin (m11). Ulwar, Shalin and Turin work in the Halea's Treasury mine. They save as much

of their wages as possible and hope to be able to build their own home next year.

A10 COLLIER/MINER – PINDAN OF KALERTH
Pindan (m47) is married to Nila (f46), who has born him two daughters, Amyla (f10) and Ben (f6), and two sons, Hanis (m9) and Esen (m0). Additionally, Pindan's widowed sister-law Mirot (f39) and her mother Alagynë (f74) belong to his household. Pindan, Amyla and Mirot all work in the St. Maermal mine.

A11 MINERS' GUILDHALL
The guild hall is build of massive stone and houses the guild officers' offices and a kitchen on the first floor. The Guildhall, a large banquet hall, where guild feasts, council meetings and courts are held, is on the second floor. It is opened to guild members as a social club all evening. Ale, beer, wine and snacks can be ordered from the seneschal. The attic houses six separate chambers for the staff and guests. The cellar has several separated lockers for valuable instruments and the brotherhood's archive. Stamped ingots are stored in the main cellar until being transported to Ibonost.

Seneschal Derenelë of Slabe (f52) provides food and beverages on all guild feasts and otherwise keeps an eye on the staff, comprising of chief scribe Jyka of Slabe (f48) and the brotherhood's archivist Dinan of Jahlas (m38). Both keep the brotherhood's books and journals, especially the lists of unionists and claims, and assist to the guild officers.

A12 COLLIER/MINER – KLENLYN OF SLABE
After her apprenticeship with Master Mine Engineer Sebellah of Thirveene, Klenlyn (f35) has stayed at Iben's Lode and worked as a mine engineer maintaining the new pumping device. She plans to leave the mine and travel to mainland Lythia to learn more on engineering, but her anxious sister Rygynnë (f25) still resists her. Rygynnë occasionally assists her sister in the workshop.

A13 TEAMSTER – KHEMIEF OF KIDROM
Khemief (m53) runs this carting company with his best friend and companion Berry (m48), his sons Sons Haran (m23) and Natar (m18), and Berry's son Arond (m22). The company owns 2 wagons, three carts and draught

oxen. Khemief's wife Salëana (f46) is a skilled cattle breeder and has a flock of 29 cows and three bulls.

A14 COLLIER/SMELTER – URIN OF FUFARA

Urin (m37) works as a shift foreman in the old smeltery. His wife Brelina (f31) and son Vorkel (m10) work in the old crushing mill. Urin's mother Cybrel (f66) and his mother-in-law Eryen (f56) farm some acres of land.

A15 MINERS' ASYLUM

This building is a hostel for migrant and bachelor miners and also acts a hospital for the guild's sick and invalid members. The asylum is run by the guild elder, Kheuain of Slabe (m51), who also is a foreman at the Serlina's Blessing mine. He is supported by his long-time widowed lover Eilith of Gerte (f52), her daughter Derelin (f16), her widowed daughter Esneryen (f29) and orphaned grandson Sirmal (m4). Eilith's husband and son-in-law were buried alive in a mine-accident in 716. Ebasethe Taasik is trying to convince the couple to marry, but so far without success. Derelin and Esneryen work in the Serlina's Blessing mine.

A16 MASTER MERCANTYLER – TEATRI OF ELNARIND

Clan Elnarind is strongly involved in the Kandian trade of raw metals. Teatri (m33) is unionist (shareholder) of several mine unions, among them "Faithful Iben", "Halea's Treasury" and "New Hope". Further, he has bought up the loans of several financiers who invested into the new pumping shaft and drainage gallery, and its major unionist today. Teatri's marriage with his significantly older wife Pevlyn (f44) was arranged by their parents to tighten commercial bands between their clans. Teatri used the considerable dowry to step into metal trade. When his father died and Teatri took over the complete family business, his mother Milenia (f55) moved into his house at Iben's Lode. Teatri and Pevlyn have two sons, Yen (m11) and Branal (m2). The household is run by cook Myrisilë (f50), and maid Feya (f34). Milenia, Journeyman mercantylor Yora (m26) and apprentice Igylk (m16) help with the trade business.

B – The Smeltery

This buildings form the mine's smelting complex, which is surrounded by a wooden palisade. Regularly, charcoalers or timberwrights span an iron chain across the Iben or Sweet-water river. The southern yard is used to pile charcoal and houses the smelteries and mine smithies. The gates of the complex are kept closed overnight. When ore is transported to the smeltery at day, a collier inspects the ore for its quality and notes each accepted loading on a separate tally stick for each mine.

B1 NEW STAMPING MILL – MASTER MILLER GAVER OF AMLAIN

Master Miller Liris (m54) was early widowed. He constructed the mine's new water-powered stamping mill, but retired soon after its completion. His franchise was handed over to his son Gaver (m47), who now operates the modern stamping mill together with journeyman Alasain (m27), and apprentice Penelena (f16). Gaver was apprenticed at a grain mill in northern Kanday, his hay fever made his a rather unpleasant period of his life. After he returned to the mine, he married, but soon shared his father's fate and was widowed when his wife died in childbirth. His single daughter Erernith (f10) is the small family's only heir.

The new stamping mill has improved the ore dressing significantly, as it can break down even large pieces of rock into small nut-sized pieces.

B2 OLD STAMPING MILL – MASTER MILLER GABEIK OF MYRNDRON

Clan Myrndron is an old-established family of millers and millwrights in the region. The mine's first, ox-powered stamping mill was constructed by Gabeik's ancestors in the beginning of the 6th century. Since then, the mill has been passed from father to son. Gabeik (m42) is an old bachelor, much to the concern of his mother Eilith (f68) and his likewise unmarried sister Lia (f57), who helps with the business. To preserve the long tradition of Myrndron's at Iben's Lode, Eilith has recently sent letters to more distant relatives, to find a suitable successor for the business.

The old stamping mill can only process medium-to small sized rock. Large lumps must be smashed on a plaster by means of heavy mauls before they are put into the ox-powered mill. This hard work is usually done by unguilded smelters, who will also sort the crushed ore before it is ground.

B3 OLD SMELTERY

Collier Lardin of Sumon (C4) is responsible for the operation of the old smeltery. The man-powered bellows of the furnaces are driven by two labourers at a time.

Before the Old Smeltery was constructed, the miners carried out all smelting on their own. They constructed small windovens for single use on the hillsides. With the construction of the smeltery, all smelting privileges had been revoked and since then, all miners had to deliver their ore to the smeltery where the smelting was done by specialist. This increased both, amount and quality of the won lead. At the neighboured mine Karada's Placer, all smelting is still done by the individual miners.

B4 NEW SMELTERY & BLOWING MILL

The new smeltery has water-powered bellows. The blowing mechanism is an advanced technology that further improved the smeltery's throughput and its product's quality. The construction of this mill also helped to settle a conflict with the Miners' Guild, who learned from the presence of the new scooping device and demanded it to be either handed over to them or being destroyed. Instead, the Miners' Guild offered to construct a new blowing mill and thus create an additional miller's franchise. Finally, the Millers accepted the offer, recognising their own considerable benefits from increasing mining and getting experience with the new technology. The blowing mill was finished and put into operation in 713 TR.

Since the master miller got killed in a tragic accident when a furnace unexpectedly collapsed in 717 TR, the franchise is vacant and the blowing mill is temporarily maintained by master miller Gabeik of Myrndron (B2), until the Millers' Guild dispatches a new franchiser. Work in the new smeltery is overseen by the Master of the Furnace himself (C1).

B5 MINE SMITHY – MASTER METALCRAFTER KHDEIM OF AMBIN

Mine smiths are responsible for the maintenance of the miners' tools. While filling tools (shovels, hooks) and haulage devices are repaired or replaced when they get broken, the cutters' picks, chisels and wedges need daily treatment. Each cutter usually has two sets of picks. While one is in use, the other is at the mine smith's workshop. After each shift, the cutters call in at the mine smithy to deliver their used and worn tools and to pick up the freshly sharpened ones. Khdeim (m65) provides this vital service to the majority of the resident miners. He is still married with his first wife Falawn (f50). Their oldest daughter Jilka (f28) has recently married Khdeim's former journeyman, master weaponcrafter Marala of Arin (m37), who most likely will become the next franchiser. Khdeim loves his work and though his pace of work declines and his family has repeatedly asked him to retire, he has refused and still daily sharpens miners' tools in his smithy. Khdeim is also fond of attractive young women, in a more or less platonic sense. He has taken on a beautiful journeywoman, Irial (f29), and her younger sister Sirnetë (f17) as an apprentice. The household is completed by Cybanna the Maid (f43), who cares for the younger daughter Daughter Haelena (f15) and Cybanna's and Khdeim's illegitimate, but acknowledged son Udaraë (m14), who shall be apprenticed in western Kandy soon. Khdeim feels quite uncomfortable whenever spotting a cat, as he is allergic to cats' hairs. He is not above throwing any object at hand at those animals to drive them away.

B6 MASTER CHARCOALER – HERRI OF GALADOST (m)

Herri (m53) supplies the mine with white coal (fire wood) and charcoal to fire the furnaces in the smelteries. Usually, a charcoaler would work as a bonded craftsman, but due to the Charcoalers' Guild's excellent connections to the Warden of Mineous Forest, the charcoalers have been entitled to cut their wood for a low annual fee. Herri employs two journeymen and an apprentice, who collect wood within the forests upstream the Iben and maintain the charcoal kiln for most of the time. Herri and his second wife Aladyn (f59) are childless, but they have adopted the orphans of a

journeyman, who was killed by accident in the logging camp in 718. They are called Nil (f10) and Menerelë (f4). Herri disliked Rema of Lamorel, his competitor (B8). When Rema died last year, Herri convinced Rema's former journeyman to change into his service, leaving Rema's son Teder in a rather problematic situation.

B7 MINE SMITHY – MASTER METALCRAFTER KEHEF OF ZELEM

Kehef (m43) runs the second mine smithy. He provides general blacksmiths' services to the residents and the occasional visitors, but has specialised in the construction of metal parts for the mining machinery, especially for the stamping mills and mine pumps. He lives with his wife Sabalela (f42), their daughter Derissa (f14), and son Perin (m3). His sister Cybrila (f48) lives with them since she fled from her husband, who is a drinker and has maltreated her for years. In the workshop, Kehef is supported by his journeyman Brenelë (f30), who handles most of the day-to-day business with the both apprentices, Olmal (m17) and Taran (m15). Brenelë is married to Doresë (f33) for seven years now, but they have lost both of their two infants up to now.

B8 MASTER CHARCOALER – TEDER OF LAMOREL

Teder (m25) is extremely young for a master charcoaler. He inherited the franchise last year, when his father Rema died from an infection. Teder is unmarried but has to care for his younger brother Donal (m10). When he took over the business, his father's other journeyman quit his service and change to Herri of Galadost (B6). Now, Teder has to find and take on at least one capable journeyman and an apprentice, or he will soon be out of the business with the guild and probably lose the franchise.

C – Hammer Creek

This cluster of small cottages is the home of the majority of the local unguilted workers. Most of them work within the nearby smelteries and stamping mills, some hold dirt picking licenses, and the balance work as day labourers within various mines, or for the

timberwrights.

C1 MASTER OF THE FURNACES DAHEOT OF GELENOT

Gelenot (m52) is widowed and lives with his old mother Pevadia (f78) and his daughter Myrisilë (f24), who cares for her beloved grandmother. Daheot supervises the operation of the mine's smelteries. He has accepted Malevin (m26), a gifted labourer who showed interest and promising talents in metallurgy, as his apprentice in 717 and spends considerable time on teaching him his arts. Daheot would like to marry his daughter to Malevin, but the young woman has so far shown no interest in the runaway serf. Daheot has left most of the smelteries' administration to his trusted scribe Frosta (m36). While Frosta seems to be loyal and trustworthy, he uses his position to embezzle small amounts of money.

C2 LABORER/SMELTER – WORD OF TOHL

Word (m45), his wife Kariemë (f37), his sisters Erellyn (f33) and Devanylë (f27), and his sister-in-law Quel (f24) all work in the nearby new smeltery. Word works at the furnaces, the women classify and dress the ore.

C3 LABORER/SMELTER – IROT OF RIATOL

Irot (f46) and her two illegitimate daughters Narycia (f27) and Pes (f24) all work in the old smeltery.

C4 COLLIER/SMELTER – LARDIN OF SUMON

Lardin (m37) is Daheot of Gelenot's deputy and is responsible for the operation of the old smeltery (B3). He is married to Leleryn (f46) who has given birth to two daughters: Jymelëa (f26) from her first husband, and Evassyn (f20) from Lardin. Jymelëa has recently given birth to a baby, Quinila (f0), but refuses to name the girl's father. Leleryn and Evassyn both work in the old smeltery, as did Jymelëa until the birth of her baby.

C5 LABORER/SMELTER – CROLAN OF BATHNOL

Despite his age and unguilted status, Crolan (m73) is an excellent smelter. He works in the old smeltery, where he is the most experienced worker. His intuition in the operation of the furnaces is unchallenged. His advice is of-

ten saught by Lardin of Sumon (C4). Crolan's son was convicted of manslaughter in 713, but somehow managed to escape, leaving back his children Ketta (m24), Kebelael (f15), and the "Bathnol-Twins", Leleryn (f14) and Lorben (m14). While her siblings work in the old smeltery, Ketta keeps the household and would like to marry **XXX**, would that not her mean leaving the family.

C6

LABORER/SMELTER – RERAK OF REDROG

Rerak (m43) is married with Esysk (f44). They have taken in Rerak's brother Selen (f40), who got incapacitated by severe burnings when a furnace surprisingly collapsed at the new smeltery in 717. Rerak has three children, Lirenelë (f19), Ranë (m18) and Ubrat (m8). Vasinë (f27), Selen's young wife, and their common son Unflin (m8) live here, too. Rerak, Lirenelë, Ranë and Vasinë work in the new stannery, while Esysk keeps the house.

D – Upper Camp

This colony was founded to house miners who returned from Darentel's Finding from 705 on. The place was chosen due to its proximity to the improved installations.

D1

LABORER – UDAR OF FUIMNIA

Udar (m61) and his wife Pella (f53) had two five children, two died during infancy, their oldest surviving daughter Garel died last year, leaving her illegitimate children Foradynë (f3) and Selenylë (f1). The two youngest children, Baratis (m11) and Lylenia (f10) are just slightly older. Udar's brother Kaeral (m60) moved in, when his youngest daughter Revekka (see D5) married in 718 – his wife died while pregnant with her third child. Further members of the household are Udar's aunt Dererynë (f73), his cousin Hersynë (m51) and Hersynë's wife Derelly (f43). Udar and Kaeral work as haulers, Hersynë is a whinchman, and Baratis and Lylenia are sorters, all in St. Maermal. Derelly works as a ore dresser in the old smeltery, while aunt Dererynë and Pella care for the infants and grow crops on the fields above the mine camp.

D2

COLLIER/MINER – KIRIAN OF BATHNOL

Kirian (m47) is an enfeoffed miner, working an onw dip working in St. Maermal mine. Kirian is married to Cylkai (f41), who has

borne him three daughters: Querila (f20), Annerien (f12), and Brendyn (f6). Gurdin's younger brother Thyrsan (m34), his sister Craen (m26) with her fiancé Yolern (m25), and his old parents Gurdin (m74) and Rinsa (m64) stay in Kirian's cottage. The whole family assist Kirian in the mine – Thyrsan assist in cutting and timbering, Yolern operates the whinch, Annerien and Craen haul ore and waste. At the surface, Cylkai, Brendyn and Rinsa screen the ore and transport it to the smeltery. Like his son, Gurdin once was a collier and even a mine foreman for almost two decades, but now suffers from rheumatism and stays most of the time on a bench in front of the cottage.

D3

MASTER MINER RARFUS OF REDROG

Rarfus (f50) owns the claim on Serlina's Blessing open cast mine. Rarfus is an alcoholic and spends a considerable part of his time drinking in the mine head building (N1). He often beats his two apprentices Kalost (m23) and Tonin (m17), who share the work with several labourers. Rarfus' wife Hiril (f46) takes care of the house, her three sons Kisë (m7), Calan (m4), and Shinaer (m3), and her old mother Larynë (f73).

D4

LABORER – PANER OF ARLIANA

Paner (m75) has outlasted his first wife by almost 40 years, and his son Rego by 25 years now. Two years after the loss of his wife, Paner married Merelin (f41), then a 17 year old girl. Merelin gave birth to two sons and a daughter: Urtin (m20), Lanas (m11) and Minnyla (f8). Hiril (m27), his oldest son and offspring of his first marriage, now is the de-facto head of the household. Hiril, Urtin and Lanas all work in St. Maermal mine. Merelin keeps the house and raises crops on some acres of land. Rarfus is rather healthy and often visits his erstwhile boss and old friend Gurdin (D2).

D5

LABORER – MODAN OF AMDARDIN

Modan (m20) is a runaway slave from Tharda, who reached Iben's Lode in 716. After working in the mines for two years, he was declared a freeman in 718 and married Revekka of Fuimnia (f23). Both of them work in St. Maermal.

D6

LABORER – ARANLY OF PELGAN

Aranly (f50) has four living children

– all of them daughters. His first wife gave birth to Nadya (f27), Brinela (f20) and Ererna (f19). Selenela (f10), the youngest, was born by Alenia (f29), his second wife. Nadya has two children, Charas (m9) and Danë (f4), from two different lovers; both men rejected her demand for marriage and fled from the mine. Aranly's mother Renel (f79) completes the household. Aranly, Brinela, Ererna, Alena and Selenela all work in Halea's Treasury mine. Nadya keeps the house and garden. Renel is known for brewing an excellent ale, and on holidays and in their sparse leisure times, thirsty miners and smelters call in to obtain some pints of the praised "Old Renel's", making the cottage a popular meeting point.

E – Little Venric

This colony was built when it turned out, that the original mine camp was too small to provide space for the growing mine in its first booming period.

E1 **WOODMASTER EVEEDAN OF ZABEN**
Eveedan (m39) is the youngest guild officer at Iben's Lode. He regularly works in the Halea's Treasury mine and holds shares of the "Prosper Brotherhood" and "Iben's Smelter" unions. He is married to Cobril (m42). The couple has three sons: Talin (m16), Ydran (m14) and Cenden (m13). Eveedan has made an agreement with a master miner at Karada's Placer to exchange their oldest sons for an apprenticeship and took up young Gabeik (m15) last year. Eveedan is in parallel negotiations with a timberwright and a charcoaler and hopes that one of them will agree in apprentice Ydran. So far, Ydran and Cenden are taught in the trivium by Ebasethe Taasik.

E2 **COLLIER/MINER – ONATAR OF RALIST**
Onatar (m60) is a pit foreman in St. Maermal. Twenty years of cutting through the rock resulted in an severe hardness of hearing. His son Jarin (m25) started an apprenticeship, but was evicted when Onatar failed to pay master Oxlade. After the death of his first wife, Onatar married the widowed Pella (f41), who gave birth to their daughter Haelinë (f4). Pella also has a daughter from

her first marriage, Perlias (f12). Onatar's younger brother Dandain (m55), Dandain's wife Enylë (f45) and Dandain's daughter Jayal (f19) live in Onatar's cottage. Jarin, Dandain, Enylë and Jayal work at the Rich Finding mine, Perlias at St. Maermal. Pella care for her youngest daughter and grows some crops.

E3 **COLLIER/MINER – RENN OF ROBAN**
Renni (f64) is pit foreman in Good News Mine and has taken in his orphaned grandson Maendraen (m7). Maendraen just started taking lessons with Ebasethe Taasik.

E4 **MINERS' GUILDMASTER ARMAN OF OXLADE**
Master Arman (m44) maintains an additional residence at Ibonost, where his wife Korodynë (f40) and his sons Pasory (m9) and Nazarant (m6) spend most of the year. Arman has employed an own scribe, Tonin (m47), to keep his business running, whilst not at the mine. Tonin supports his mother Haelanë (f77). Arman's cottage also houses his nephew Olmal (m28), a collier, his wife (26f), their son Ubrat (m9). Arman has two apprentices, Dandain (m18) and Baratis (m14).

F – WAILERS' FORTUNE

A collection of wailers' and laborers' cottages (8). The wailers work the nearby waste tip of the former St. Maermal's Pit [G]. This is a dangerous job, as new overburden from the deep mines is dumped on top of the old heap and loose rocks often slide down towards the working wailers.

F1 **WAILER – MERERIN OF SLABE**
Mererin (f69) holds a wailer's license for the heap of St. Maermal. She lives with her daughter Erernith (f42), Erernith's sons Sanë (m15) and Milan (m10), with her youngest daughter Nesykai (f28) and Nesykai's daughter Mirlelë (f3). The women have to work hard to get by since Erernith's husband Terbin (m34) and Nesykai's husband Rieaer of Revtel (m26) disappeared in the last winter. Earlier that year, Sir Arino Delourne, Lord of Gemela, appeared at the mine and demanded the surrender of Rieaer, claiming, he

was a runaway serf. The guild rejected his demand and Sir Arino left. One day in winter, both men didn't return from their late shift. The women fear that the offended lord has sent men to abduct their men and return them to Gemela. They have applied to the Guild Council for help, but first inquiries discovered no distinct clues to their theory. Now, the women are desperate, but with their children to be fed have no chance to take further actions.

F2

WAILER – MEKIL OF SELVON

Mekil (m21) holds a wailer's license for the slag heap. After a hard day's work, Mekil is often found at Aranly of Pelgan (D6) to have a drink and stay some more time off his cottage, where his grandmother Arena (f61) keeps the command over his Evassyn (f26), his aunts Cyrla (f46) and Adalya (f36), his sister Meren (f24), and his niece Klael (f11). The women all help Mekil with working the slags, but also grow vegetables on the nearby fields. Klael regularly helps Salëana (A13) herding her flock.

F3

LABORER HAN OF JAHLAS

Han (m29) lives with his wife Haelila (f26), his grandmother Salëana (f88), and his sisters Derel (f21) and Lysë (f13). Haelila is pregnant with her third child. The first was still-born and the second died in infancy. Han, Haelila, Derel and Lysë all work at the Rich Finding mine.

F4

WAILER ARESIL OF HAEHOL

Aresil (m26), wife Beria (f25), brothers Sotrin (m21), Valan (m19), twin-sisters Perilëa (f13) & Derelin (f13). Aresil holds a wailer's license for Galemdel's Finding and Peoni's Benediction.

F5

LABORER IBON OF TOHL

Ibon (m27) holds a wailer's license for the heaps of the former "The Goddess' Praise" mine. As all claims for this mine are forfeited, there is no need to pay off an owner of the heap its 10% share, only the license fee of 10% must be paid. Ibon's family consists of his wife Lilena (f28), his daughter Selenylë (f11), and his sons Borand (m2) and Bilan (m0). Further members of his household are his brother Kobelin (m26) and his sister-in-law Selerela (f26). Ibon, Selenylë,

Kobelin and Selerela work at Serlina's Blessing mine.

F6

LABORER – STARAK OF PORDAEN

Starak (m40) lives with his daughters Merelina (f12) and Klassyn (f3), his mother Linë (f72) and his younger brother Hurt (m23). Starak, Merelina and Klassyn all work at the Serlina's Blessing mine.

G – "ST. MAERMAL" ADIT

"St. Maermal" haulage shaft with hasp; former "St. Maermal's Pit". St. Maermal's Pit was the main mine for several decades. At the southern end of the former opencast mine, a gallery was driven towards "Galendelm's Finding", but without profits, it was abandoned after several years of work. When St. Owin's Blessing pump shaft was sunk, the gallery was driven to that shaft and a hoisting shaft for the deep mining areas of the mine was lowered. Most ore and overburden are hauled to the surface here. The overburden is directly dumped onto the old waste dump below the shaft, the ore is transported to the smeltery.

G1

ST. MAERMAL SHAFT HOUSE

The shaft house covers the head of St. Maermal shaft, the mine's main hoisting shaft. The shaft is timbered and divided into three shaft compartments: the biggest for hoisting, the second one is outfitted with wooden ladders and platforms for travelling, and the third one for ventilation. The second floor of the shaft house contains a double-action hasp, that can be driven by two to four men. Ore and overburden are hoisted within large wooden tubs onto the second floor of the shaft, and dumped through an opening into barrows waiting below on the first floor. A shaft bell is rung to announce the beginning and ending of each shift, and to alarm the miners in cases of emergency.

G2

TOOL SHED AND FOREMEN'S BOOTH

The shed is used to store mining tools, as shovels, picks, tubs, lamps, oil and tallow. It is guarded by one of two pit-foremen, senior colliers, all around the clock, who also hand out the tools to the miners entering the mine and recollect them when leaving the mine.

H – “GALENDELM'S FINDING”

This is the location of the first mine, founded by Galendelm of Chadaz. When the rich ore within weathering zone was exhausted, the open-pit mine was abandoned.

I – „PEONI'S BENEDICTION“

(abandoned open-pit mine).

J – “ST. OWIN'S BLESSING”

Iben's Lode central pumping shaft was sunk at the location of the former „Constant Yield“ open cast mine.

J1 MACHINISTS' WORKSHOP

This building is used as a workshop for Master Mine Engineer and her machinists who control and maintain the scooping device within the nearby pumping shaft. Though robust, the mechanisms need constant maintenance and exchange of broken buckets, clamps etc. Some spare parts are made in advance and stored here.

J2 ST. OWIN'S BLESSING SHAFT HOUSE

The shaft house surmounts the head of the mine's central pumping shaft. The shaft is carefully dressed with masonry and divided into two compartments. The main compartment houses the leverage of the scooping machinery, a minor compartment holds ladders for travelling mine engineers. The building is crowned with a ridge turret, housing “St. Owin's Bell”, a clarion bell, that is connected to the drive of the scooping machinery by a rope and indicates the device's proper operation with a constant jingling.

K – “PEONI'S PEACE”

Below a former open-pit mine, the “Good News” adit was driven towards “St. Owin's Blessing” shaft. The gallery enhances the ventilation and is used for travelling into the mine.

K1 The former mine building is nowadays solely used as a shrine dedicated to St. Owin.

L – “GOOD NEWS” ADIT

Former open-pit „Severol's Mine“.

L1 FOREMEN'S OFFICE
One of two foreman, experienced colliers, is always on duty here.

L2 STOREHOUSE
This building is used to store various mining tools, lamps, dressed wood for mine timbering and other things. It is usually kept locked by the foreman on duty (L1).

M – “THE GODDESS' PRAISE”

(abandoned open-pit mine).

N – “SERLINA'S BLESSING”

This trench-like open-pit mine is still productive.

N1 “SERLINA'S BLESSING” MINE HEAD
This building is used to store the tools used within the mine, to sort the ore and as a mess room for all workers during work breaks.

O – “RICH HARVEST”

(abandoned open-pit mine).

P – “HALEA'S TREASURY”

(haulage shaft).

P1 “HALEA'S TREASURY” SHAFT HOUSE

Q – “RICH FINDING”

open-pit mine

Q1 “RICH FINDING” MINE HEAD – SALINA OF ORISS

The building is inhabited by collier Salina (m39) and his family: his wife Dargrenë (f28), his son Terbin (m8), and his daughters Igyłka (f3) and Inlena (f0). Salina's mother Selenylë (f55) lives with the family.

Salina works the mine as an autonomous miner, holding a claim on this southern end of the lead ore lode.

R – “BADGER'S POOL”

This water reservoir was constructed to provide working water for the waterwheel in the “St. Owin's Blessing” pump shaft [J]. A dam was build to block the natural stream of Hammer Creek and form the pool. The dam is used as a bridge and allows workers from [C] to enter the mine through [K].

S – “BADGER'S GULLET”

The water inlet leads water from the reservoir [R] to the water wheels powering the pumps within the „St. Owin's Blessing“ shaft [J]. The lifted waters and the working waters leave the mine by the „Iben Drainage Adit“ [T]. The inflow is regulated by a weir behind the dam.

S1 “BADGER'S GULLET” CONTROL HOUSE

This building contains the mechanisms to control the sluices that regulate the inflow of working water from Badger's Pool into Badger-

's Gullet and into the spillway. The levers are secured by locks and can only be operated by the Master Mine Engineer and her deputy. Dam, building and sluices are inspected daily.

T – “IBEN DRAINAGE ADIT”

The gullet of the lowest drainage gallery. The adit is the drainage level for the mines north of Hammer Creek. The constant stream of water that leaves the tunnel is fed by seeping water from the galleries and working water, that entered the mine through Badger's Gullet [S] and powered the pumping machine within St. Owin's Blessing [J]. The adit entrance is dressed with stone.

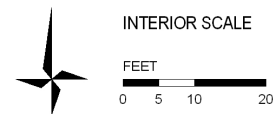
U – SLAG HEAP

The slag heap is formed by sterile rock and slag from the neighboured smelteries. The heap is searched by a wailer and his family for the still lead-rich slags originating from the old bole-process (see below).

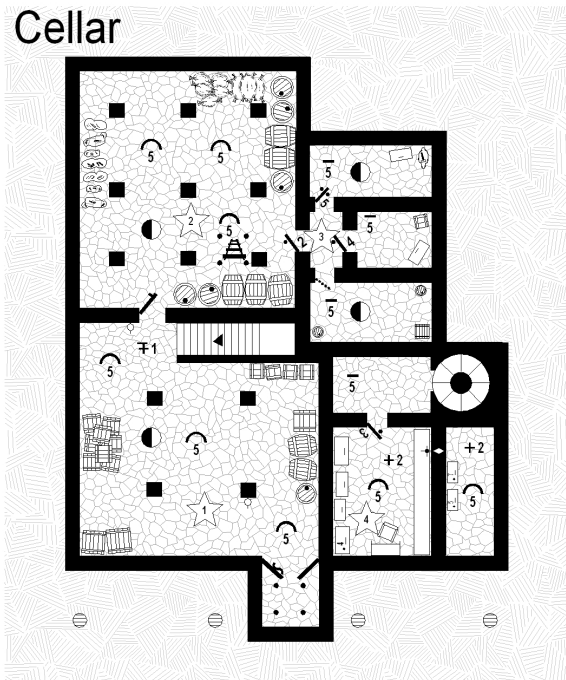
The Guildhall (A11)

IBEN'S LODGE MINE

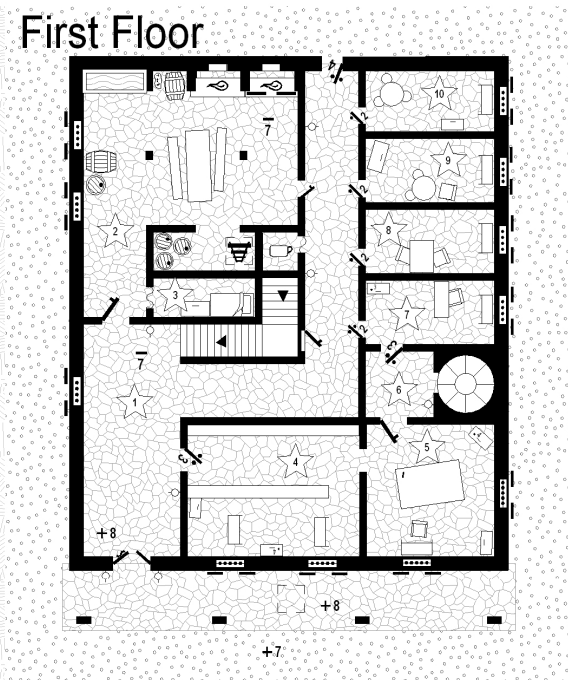
Miners' Guildhall interior map



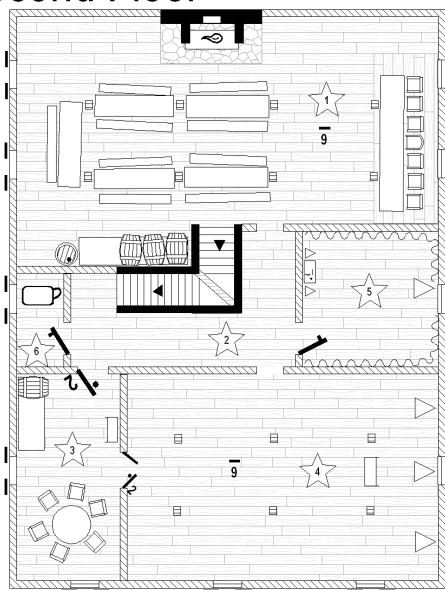
Cellar



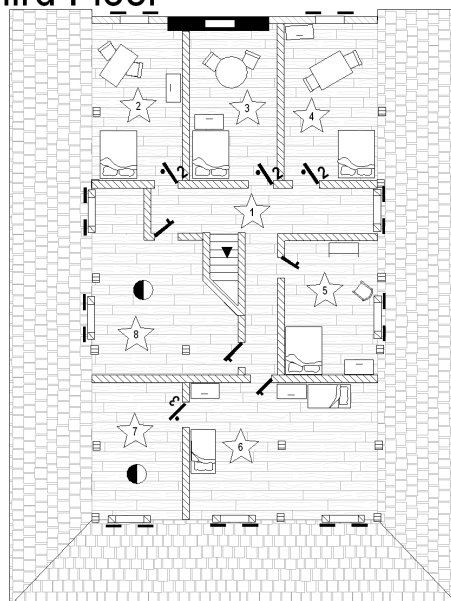
First Floor



Second Floor



Third Floor



The Cellar

The cellar lies two feet about the Iben's water level. When the river spates, the cellar may get wet, if its water level is extremely high, the cellar may be flooded. The cellar is completely vaulted, so that it will even endure a fire or a collapse of the upper stories.

1 MAIN CELLAR

This room is primarily used to store the produced lead. In the smeltery, the metal is cast into ingots of one hundredweight each. The ingots are weighted and marked with the guild's sign, before they are stored here until being transported to Ibonost. Wares are usually passed through the large trapdoor.

2 GENERAL STORAGE

Supplies for the kitchen, as meat, beer, wine and spices, are stored here.

3 LOCKERS

This rooms can be separately locked to store valuable wares and items, e.g. tools.

4 ARCHIVE

The archive contains originals or copies of all important documents. Among them all regarding claims and other privileges granted by the guild, the journals and account books of all mines and smelteries, the list of unionists for each union, worker manifests etc. The most valuable documents, as the brotherhood's charter, the royal writs regarding the guild's privileges and monopolies, are kept in a concealed part of the archive. Most documents are stored in chests to allow a fast relocation of the archive in a case of emergency (e.g. a serious flooding or fire). Access to the archive is by a separate staircase from the offices on the first floor. Keys to the archive are kept by the brotherhood's archivist, Dinan of Jahlas, and the guildmaster, Arman of Oxlade.

First Floor

The first floor provides room for the administration of the guild and the kitchen.

1 FLOOR

Entrance to the guildhall is by a double door. The floor gives access to the chancery, the kitchen, and the mine officers' rooms. Stairs lead up to the banquet hall and down to the main cellar.

A lavatory is next to the basement stairs. While the main entrance is barred all night, guild officers can enter the hall by the locked back door.

2 KITCHEN

The kitchen is the realm of the hall's seneschal, Derenelë of Slabe. The woman is a capable administrator, a reasonable brewer and an excellent cook. She uses a large hearth for cooking, roasting and brewing, and a stone oven to prepare fresh bread, pies and pastries. A large cistern collects water from the roof. Supplies are stored directly in the kitchen or in the storage cellar below, to where a trapdoor and ladder provide easy access.

3 COOK'S CHAMBER

Though she has a private chamber on the third floor, Derenelë of Slabe prefers to sleep here. The room is warmer and its proximity to the entrances and the stairs allows for a better control. Within the chest, Derenelë keeps a part of her belongings and her locked spice box. On her girdle, she has a bunch of keys for all locks within the guildhall, except for the archive.

4 CHANCERY

This room is where the guild's book keeping is done. Chief clerk scribe Jyka of Slabe and the brotherhood's archivist Dinan of Jahlas work here most of the time. Petitioners may state their concerns and will either be served by the clerks or be redirected to the responsible mine officer. The clerks also act as the officers' secretaries and will prepare documents for their execution and do investigations within the archive. The locked cash box is used for small transactions, as paid fees. Both scribes spare a room on the third floor.

5 SURVEYOR'S OFFICE

Rilif of Holander and his apprentice use the large card table in the centre of this room to draw their maps. The locked chest contains their instruments, as pens, ink, pairs of compasses, an astrolabe, measure ropes and rulers.

6 FLOOR

The spiral staircase gives access to the archive below.

7 GUILDMASTER'S OFFICE

When at Iben's Lode, guildmaster Arman of

Oxlade uses this room to meet petitioners and to study actual guild affairs.

8 OFFICE – MASTER OF THE FURNACES

Daheot of Gelenot prefers his office at the new smeltery and is seldom found at his official seat.

9 OFFICE – MASTER OF THE MINES

Halaken of Chandez holds daily audiences, mainly to settle disputes between labourers and their employers, and to reprehend offenders of the guild's mining regulations.

10 OFFICE – WOODMASTER

Eveadan of Zaben keeps this room in a state of constant mess. The scribes have learned to hand out only copies of important documents to the woodmaster, who has a talent of displacing his papers.

Second Floor

The second floor provides space for the guild's meetings, religious and social events.

1 BANQUET HALL

This hall is the location of all feasts and meeting celebrated by the brotherhood. The guild officers are seated on the pedestal, overlooking the hall. The windows behind the guild officers' places are of stained glass, depicting the legendary finding of Iben's Lode. The opposing windows are unglazed. In the cold season, the large fireplace provides a comfortable warmth.

2 CORRIDOR

The corridor connects all rooms on this floor. Stairs ascend to the third floor.

3 COUNCIL CHAMBER

The guild officers meet here once a tenday to discuss the guild's affairs. The room is kept locked all time, only the seneschal and the officers have proper keys.

4 CHAPEL OF PEONI

Most miners are devout adherents of Peoni. The brotherhood pay an Ebasethe to perform regular masses for the guild. Usually, the masses are held outside the chapel (A9), but on festivals, solemn devotions are held in

this chapel. The windows are of stained glass, depicting Peoni, St. Maermal and St. Owin.

5 HALEANS' PRAYER ROOM

A minority of the miners worship Halea, the goddess of bargain and fortune. Having no location to pose their prayers, they petitioned the guild to let them fit out a room as their chapel. The guild council resisted this request for decades, but in 612 TR, a halean became guildmaster and bribed other members of the guild council to dedicate this room to the "praise of the goddess Halea". One of the conditions was, that no halean priestess may neither consecrate, nor even enter the room. Since then, the presence of the prayer room has been an annoyance to the most devoted peonian miners.

6 LAVATORY

The lavatory is only used during guild meetings and festivals.

Third Floor/Attic

The third floor is mainly a living area. Most of the rooms on this uppermost floor are illuminated by dormer-windows.

1 CORRIDOR

Connecting most of the rooms on this floor, the corridor is lit by a window on its eastern terminus.

2 GUEST ROOM

The guest rooms are used to accommodate visitors and travellers of high rank. The rooms can be locked and a key is handed over to the guest for the duration of his stay.

3 GUEST ROOM

Though this room has no natural light, it is popular, due to the chimneys in the exterior wall.

4 GUEST ROOM

This room is similar to room (3).

5 SENESCHAL'S ROOM

The guild's seneschal, Derenelë of Slabe, uses this room primarily to keep her personal belongings. Usually, she prefers sleeping in her warmer room at the kitchen on the first floor. During guild festivals, when she em-

ploys additional personnel as kitchen staff and servants, she will move to this room.

6 **SCRIBES' ROOM**
The guild's clerks, Jyka of Slabe and Dinan of Jahlas occupy this room.

7 **STOREROOM**
This room is used to store tableware and table linen.

8 **STOREROOM**
Any kind of unused furniture and items can be found here.

The Mines

This section describes all mines found at Iben's Lode. Besides a short mine history, it shows the claim holder(s) (or a list of all unionists) and lists the mines' staff.

The Faithful Iben Union

This is the most important company working at Iben's Lode. The union was formed by several smaller autonomous miners and unions who worked the mines "St. Maermal's Pit", "Galendelm's Finding", „Peoni's Benediction“, „Constant Yield“, "Peoni's Peace", and „Severol's Mine“. Today, the union holds all claims on the mines "St. Maermal", "St. Owin" and "Good News".

<i>Unionist</i>	<i>Representative</i>	<i>Shares</i>	<i>%</i>	<i>Comment</i>
Teatri of Elnarind	Teatri of Elnarind	20	21,05	Local master mercantylar
The Honest Brotherhood of St. Owin	Guildmaster (Arman of Oxlade)	20	21,05	Local Miners' Guild
Sir Burdas Kandry	Teatri of Elnarind	10	10,53	Constable of Ibonost
Eryck of Graek	Teatri of Elnarind	10	10,53	Mercantylar from Dyrisa
Sir Bynum Razalad	Ronyld of Blackburn	7	7,37	Lord of Udel Manor
Arman of Oxlade	Arman of Oxlade	6	6,32	Master miner
Rilif Holander	Rilif of Holander	5	5,26	Master miner
Halaken Chandez	Halaken of Chandez	5	5,26	Master miner
Ronyld of Blackburn	Ronyld of Blackburn	5	5,26	Mercantylar from Ibonost
Opvtan of Elnarind (Peonian Parish)	Teatri of Elnarind	5	5,26	Mercantylar from Edino
	Guildmaster (Arman of Oxlade)	2		Free shares to support the guild's Ebasethe
<i>TOTAL</i>		<i>95</i>	<i>100</i>	<i>(1 FREE SHARE)</i>

Staff: 3/7/4/23 Balance:

The mines of the Faithful Iben Union are the only ones at Ibens' Lode, that are operated in a two-shift day. Each shift lasts for 3 watches; the first shift (called daylight-shift) from the first to the third, the second (night-)shift from the fourth to the sixth watch.

	<i>Cutters</i>	<i>Haulers</i>	<i>Winders</i>	<i>Sorters</i>	<i>Foremen</i>
first shift	0/3/2/3	0/0/0/3	0/0/0/3	0/0/1/8	2/1/0/0
second shift	0/2/1/2	0/0/0/2	0/0/0/2	0/0/0/0	1/1/0/0

New Hope Union

The **NEW HOPE UNION** operates under a special license granted by the Miners' Guild to Sebellah of Thirceene. The brotherhood granted her the drainage tunnel privilege in return for the construction of a pumping machine. This privilege entitles its holder to construct a gallery primary dedicated to drain mines from mine waters. If this gallery is connected to a mine and drains its waters ("inherits the waters"), the holder of the drainage privilege earns the *DRAINAGE NINTH* of the ore won by that mine. The drainage mine is free from any fees.

Holding this privilege, Sebellah started to raise funds to finance the drifting of the Iben drainage gallery. In 704 TR, the union was founded,

<i>Unionist</i>	<i>Representative</i>	<i>Shares</i>	<i>%</i>	<i>Comment</i>
The Honest Brotherhood of St. Owin	Guildmaster (Arman of Oxlade)	8	22,86	Local Miners' Guild
Teatri of Elnarind	Teatri of Elnarind	6	17,14	Local mercantylor
Halaken of Chandez	Sebellah of Thirceene	4	11,43	Master miner
Sebellah of Thirceene	Sebellah of Thirceene	14	40	Master miner
Rarfus of Redrog	Rarfus of Redrog	3	8,57	Master miner
<i>TOTAL</i>		<i>35</i>	<i>100</i>	

Staff: Balance:

The Union practically has no permanent staff. The draining gallery is inspected and maintained by master miners Halaken of Chandez and Sebellah of Thirceene and their apprentices. Their main task is to clear the gallery's floor to maintain a constant drainage of the mine. Should the gallery ever get blocked by a cave-in, the miners had to halt the inflow of working water into the mine, thus halting the scooping-machine, and immediately start hand-scooping to prevent a flooding of the dip-workings.

Serlina's Blessing

This opencast mine is worked by Master Miner Rarfus Redrog, who holds the claim for the mine.

Staff: 1/1/2/16 Balance:

	<i>Cutters</i>	<i>Haulers</i>	<i>Winders</i>	<i>Sorters</i>	<i>Foremen</i>
first shift	1/1/0/6	0/0/1/4	0/0/0/2	0/0/1/4	0/0/0/0
second shift	0/0/0/0	0/0/0/0	0/0/0/0	0/0/0/0	0/0/0/0

Rich Finding

The latest opencast mine is worked by Salina of Oriss, a collier and autonomous miner, and his family.

Staff: 0/1/0/10 Balance:

	<i>Cutters</i>	<i>Haulers</i>	<i>Winders</i>	<i>Sorters</i>	<i>Foremen</i>
first shift	0/1/0/4	0/0/0/2	0/0/0/0	0/0/0/4	0/0/0/0
second shift	0/0/0/0	0/0/0/0	0/0/0/0	0/0/0/0	0/0/0/0

Prosper Brotherhood

Union working the "Halea's Treasury" deep mine.

<i>Unionist</i>	<i>Representative</i>	<i>Shares</i>	<i>%</i>	<i>Comment</i>
The Honest Brotherhood of St. Owin	Guildmaster (Arman of Oxlade)	8	10,67	Local Miners' Guild
Rarfus of Redrog	Rarfus Redrog	16	21,33	Master miner
Eveeadan of Zaben	Eveeadan of Zaben	27	36	Master miner
Teatri of Elnarind	Teatri of Elnarind	10	13,33	Local mercantylor
Sir Bynum Razalad	Ronyld of Blackburn	14	18,67	Lord of Udel Manor
<i>TOTAL</i>		<i>75</i>	<i>100</i>	

Staff: 1/1/1/9 Balance:

	<i>Cutters</i>	<i>Haulers</i>	<i>Winders</i>	<i>Sorters</i>	<i>Foremen</i>
first shift	1/1/1/2	0/0/0/2	0/0/0/2	0/0/0/3	0/0/0/0
second shift	0/0/0/0	0/0/0/0	0/0/0/0	0/0/0/0	0/0/0/0

Iben's Smelter

The Iben's Smelter is formally organized as a union. Until 7120 TR, the smeltery was owned solely by the Miners' Guild. Then, the guild's draining project promised for additional high-graded ore, and the guild searched for financiers to raise funds for the construction of an additional stamping mill and smeltery. To attract investors, they brought in the existing dressing and smelting facilities as a capital stock for the new union. In fact, the Miners' Guild still holds the majority of the shares and thus controls the operation of all smelting. Instead of regular wages or the usual multure, the resident millers are formally regarded as unionists holding 7 free shares each. Other minority shareholders are the Master of the Furnaces (Daheot of Gelenot), who holds 7 free shares from his office and 7 additional regular shares as a private person, and several financiers. The union operates both local smelteries and crushing mills. While regular shares participate in both, winnings and losses, free shares are in favour of participating only in the winnings, but not in the possible losses of the union.

<i>Unionist</i>	<i>Representative</i>	<i>Shares</i>	<i>%</i>	<i>Comment</i>
The Honest Brotherhood of St. Owin	Guildmaster (Arman of Oxlade)	60	50,42	Local Miners' Guild
The Pentacles' Brotherhood	Teatri of Elnarind	16	13,45	A consortium of Aleathian financiers
Daheot of Gelenot	Daheot of Gelenot	14	11,76	Master miner; 7 free + 7 regular shares
Gabeik of Myrndron (master miller)	Gabeik of Myrndron	7	5,88	Local miller; free shares
	Gabeik of Myrndron	7	5,88	Local miller; free shares (momentarily vacant)
Eveeadan of Zaben	Eveeadan of Zaben	6	5,04	Master miner
Teatri of Elnarind	Teatri of Elnarind	6	5,04	Local mercantylar
Herri of Galadost	Herri of Galadost	3	2,52	Local charcoaler
<i>TOTAL</i>		<i>119</i>	<i>100</i>	<i>(21 FREE SHARES)</i>

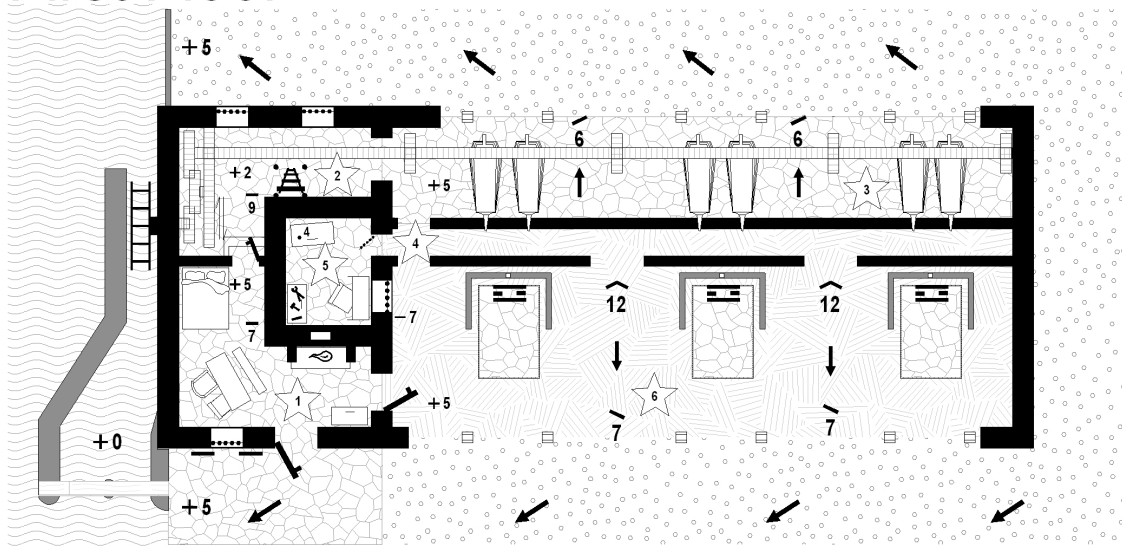
Staff: 1/3/1/22

Balance:

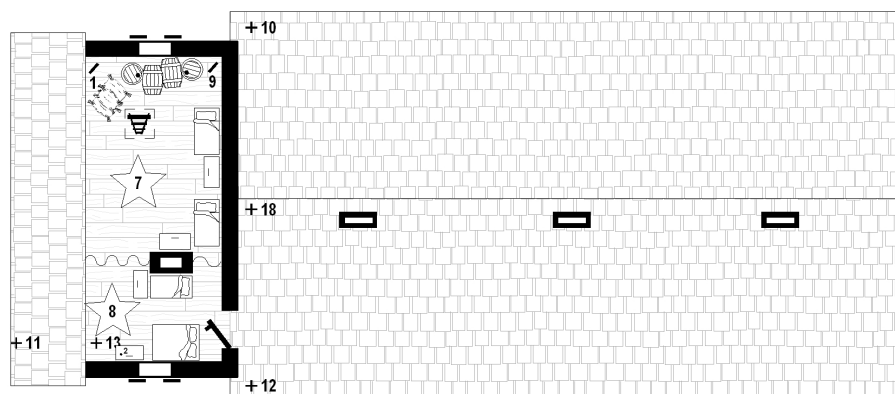
	<i>Haulers</i>	<i>Crushers</i>	<i>Sorters</i>	<i>Blowers</i>	<i>Smelters</i>
first shift	0/0/0/3	0/0/0/6	0/0/0/4	0/0/0/4	1/1/1/0
second shift	0/0/0/0	0/0/0/0	0/0/0/0	0/0/0/4	0/2/0/1

The Smeltery

First Floor



Second Floor



IBEN'S LODGE MINE

New Smeltery/Blowmill interior map



INTERIOR SCALE

FEET

0 5 10 20

The New Smeltery

First Floor

This level houses the blowmill's machinery and the three furnaces.

1 MILLERS' LODGING
The room serves as the miller's kitchen and living area.

2 MACHINE ROOM

The machine room houses the main gear, that transfers the power from the waterwheel to the axle-tree. The levers control the brake, that allows to starting or stopping the waterwheel's rotation.

3 BELLAWS

This room holds the axle-tree and the gears to operate two bellows per furnace, six in total. The bellows are made of wood and leather, their nozzles are made of copper. The bellows' draught is transmitted by blowpipes and enters the furnaces at their backside. One of the miller's main tasks is to lubricate the bearings and maintenance the gears and bellows.

4 CORRIDOR

The corridor separates two massive stone wall, that help to separate the furnaces from the bellows. Copper pipes cross the space to connect the bellows to the nozzles within the furnaces.

5 OFFICE

Daheot of Gelenot, Master of the Furnaces, prefers this small office to his official seat at the guildhall (A11). He uses this office to keep his records and to meet with representatives of the claimholders.

6 FURNACES

Three shaft furnaces form the core of the smeltery. A drainage system dewater the area of the blowmill. The ground of the smeltery has been excavated to form three pits, each three feet deep, six feet wide and nine feet long. The pits are carefully paved and lined with natural stone. Each furnace is constructed in a similar way: First, to prevent moisture from disturbing the smelting process, the pits are filled with a mixture of clay and pulverized charcoal, which is carefully stamped to form the furnace's foundation. Then, a 2' deep 7' high stone wall is built, that surrounds the back and half its right and left sides. Two holes are spared on the furnace's back to give way for the blowpipes. The inner surface of the walls is carefully lined with clay. Then, the front of the furnace is closed with a thinner wall of clay-lined masonry. Before the furnace

can be used to smelt ore, it must be fired to burn the clay lining.

Second Floor

The second floor is used as a living area for the miller and his employees. While the living area is on the windward side of the complex and most fumes exhaled by the furnaces are additionally shielded by a massive wall, under unfavourable conditions poisonous fumes may still enter the rooms.

7 APPRENTICES & STOREROOM

The most area on the second floor is used as a storage for machine parts and stocks, used by the miller to run the mill. The beds are reserved for the miller's apprentices or journeymen.

8 MILLER'S BEDROOM

The miller and his family use this area as a bedroom. A door gives access to the smeltery's roof. This allows the smelters to easily clean the chimneys

Ore Dressing

Before the metal can be smelted, the ore must be *DRESSED*. This is the term for extracting the ore from the rock and washing it. Both steps enrich the metal content of the ore finally used within the smeltery.

Already at the minehead, all mined ore is sorted at the *SORTING BENCH* by young apprentices and unguilded workers, before it is even transported to the smeltery.

After the ore is delivered to the smeltery, the ore is smashed or crushed into fist-sized pieces on a stone plaster by workers with large hammers. Thereafter, the ore is hand-picked by sorters, young lads and old or severed men and women, thus separating high-graded ore from worthless overburden. The smashed and sorted ore can be ground in the Old ore mill to pea-sized pieces. Within the new stamping mill, the ore will be directly crushed to the proper size. The stamped/ground ore will then be washed, mostly by unguilded women, in a sloping trough or by plunging a sieve into a trough. The lighter sterile rock will be

washed away or skimmed of the surface of the sieve, leaving the heavier metal-rich ore. The product of the dressing process is concentrated galena. The sterile rock is either washed away with the water, or brought to the heap.

The Smelting Process

The concentrated galena (which than is still below 50% lead) is dried and then sintered in a horizontal furnace. This eliminates the sulphur from the ore, which otherwise would prevent the reduction of the lead. The sintered ore is smelted in a shaft furnace to produce a lead concentrate called *WORK LEAD*. To improve the purity, the work lead is then cooled in stages which causes the lighter impurities (dross) to rise to the surface where they can be removed. The molten lead bullion is then refined by additional smelting with air being passed over the lead by means of bellows to form a slag layer containing any remaining impurities. The slag layer is constantly removed with a fork or hook. The process finally produces 99.9% pure lead.

At Iben's Lode, the traditional smelter (called bole), a large fire built on a hill and relying on wind power, has already been replaced by the use of shaft furnaces. These furnaces allow to smelt small-grained ore, that is unusable for the bole-

process, and even slags from the bole-process. The smelting draught is now provided by a bellows driven by foot at the Old Smeltery, and by water-power at the New Smeltery, and is much more reliable today than with the natural blast of the ancient boles. The shaft ovens are fuelled by "white coal", which is in fact kiln-dried branch wood. The heat generated by charcoal, would be more than required to smelt mined ore, but it is used to resmelt the slags. Drying the wood prevents the furnace to produce excessive smoke, which would make it difficult for the smelters to keep the necessary close observation of the process.

The main-disadvantages of the modern ore-hearth are its tendency of over-heating, damaging the structure and resulting in higher losses of metal, and dissemination of polluting fumes, that made it necessary to close the smelter down at the end of each day's work. The hearth burns out quickly and one to two regular repairs per tenday or a complete rebuilding is necessary.

The refined lead is tested by the master of the furnace and cast into moulds, forming ingots of one hundredweight each. The ingots are marked with the guild's brand by the master of the furnace and are carried to the guildhall's main cellar for storage each evening.

Adventure Ideas

The Runaway Serf

Like most hârníc mines, Iben's Lode Mine was granted the royal privilege to free any unfree manages to enter the mine's estate and works there for a year and a day. After this period, the refugee may appeal to the brotherhood's court for beeing proclaimed a freeman. At Iben's Lode, there are several refugees who fled their homes for various reasons. Some may be criminals, and others have been evicted by their clan, but most of them have simply taken on the risk to run away from their feudal lords.

Rieaer of Revtel (F1) is a runaway from Gemela. His former master has found about his

whereabouts and demanded his surrender from the Miners' Guild. The guild court lawfully rejected his demand. Sir Arino Delourne left the mine without his former serf, but feels his honour strongly hurt. Last winter, Rieaer and his brother-in-law disappeared after quitting work.

1. Sir Arino has hired the PC's as head hunters to find the whereabouts of his runaway serf. When his request to surrende the man is rejected, he orders them to abduct Rieaer and bring him to his manorial seat at Gemela.
2. The misseds' wives appeal to the Guild Council to investigate the fate of their husbands. They fear, Sir Arino may have abducted the men to make an example of them. The PCs are

ordered/hired to find clues to the wailers' fate and/or return them to their homes.

3. Sir Arino was enraged, when his demand was rejected, but soon realized, that starting a conflict with the powerful Miners' Guild would endanger his eager political plans. When visiting Ibonost, rumors spread by miners from Ibens' Lode accuse him of having abducted free miners. Should the rumours last until the King's arrival at Ibonost in about two tendays, Sir Arino may face some problems. He hires the PCs to investigate the missed miners' fate, find them and return them to their homes.

Guild Conflict

The Millers' Guild has failed to send a miller master to replace the deceased master at the New Smeltery (B4). The Millers' Guild tried to find a master miller to take the blowmill franchise, but since the deadly accident of their predecessor, the mill has an evil reputation, and all members of the local guild chapter have rejected the guild's offer. So far, master miller Gabeik of Myrndron (B2) has acted as a proxy, but he has declared that he will cease this (almost unpaid) service with the end of the following month. The Miners' Guild is upset, as this would mean a cutback in their production. Furthermore, this would render the guild's compliance with several contracts with various mercantylers, represented by Teatri of Elnarind (A16), impossible. The Miners' Guild Council has declared, it will install a new blowmiller even without the Millers' agreement, if the Millers' fail with assigning a capable master miller within a period of one month.

1. The PCs are hired by the Miners' Guild to find a master miller with appropriate skills and persuade him to sign on as a blowmiller at Ibens' Lode. The Millers' Guild finds out and tries to sabotage the plan.
2. There is a conspiracy at Iben's Lode to reduce the Millers' Guild's growing influence on the miners' smelting activities. Heads of the conspiracy are Sebellah of Thirceene, the master mine engineer, and Lardin of Sumon (C4), a collier and foreman at the Old Smeltery. The plotters have paid travellers to spread evil rumours regarding the mills at Iben's Lode, to prevent master millers to accept the franchise. When a new master miller take on at Iben's Lode, the plotting will enter a new stage... Finally, the Miners' Guildmaster or the Millers' Council get suspicious and ask the PCs to uncover the conspiracy.

Silver!

Within the deepest dip works, below the former St. Maermal mine, the miners have found a vein of argentiferous lead ore. The silver content is between one and two percent. The publication of this discovery would cause a sensation, as this would be the first kandian silver mine. So far, all silver had to be imported from western Hârn or the Thardic Republic. A kandian silver source would have an drastic impact on the kingdom's and eastern Hârn's economy. It would give additional income to the crown and certainly would shift the balance of power.

1. The Miners' Guild starts a conspiracy to keep the presence of the new silver mine secret. Thus, they want to embezzle the royalty, keeping the extra-winnings for themselves. Though Iben's Lode's related location, such a plan is hard to carry out: New smelting and refinement facilities are required and must be planned and constructed, the silver must be smuggled out of the mine and into the metal market, and – mostly problematically – the co-operation and silence of all related craftsmen must be ensured/enforced. There is plenty work to do for the PCs: forging trade marks or coins; smuggling ingots or forged pence out of Teba hundred; putting pressure on accessories; patrolling the mine's perimeter to shield the mine from unwelcome guests, to catch possible traitors, spies, or witnesses.
2. The Serolan (abbot) of Venric, a Iaranian abbey on the route to Ibonost, has always been suspicious about the miners' activities.

For the last months, wood dwellers from Mineous Forest have started visiting his village, instead of the mine, to trade for their grain, salt or metal wares, reporting they feel rather unwelcome at the mine. Several foreign craftsmen have recently crossed the abbey's lands and travelled to the mine. Further, the Miners' Guild has increased their efforts to prospect for ore deposits, and some labourers, former serfs, have recently been handed over to their former lords – a quite unusual behaviour for the guild. The abbot has concluded, that something important is going on at Iben's Lode and now wants to know more about it. He has sent some of his men (the PCs) to investigate. They should be disguised as runaway serfs, seeking asylum and work at the mines, as merchants willing to purchase lead, as journeymen of appropriate craftguilds (e.g., timberwrights, charcoalers, masons, woodcrafters, millwrights), or as trappers who just want to purchase some necessities at this north-western bridgehead of civilization within Mineous Forest.

3. As a variant, one of the craftsmen who has installed the new refinery has sold his knowledge to a thardic senator. The senator is eager to learn more on this affair and has hired the PCs to gather further information.
4. Once he gets notice of the silver mine, King Andasin will fears, the opening of a silver mine near the thardic border would draw the attention of several moneygrubbing thardic senators. They would possibly strengthen the senate's imperialistic faction, resulting in an thardic annexation of Ibonost and Teba hundred to get a grasp on the mine.
He has ordered the miners to keep the secret; any beach of this secret would be considered high treason, punishable with the death penalty. He has dispatched a trusted agent to control the miners' compliance with the royal order. The royal agent brings in the PCs as trusted men-at-arms, members of the royal guard or elite soldiers of the Chequered Shield.
5. The Thardic Senate finally gets word of the new political situation. He decides not to sack the silver mine, but to sabotage it. The PCs are dispatched to destroy the mine or to otherwise stop the silver production. First, they have to learn on the location of the argentiferous vein and the operation of the mines. Then, a reasonable method would be to block the drainage gallery by a cave-in, to or to destroy the scooping machine, thus flooding the mine. They could also try to set the crushing mills or smelteries on fire, or to spur a rebellion among the suppressed workers.

Character Profiles

Miners' Guildmaster Arman of Oxlade (m)

Hgt 67" Wgt 134lbs Frm Light
Cmx Dark Eyes Brown Hair Black

Birth 24/09/676 (Tai)

STR	15	INT	18	EYE	13
END	16	AJR	12	HRG	09
DEX	11	WIL	13	SML	14
AGL	09	MOR	12	TOU	11
SPD	10	COM	12	VOI	15

Religion: Peoni (22 PP)

Condition	70	Shortsword	67
Dodge	65	Mathematics	59
Initiative	68	Oratory	52
Mobility	50	Rhetoric	88
Unarmed	45	Mineralogy	87
Awareness	48	Enineering	54
Intrigue	98	Metalcraft	32
Ritual	16	Jewelcraft	43
Hârníc	74	Lakise/sc	83

Master Mine Engineer Sebellah of Thirceene (f)

Hgt 67" Wgt 134lbs Frm Light
Cmx Fair Eyes Grey Hair Gray

Birth 30/01/673 (Ulandus)

STR	12	INT	16	EYE	15
END	14	AJR	11	HRG	16
DEX	16	WIL	15	SML	12
AGL	12	MOR	10	TOU	14
SPD	08	COM	10	VOI	15

Religion: Halea (21 PP)

Left-handed, Birthmarks

Allergy: Nickel [14]

Condition	70	Drawing	64
Dodge	60	Lakis/sc	86
Initiative	65	Rhetoric	45
Mobility	40	Milling	96
Unarmed	45	Engineering	97
Awareness	56	Mineralogy	88
Intrigue	42	Carpentry	86
Ritual	15	Metalcraft	54
Hârníc	62	Jewelcraft	15
Trierzi	75	Mathematics	62

Master of the Furnaces Daheot of Gelenot (m)

Hgt 71" Wgt 184lbs Frm Heavy
Cmx Dark Eyes Brown Hair Red

Birth 03/01/668 (Lado-Ulandus)

STR	14	INT	14	EYE	09
END	11	AJR	11	HRG	10
DEX	13	WIL	14	SML	12
AGL	10	MOR	09	TOU	15
SPD	12	COM	15	VOI	08

Religion: Halea (37 PP)

Equiphobia [11]

Condition	70	Shortsword	51
Dodge	60		
Initiative	57	Rhetoric	53
Mobility	60	Oratory	48
Unarmed	51	Jewelcraft	24
Awareness	64	Masonry	42
Intrigue	33	Metalcraft	48
Ritual	12	Engineering	53
Hârníc	71	Mineralogy	98

Master of the Mines Halaken of Chandez (m)

Hgt 75" Wgt 186lbs Frm Avg.
Cmx Med. Eyes Blue Hair Red

Birth 10/05/662 (Angberelius)

STR	16	INT	15	EYE	14
END	13	AJR	12	HRG	13
DEX	14	WIL	13	SML	11
AGL	14	MOR	16	TOU	14
SPD	12	COM	16	VOI	13

Religion: Halea (14 PP)

Recessive trait (allergy)

Condition	70	Shortsword	57
Dodge	70	Mineralogy	87
Initiative	66	Enineering	64
Mobility	60	Mathematics	59
Unarmed	45	Metalcraft	41
Awareness	52	Jewelcraft	36
Intrigue	39	Masonry	49
Ritual	14	Carpentry	47
Rhetoric	42	Hideworking	32
Hârníc	74	Oratory	30
Trierzi	64		
Lakise/sc	83		

Master Mine Surveyor Rilif of Holander (m)

Hgt 67" Wgt 149lbs Frm Avg.
Cmx Med. Eyes Blue Hair Blonde

Birth 26/01/675 (Ulandus)

STR	16	INT	15	EYE	17
END	14	AJR	15	HRG	16
DEX	09	WIL	13	SML	15
AGL	12	MOR	10	TOU	13
SPD	14	COM	15	VOI	15

Religion: Peoni (21 PP)

Ophidiophobia [06]

Condition	70	Mineralogy	82
Dodge	60	Engineering	45
Initiative	62	Carpentry	30
Mobility	70	Metalcraft	54
Unarmed	45	Jewelcraft	44
Awareness	64	Drawing	61
Intrigue	42	Cartography	53
Ritual	15	Mathenatics	74
Rhetoric	62	Herblore	28
Oratory	40	Folklore	37
Lakise/sc	86	Survival	63
Hârníc	74	Dowser	36

Woodmaster Eveeadan of Zaben (m)

Hgt 71" Wgt 167lbs Frm Avg.
Cmx Dark Eyes Brown Hair Black

Birth 26/01/681 (Ulandus)

STR	16	INT	14	EYE	13
END	14	AJR	13	HRG	12
DEX	14	WIL	18	SML	13
AGL	17	MOR	09	TOU	14
SPD	13	COM	14	VOI	17

Religion: Peoni (13 PP)

Condition	70	Roundshield	51
Dodge	85	Shortsword	52
Initiative	76	Spear	62
Mobility	65	Mineralogy	64
Unarmed	64	Engineering	48
Awareness	62	Carpentry	36
Intrigue	45	Metalcraft	30
Ritual	16	Jewelcraft	15
Rhetoric	58	Timbercraft	65
Oratory	40	Cartography	53
Lakise/sc	82	Survival	64
Hârníc	77	Tracking	48

**Master Miner
Rarfus of Redrog (m)**

Hgt 65" Wgt 127lbs Frm Light
Cmx Fair Eyes Grey Hair Blonde

Birth 26/04/882 (Ahnu)

STR	13	INT	10	EYE	15
END	10	AJR	13	HRG	12
DEX	11	WIL	14	SML	14
AGL	11	MOR	08	TOU	12
SPD	15	COM	17	VOI	12

Religion: Peoni (22 PP)
Alcoholism

Condition	70	Mineralogy	72
Dodge	65	Enineering	40
Initiative	68	Carpentry	44
Mobility	75	Metalcraft	38
Unarmed	66	Jewelcraft	24
Awareness	56		
Intrigue	76		
Ritual	11	Law	31
Rhetoric	76	Oratory	46
Hârníc	63	Lakise(sc)	72

**Master Metalsmith
Kehef of Zeleim (m)**

Hgt 62" Wgt 143lbs Frm Heavy
Cmx Dark Eyes Brown Hair Black

Birth 18/05/677 (Angberelius)

STR	12	INT	12	EYE	13
END	14	AJR	13	HRG	14
DEX	16	WIL	13	SML	16
AGL	08	MOR	04	TOU	17
SPD	13	COM	16	VOI	12

Religion: Morgath (21 PP)

Hydrophobia [12]

Condition	70	Roundshield	60
Dodge	40	Dagger	72
Initiative	64	Spear	60
Mobility	65	Glaive	48
Unarmed	46	Metalcraft	68
Awareness	56	Mineralogy	24
Intrigue	39	Weaponcraft	44
Ritual	12	Engineering	26
Hârníc	62	Carpentry	45
Oratory	26	Rhetoric	36

**Master Metalsmith
Khdeim of Ambin (m)**

Hgt 74" Wgt 163lbs Frm Light
Cmx Dark Eyes Brown Hair Black

Birth 27/11/655 (Masara)

STR	15	INT	13	EYE	15
END	15	AJR	14	HRG	13
DEX	13	WIL	13	SML	10
AGL	10	MOR	05	TOU	15
SPD	15	COM	16	VOI	14

Religion: Ilvir (19 PP)

Allergy: Cats [11]
Acrophobia [07]

Condition	70	Roundshield	56
Dodge	60	Dagger	56
Initiative	72	Spear	60
Mobility	85	Glaive	42
Unarmed	42	Metalcraft	92
Awareness	52	Mineralogy	30
Intrigue	33	Weaponcraft	46
Ritual	12	Engineering	38
Hârníc	73	Carpentry	24
Oratory	28	Juwelcraft	17

**Master Miller
Gabeik of Myrndron (m)**

Hgt 72" Wgt 188lbs Frm Heavy
Cmx Med. Eyes Brown Hair Brown

Birth 05/07/678 (Nadai-Hirin)

STR	18	INT	09	EYE	12
END	12	AJR	16	HRG	17
DEX	15	WIL	12	SML	16
AGL	12	MOR	06	TOU	14
SPD	14	COM	14	VOI	13

Religion: Halea (17 PP)

Condition	70	Roundshield	64
Dodge	60	Dagger	68
Initiative	65	Spear	64
Mobility	70	Glaive	48
Unarmed	45	Milling	74
Awareness	68	Agriculture	42
Intrigue	36	Mineralogy	54
Ritual	12	Carpentry	29
Rhetoric	47	Metalcraft	26
Oratory	24	Jewelcraft	13
Hârníc	71	Hex	15
		Psychometry	15

**Master Miller
Gaver of Amlain (m)**

Hgt 72" Wgt 171lbs Frm Avg.
Cmx Dark Eyes Brown Hair Red

Birth 07/11/666 (Masara)

STR	15	INT	16	EYE	14
END	15	AJR	14	HRG	14
DEX	10	WIL	11	SML	16
AGL	14	MOR	08	TOU	15
SPD	13	COM	12	VOI	13

Religion: Peoni (21 PP)

Allergy: Hay fever [10]

Condition	70	Roundshield	48
Dodge	60	Dagger	48
Initiative	65	Spear	48
Mobility	40	Milling	71
Unarmed	45	Engineering	48
Awareness	60	Mineralogy	47
Intrigue	42	Carpentry	43
Ritual	14	Metalcraft	34
Rhetoric	45	Jewelcraft	13
Oratory	28	Swimming	49
Hârníc	73	Fishing	53

**Master Charcoaler
Herri of Galadost (m)**

Hgt 72" Wgt 171lbs Frm Avg.
Cmx Fair Eyes Blue Hair Brown

Birth 27/11/667 (Masara)

STR	15	INT	14	EYE	12
END	12	AJR	13	HRG	14
DEX	19	WIL	13	SML	16
AGL	14	MOR	11	TOU	11
SPD	11	COM	10	VOI	11

Religion: Peoni (15 PP)

Double Jointed (arms) Pyromania[11]

Condition	70	Shortsword	51
Dodge	70	Roundshield	72
Initiative	69	Dagger	64
Mobility	55	Spear	72
Unarmed	54	Timbercraft	78
Awareness	54	Survival	68
Intrigue	49	Carpentry	41
Ritual	12	Metalcraft	30
Rhetoric	49	Tracking	42
Oratory	24	Foraging	48
Hârníc	64	Weatherlore	38

**Master Charcoaler
Teder of Lamorel (m)**

Hgt 70" Wgt 178lbs Frm Heavy
Cmx Dark Eyes Blue Hair Black

Birth 01/03/695 (Aralius/Feniri)

STR	18	INT	12	EYE	12
END	13	AJR	12	HRG	15
DEX	12	WIL	12	SML	17
AGL	02	MOR	11	TOU	15
SPD	12	COM	15	VOI	12

Religion: Peoni (21 PP)

Scars (thorax) Claustrophobia [07]

Condition	70	Roundshield	56
Dodge	65	Dagger	52
Initiative	61	Spear	64
Mobility	60	Glaive	45
Unarmed	62	Timbercraft	58
Awareness	60	Survival	55
Intrigue	56	Carpentry	44
Ritual	15	Metalcraft	38
Rhetoric	46	Tracking	77
Oratory	36	Foraging	42
Hârníc	62	Weatherlore	30

**Teamster
Liun of Osuer (m)**

Hgt 64" Wgt 123lbs Frm Light
Cmx Dark Eyes Brown Hair Brown

Birth 27/07/694 (Hirin)

STR	09	INT	15	EYE	12
END	16	AJR	10	HRG	18
DEX	14	WIL	15	SML	14
AGL	13	MOR	13	TOU	15
SPD	11	COM	10	VOI	11

Religion: Peoni (14 PP)

Birthmarks

Condition	81	Roundshield	48
Dodge	60	Dagger	56
Initiative	65	Whip	75
Mobility	40	Falchion	48
Unarmed	56	Horsemanship	76
Awareness	78	Horsecraft	59
Intrigue	63	Carpentry	36
Ritual	12		
Rhetoric	62		
Oratory	24		
Hârníc	65		

**Teamster
Khemief of Kidrom (m)**

Hgt 67" Wgt 134lbs Frm Light
Cmx Dark Eyes Greyn Hair Red

Birth 04/05/667 (Ahn/Ang)

STR	13	INT	14	EYE	15
END	16	AJR	09	HRG	12
DEX	18	WIL	11	SML	16
AGL	12	MOR	08	TOU	16
SPD	10	COM	14	VOI	11

Religion: Halea (15 PP)

Condition	70	Shortsword	51
Dodge	60	Whip	61
Initiative	57	Horsemanship	66
Mobility	60	Horsecraft	53
Unarmed	59	Carpentry	52
Awareness	66		
Intrigue	53		
Ritual	14		
Rhetoric	46		
Oratory	26		
Hârníc	62	Gozydan	32

**Master Mercantylor
Teatri of Elnarind (m)**

Hgt 65" Wgt 127lbs Frm Light
Cmx Med. Eyes Brown Hair Brown

Birth 14/03/687 (Feniri)

STR	10	INT	15	EYE	12
END	11	AJR	12	HRG	12
DEX	13	WIL	12	SML	16
AGL	14	MOR	09	TOU	12
SPD	13	COM	11	VOI	12

Religion: Peoni (16 PP)

Allergy: Acrophobia [13]

Condition	70	Shortsword	57
Dodge	70		
Initiative	63	Mineralogy	31
Mobility	65	Jewelcraft	15
Unarmed	36		
Awareness	53	Mathematics	59
Intrigue	59		
Ritual	16		
Rhetoric	69		
Oratory	26	Lakise/sc	76
Hârníc	74	Emela	52

**Captain of the Guard
Indazot of Jezdel (m)**

Hgt 63" Wgt 146lbs Frm Heavy
Cmx Medium Eyes Blue Hair Blonde

Birth 20/06/678 (Nadai)

STR	11	INT	15	EYE	12
END	13	AJR	14	HRG	17
DEX	17	WIL	16	SML	13
AGL	13	MOR	13	TOU	13
SPD	13	COM	07	VOI	13

Religion: Larani (22 PP)

Sterile

Claustrophobia [08]

Condition	70	Riding	45
Dodge	60	Roundshield	89
Initiative	65	Falchion	84
Mobility	40	Shortbow	79
Unarmed	45	Survival	42
Awareness	60	Foraging	42
Intrigue	45	Mineralogy	39
Ritual	14	Mathematics	22
Rhetoric	65	Physician	24
Oratory	38	Hârníc	76

**Guild Elder
Kheuain of Slabe (m)**

Hgt 69" Wgt 157lbs Frm Avrg.
Cmx Med. Eyes Brown Hair Brown

Birth 03/03/649 (Feniri/Aralius)

STR	18	INT	16	EYE	12
END	10	AJR	10	HRG	15
DEX	18	WIL	15	SML	09
AGL	15	MOR	08	TOU	09
SPD	13	COM	15	VOI	13

Religion: Peoni (27 PP)

Parasites Florophobia [04]

Condition	70	Roundshield	36
Dodge	60	Maul	57
Initiative	57	Mineralogy	72
Mobility	60	Engineering	60
Unarmed	71	Carpentry	34
Awareness	48	Metalcraft	38
Intrigue	73	Survival	36
Ritual	17	Foraging	28
Rhetoric	75	Mathematics	29
Oratory	63	Physician	43
Hârníc	75	Law	39

**Ebasethe (Peonian priest)
Taasik of Pasig (m)**

Hgt 68" Wgt 153lbs Frm Avg.
Cmx Fair Eyes Blue Hair Black

Birth 14/10/677 (Skorus)

STR	12	INT	14	EYE	12
END	14	AJR	14	HRG	16
DEX	14	WIL	16	SML	14
AGL	15	MOR	11	TOU	15
SPD	11	COM	13	VOI	18

Religion: Peoni (52 PP)

Parasites Acrophobia [09]

Condition	75	Folklore	66
Dodge	65	Physician	62
Initiative	70	Herblore	39
Mobility	55	Mineralogy	36
Unarmed	42	Agriculture	78
Awareness	56	Rhetoric	61
Intrigue	48	Oratory	76
Ritual	57	Singing	71
Hârníc	76	Lakise/sc	82
Emela	42	Khruni/sc	82

of XXX (f)

Hgt 67" Wgt 134lbs Frm Light
Cmx Fair Eyes Grey Hair Gray

Birth 30/01/673 (Ulandus)

STR	12	INT	16	EYE	15
END	14	AJR	11	HRG	16
DEX	16	WIL	15	SML	12
AGL	12	MOR	10	TOU	14
SPD	08	COM	10	VOI	15

Religion: Halea (21 PP)

Left-handed, Birthmarks

Allergy: Nickel [14]

Condition	70		
Dodge	00		
Initiative	00		
Mobility	00		
Unarmed	00		
Awareness	00		
Intrigue	00		
Ritual	00		
Rhetoric	00	Oratory	00
Hârníc	00		

of XXX (f)

Hgt 67" Wgt 134lbs Frm Light
Cmx Fair Eyes Grey Hair Gray

Birth 30/01/673 (Ulandus)

STR	12	INT	16	EYE	15
END	14	AJR	11	HRG	16
DEX	16	WIL	15	SML	12
AGL	12	MOR	10	TOU	14
SPD	08	COM	10	VOI	15

Religion: Halea (21 PP)

Left-handed, Birthmarks

Allergy: Nickel [14]

Condition	70		
Dodge	00		
Initiative	00		
Mobility	00		
Unarmed	00		
Awareness	00		
Intrigue	00		
Ritual	00		
Rhetoric	00	Oratory	00
Hârníc	00		

of XXX (f)

Hgt 67" Wgt 134lbs Frm Light
Cmx Fair Eyes Grey Hair Gray

Birth 30/01/673 (Ulandus)

STR	12	INT	16	EYE	15
END	14	AJR	11	HRG	16
DEX	16	WIL	15	SML	12
AGL	12	MOR	10	TOU	14
SPD	08	COM	10	VOI	15

Religion: Halea (21 PP)

Left-handed, Birthmarks

Allergy: Nickel [14]

Condition	70		
Dodge	00		
Initiative	00		
Mobility	00		
Unarmed	00		
Awareness	00		
Intrigue	00		
Ritual	00		
Rhetoric	00	Oratory	00
Hârníc	00		

of XXX (f)

Hgt 67" Wgt 134lbs Frm Light
Cmx Fair Eyes Grey Hair Gray

Birth 30/01/673 (Ulandus)

STR	12	INT	16	EYE	15
END	14	AJR	11	HRG	16
DEX	16	WIL	15	SML	12
AGL	12	MOR	10	TOU	14
SPD	08	COM	10	VOI	15

Religion: Halea (21 PP)

Left-handed, Birthmarks

Allergy: Nickel [14]

Condition	70		
Dodge	00		
Initiative	00		
Mobility	00		
Unarmed	00		
Awareness	00		
Intrigue	00		
Ritual	00		
Rhetoric	00	Oratory	00
Hârníc	00		

of XXX (f)

Hgt 67" Wgt 134lbs Frm Light
Cmx Fair Eyes Grey Hair Gray

Birth 30/01/673 (Ulandus)

STR	12	INT	16	EYE	15
END	14	AJR	11	HRG	16
DEX	16	WIL	15	SML	12
AGL	12	MOR	10	TOU	14
SPD	08	COM	10	VOI	15

Religion: Halea (21 PP)

Left-handed, Birthmarks

Allergy: Nickel [14]

Condition	70		
Dodge	00		
Initiative	00		
Mobility	00		
Unarmed	00		
Awareness	00		
Intrigue	00		
Ritual	00		
Rhetoric	00	Oratory	00
Hârníc	00		

