

**LOCATION:** Mineous Hundred,  
Daenshire,  
Kingdom of Kanday  
**STATUS:** Royal Forest  
Liege: Sheriff of Daen

**GOVERNMENT:** Sir Dirithon Murel

**POPULATION:** unknown

*"The pine forest of Mineous has long been the home of Clan Murel, descendants of a legendary half-breed Gozyda chieftain who assisted the Kands to survive during the Theocracy. Sir Dirithon Murel, Lord of Murelno, is the current forest warden and a generous patron of the Charcoalers' Guild. The clan has close familial ties with the Gozyda and often act as intermediaries."* (Kanday 2<sup>nd</sup> Ed., p. 18).

## History

### Codominium

Before the first Jarin settlers arrived around 1000 BT, the area was sporadically visited by Khûzan and Sindarin travellers. With their main settlements in other parts to the west and north of Mineous, only few remnants testify of their former presence.

The area near the Eryn was first settled by the Jarinese Ariathe tribe around 800 BT. The Jarin established small settlements in the river valleys, that provided fertile land, and avoided the dark forests of Mineous.

### Coming of the Gozyda

With the end of the Atani Wars in the 7<sup>th</sup> century BT, western Hârn saw an influx of eastern Hârnîc an Lythian people. But again, the more successful people settled in the river valleys, founding many small, unstable petty kingdoms. The less powerful clans were forced to stay in the less valuable lands, as was the case with the ancestors of the Gozyda people.

### Age of the Foulspawner

Lothrim the Foulspawner (100 – 120 TR), conquered large territories on Hârn. His realm stretched westward to the Mimean Hills, but excluded Mineous. In 110, he brought an alien

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### References

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## MINEOUS FOREST 2

race, the Gargun, to Hârn. After his failure in the Battle of Sirion, these minions gained freedom and spread all over Hârn. While they were a threat to all people, they mainly harassed the tribal, „barbaric“ nations. Their pressure induced a social devolution in the Gozyda people, who adopted cannibalism.

### *Aleathia*

356 TR saw the founding of Aleathia, but even after the northward expansion to the Eryn of 393, Mineous remained out of Alethian control.

### *Corani Empire*

With Emperors Xuakas' death (453 TR) Aleathia became part of the Corani Empire. Edino became the residence of one of the deputy governors of Aleathia Province. The next 20 years saw a huge expansion in the Empire. During the expansion large areas of forest were cleared and several new settlements were built on the northern bank of the River Eryn. Among these was Gemela (472 TR). In 497 TR, Caer Ibonost was erected during the last great castle building era of the Corani Empire. By 500 TR Mineous Trail between Dyrisa and Moleryn, now known as the King's Way, had been blazed and a number of settlements were being built in the area from the Eryn to the ford passing the Mina River. In 508 TR it was decided to build a second bridge over the Eryn at Edino; and to connect Edino to Moleryn via a new Imperial road. The bridge was begun in 510 TR and completed in 512 TR. Upon completion of the bridge the paved road north from Gemela towards the other settlements was begun.

Mindrithar successor stopped the Imperial funding for the Edino-Moleryn road, and over the years the bridge, referred to locally as 'Mindrithars Folly' fell into disrepair.

### *Theocracy of Tekhos*

When the Corani Empire fell and the Forces of the Theocracy crossed the Eryn in 569 TR, the last Governor of Edino, Eladas of Kand, declared his loyalty to their leader and was allowed to maintain possession of Edino Keep, but meanwhile created a small army of refugees and rebels in the Mimea Hills. When Eladas was summoned to Dyrisa in 575 TR, his son Andasin led his clan over the Eryn and burned Edino bridge behind him. This action prevented any significant pursuit from Edino and resulted on the Theocrats appointed to Edino having to return to Dyrisa to cross the Eryn in pursuit. The time delay allowed Andasin and his followers to disappear into the Mimean Hills. Eladas of Kand was executed for Heresy and treason at Dyrisa, his family declared outlaws.



ABANDONED CORANI VILLAGE

Most local residents of Mineous joined the Kandian forces – now led by Andasin – or supported the resistance by providing information, shelter and supplies.

The friendship of clan Kand and a few other Aleathian clans to the Mimeyi-Gozyda allowed Andasin to strengthen his rows with many skilled woodsmen, hunters and trackers. Some of them joined the rebel's forces voluntarily, others after negotiations assuring the Alethian's retreat from Mimeyi territory, once the Theocracy was overcome. Andasin's rebels employed guerrilla hit-and-run tactics to weaken the enemy for more than 13 years.

When the theocrats' power finally ceased and left a chaotic Interregnum, Andasin took the first opportunity to retake Ibonost and proclaimed the Kingdom of Kandy. Ten years later (in 598) Andasin reconquered Edino, and thus started the liberation of Aleathia, finished in 620 by retaking Dyrisa castle.

## Present Situation

*“When he founded Kandy, Andasin [of Kand] swore that the Mimeyi would live in their hills as long as his kingdom stood. His heirs have not always been diligent about upholding the oath, but it has been renewed upon each succession.” (HÄRNMASTER BARBARIAN, GOZYDA I).*

To help this promise, given in return for the Mimeyis' support against the Theocracy, being kept, Andasin I. declared Mineous Forest and Mimea Forest to be royal forest hundreds in 598 TR, by a royal decree known as “*THE IBONOST BULL*“. In tribute to the local settlers' merits – many of them boldly supported the rebellion against the Theocracy – the bull grants special rights to the “*righteous dwellers of Mineous, being them of Mimeyi or other good blood*“. He made the head of Clan Murel – having close blood ties to the Gozyda – Warden of Mineous. This legal status the region has kept ever since.

While Clan Murel has always been a loyal and trusted supporter of the House of Kand, its members always respected and acted in their “barbarian” relatives' best interests. It's mostly Clan Murel's merit, that there is constant peace with the Mimeyi since 598 TR.

Sir Dirithon Murel, the current warden, has strong interests in local economics. He pursues a policy of careful development of his fief's surrounding areas. While supporting wood-related crafts – as lumbercrafters, charcoalers, or apothecaries, he carefully avoids any confrontation with his Gozydan relatives. The warden restricts the business to contracted craftsmen to changing areas near the civilized lands. The warden and his foresters usually tolerate single hermits, hunters and trappers, as long as they keep peace with each other and

the Mimeyi and do not overhunt the area. However, serious infringements of forest law, large groups of settlers, and bands of outlaws will sooner or later attract the attendance of the foresters.

## Forest Law

The *IBONOST BULL* established a unique variant of Forest Law for the Mineous and Mimea Forest Hundreds. It granted special rights to the established inhabitants of Mineous:

Every *Mimeyi* (as such is considered whoever has a *Mimeyi* father) has the right to hunt whatever he or she is pleased. They are fully tax exempt, may treat strangers as they please. They may only be accused at the according Warden's or Sheriff's court of law.

The “*righteous dwellers of Mineous and Mimea*” are entitled “*to stay, as long as their doings don't interfere with Gozydan or Royal interests*“. They have the right “*to assart and farm the land they need to nourish their families, to gather wood, fruits, and weeds as they please, and to hunt all small wild and dangerous beasts. They are exempt from all taxes*“. “*Each righteous dweller may hunt any kind of game needed if he payed an annual fee of two shillings of good silver*“. Traditionally, a “*righteous dweller*” is, whoever has reached the age of 14 years and can prove his descent from a family, that is resident in the area for more than two generations.

All other persons are bound by traditional forest law. They may “*not hunt within the forest, nor remove anything from the woods without the grant of the Warden of the Forest*“. Any offence against these regulations is regarded as a felony and may be prosecuted by the warden or the royal foresters.

The foresters know most of the “*righteous dweller*” by sight – this group counts one some hundred individuals. If a “*righteous dweller*” pays the fee of 2 shillings to one of the royal foresters, he or she receives a special token, as a proof of his/ her right to hunt within the forest. The tokens are small pieces of lead or copper sheet embossed with three roses (being

components of Sir Murel's coat of arms) and a motive changing from year to year. The token is referenced as "Hunter Badge" or "(Jakrez') Double Shilling" by the locals. Every non-Gozydan encountered hunting or trapping within the forest who cannot present a valid token is to be handled as a poacher. Tokens are valid from the 1<sup>st</sup> of Kelen to the 1<sup>st</sup> of Larane in the subsequent year. The tokens are provided by the Warden of Mineous, who also keeps the only stencil used to create the tokens at his residence in Murelno.

Due to the plans of the Warden and the Sheriff to carefully develop the hundred, forest law is usually executed in a mild way. Instead of harsh and immediate punishments, minor offences or infringements are often penalized by fines, confiscation of property carried along and/ or banning the person from the forest.

Even most cases of unlawful settling are tolerated by the foresters after an advice not to offend other regulations, such as poaching, and an assurance to house any visiting forester and pass information on illegal activities to the latter.

In some other cases, the foresters have evicted offenders from their lands and housings and given it to some "*righteous dwellers*" in order to discourage the offender from returning illicitly. If no suitable new proprietor could have been found, housings, crofts and any other installations had been destroyed.

## Geography, Fauna & Flora

Mineous Forest covers an area of 260 square leagues (5,100 km<sup>2</sup>), extending 20 leagues (100 km) in west-east and 16 leagues (64 km) north-south direction.

As most parts of southern Kanday, the area was formed by tectonic elevation and subsequent fluvial erosion of thick strata of submarine sediments, the deeper of them being conglomerated to sandstone or chalk. This pattern is interrupted by occasional volcanic (eruptive or effusive) rocks. These show a higher resistance to erosion and thus form nowadays mountains and hills, which may

reach up to 1,900 feet. Volcanic rocks are also prone to contain various types of ore. Well known deposits in Mineous Forest are the rich lead bearing veins known as "Iben's Lode" and "Daretel's Finding".

The rivers draining the area have cut valleys into the former plateau, which mostly have gently inclining slopes. The riverbeds are mostly between 200 and 500 feet above the sea. The river valleys are separated by undulating low mountain ranges reaching from 300 – 1,800 feet.

The forest can be divided into several regions, based on vegetation and geomorphological structure.

### *The Eryn Woodlands*

The western borderlands of Mineous Forest are characterized by flat meadows and sandy soils. The vegetation shows forms of mixed woodland. 30-80% of the area is covered with mainly deciduous trees (e.g., beech, plane, elm, ash, oak). Grass and brush cover the relative bright ground below. Travelling is fairly easy and these regions are well frequented by foragers and trappers. Between Murelno and Gemela, charcoalers operate several kilns.

The partially boggy shores of Lake Gozar and parts of the banks of the rivers Eryn, Mina, Flaryn, Tagen, Gozaryn and Dreamwater show an adapted vegetation of birches and widows, the slow flowing waters are lined by reeds, water-lilies and other aquatic plants. The primary rivers show slow to moderate current, having wide banks with moderate slopes. Precipitation is frequent, so that the rivers are filled round the year. Also, floodings are seldom and not too severe. Travellers usually pass these areas by canoes or small boats.

Small, sandy areas are sprinkled all about the landscape, usually covered by grass and heath. The earth of the Eryn Valley is somewhat sandy and just below average quality regarding agriculture.

Occasional rocky outcrops near the river have been in early use as naturally fortified



places. The most impressive of these formations are the “Old Death”, “The Grey Rocks” and the outcrop bearing the royal castle of Dyrisa.

The alluvial forests and nearby areas are densely inhabited by an abundance of animals: fishes, insects, reptiles, amphibians, various specimen of birds, but also large animal like aurochs, deers, stags, and rodents as beavers or rabbits. There are also predators, like bears, wolves, or lynxes.

### ***The Blackwoods***

The area in the centre of Mineous Forest, surrounding Lake Kaloun, is known under the name “Blackwoods”. The Blackwoods reach up to some hundred yards south of the Mineous Trail in the north, in the east and the south to the Mino River and Lake Mineous, in the west to the Vald River.

The wood is denser and darker in the Blackwoods than in all other parts of the forest. Conifers (mostly pine, supplemented by yews) form the dark heart of Mineous Forest. Thorny scrubs, high ferns and thick moss cover the ground.

Compared to the other parts of the Forest, the Blackwoods are relative quite. The fauna is less speciose, especially large animals and birds seem to avoid the area. A specialty of this area are the anthills, which are built by millions of large, red ants, and reach enormous heights of about 6 feet. Most humans avoid the Blackwoods. Even experienced rangers usually avoid the Blackwoods or restrict themselves to its boundary areas.

### ***The Mimea Hills***

The south-eastern area of Mineous Forest is occupied by the foothills of the Mimea Hills, reaching up to an average height of 950 feet above the sea. The hills are mostly covered by mixed wood. The Mimea Hills are the primary tribal range of the Mimeyi Gozyda. Though they accept the presence of royal hunting parties and the royal foresters, the Mimeyi strongly discourage exploration of their territory. On first occasion, trespassers will

usually be guided from tribal lands. Unteachable and recurrent offenders will be treated less gently.

### ***The Douwa & Yaelon Downs***

The very north-eastern corner of the region is dominated by the foothills of the Douwna Hills, a heath lying on top of an extensive karst formation. The hills climb to heights of up to 1,630 feet (Mt. Desin) and provide steep cliffs, sinkholes, gullies, caves and underground streams. The rough surface of the Downs gives shelter to shy and nocturnal animals, among them deers and wild goats, but also large predators, and to several outlaws from Mirwyn and Yedarn Hundred. Near the shore of Lake Mora, hot sulphurous springs seep through the porous ground. This place, known as Balek, was an Agrikan sanctum in old times, and the ruins of the razed temple stilbl today have a bad reputation.

Much like the Douwa Dows are the Yaelen Downs, the westernmost foothills of the Mimea Hills, except that there are no hot springs and they are nearly free of human settlers.

### ***The Yaelon Basin***

The southern border of Mineous hundred is dominated by an interesting geographic formation, called the Yaelon Basin. It is a large depression with a diameter of almost 2.5 leagues (10 km). The surrounding area drops for several hundred feet. The bottom of the basin is slightly undulating and mostly covered by open grassland and scrubs, scarcely interspersed with birches and other undemanding trees. Animals, even insects, seen to be rare here. Streams from the northern ridges feed a lake with brown and clear water. The bottomless waters of Yaelon Mirror never freeze and have a bad reputation. The lake is drains into the Upine river, that flows through the southern terminus of the basin towards the Eryn.

### ***The Marshland***

The Teb and Mimealen Rivers are bordered by marshes and bogs. Birks, willows and crippled shrubs colonize the less swampy



areas, while shagnum moss and grass cover the deceptive bogs. Large amounts of waterfowl breed on small islands and floating reed nests. The marshland is largely uninhabited, but some hunters prey on the birds from small boats and canoes.

### ***Mixed Forest***

The rest of the area is covered by mixed woods, similar to those as found elsewhere throughout southern Hârn, but interspersed with extensive spots of dense pine growth.

Near the Eryn, Iben and Sweetwater rivers, forest aisles lead the way to abandoned or still used camps of timberwrights and charcoalers. The camps often have direct access to a waterway allowing to raft logs and charcoal downstream to a more central lumberyard. From there, the products will be hauled to the

next settlement or mine. The craftsmen usually operate as teams of 4 to 8 men.

## **Inhabitants**

### **Humans**

Though only sparsely settled, Mineous Forest is the home to some hundred human persons, who can be distinguished into three groups:

#### **Runaway Serfs and Outlaws**

On the border of civilization and with only slight control by the noble government, Mineous Forest attracts runaway serfs, hoping for a better life in freedom, and outlaws, hiding from prosecution by the authorities.

While the former serfs tend to clear small areas of wood and try to farm it, either on their own (hermitages) or together with others (hamlets), the outlaws tend to group together in bands and raid nearby settlements, hermitages and tribal camps.

#### **Hermits and Wood-Dwellers**

Several people living at the outskirts of the forest make their lives from the wood and its products. Trappers set traps for foxes, weasels, beavers and other fur bearing animals. Hunters bag for game (deers, boars, goose) and for Ivashu, bears and beasts of prey for the Pamesani arenas of Tharda. Resin, tan, wax and honey of wild bees and rare medical plants are collected by tanners, apothecaries, arcane scholars and simple peasants.

All these evade the risk of being caught by the royal foresters by avoiding the royal hunting lodges and other well patrolled areas.

#### **Gozyda Barbarians**

The Mimeyi-Gozyda are the native population in the eastern part of the forest. Their tribal ranges include the Teb-Marshes and the Mimea Hills to both sides of the Mimealen River. The Gozyda are known for being amoral cannibals with little respect for weaker, as children, women or the elder. Since Andasin II., who fled into the Mimea Hills

during the Theocracy of Tekhos, the Mimeyi-Gozyda are loosely allied with the House of Kand. They also absorbed refugees and outlaws from Kandy and Tharda and adopted some basics of their technology. One of the most advanced Mimeyi tribes has settled down at the Vallon River on the western outskirts of the Mimea Hills (see *GOYEZED*). The Warden of Mineous Forest, Sir Dirithon of Murel, is good friends with the local Gozydan clans, as Gozydan blood runs through his veins.

## Gargun

The Hârníc orcs have a hard stand in Mineous Forest. Within the Blackwoods, they are hunted by Kaloun and her servants, and the Gozyda fiercely defend their tribal ranges within the Mimea Hills. Their western and northern approach is hindered by the densely populated valleys of the Thard and Eryn rivers. The result of these circumstances is, that Gargun by now haven't been able to colonize Mineous Forest.

## Ivashu

There are relative few of the most common Ivashu types in Mineous Forest. The Nolah (Hârníc Troll) appears sporadically in the forest and is the greatest threat to the traveler.

Three other Ivashu species are common within the Teb-Marshes and in the the lakes, namely the Miuracu (Swamp Stalker), the Hygith (Barer of Bones) and the Ergath (Craven Fisher). While the first two species might harm thoughtless humanoids, the latter has been reported of helping those in danger.

Within the Blackwoods, several rare or even unique Ivashu have been observed by rangers, hunters and trappers. Occasionally, an Ivashu has been sighted within the outskirts of the forest.

## Places of Interest

### Roads

#### Mineous Trail/ King's Way

The King's Way starts at *XERLE* on the east bank of the Eryn, Dyrisa's bridgehead. It first follows Moleryn Road and forks eastwards at *NEDAR*. After the next settlement, *USDAR*, the trail continues through wilderness. Along the way, the crumbling and overgrown remnants of two small manors testify to the Corani plans to settle the bordering lands. Herders may be seen tending for sheep near the trail.

For 5 leagues from Usdar, the way is regularly travelled by Peonian pilgrims on their way Forute Monastery. This changes at *CEDREDAR'S SHRINE*, a small shrine dedicated to a Peonian martyr, that is well maintained by the passing pilgrims, who traditionally clean it and place small donations into the surrounding bushes, trees and along the way. The well-trodded pilgrim's way forks south to *FORUTE MONASTERY* at this point. It is a day's journey from Dyrisa to Forute.

The King's Way proceeds in south-eastern direction, reaching *DESINA FORD* after two leagues. From here, travellers can change to a narrow trail along the Desina northwards to Maerlith and the Douwa Downs. Desina River marks the western border of Mineous Forest. After entering Mineous Forest, the way runs along the northern shore of the Mina River, until it crosses the river at a shallow ford, five leagues upstream.

After passing *MINA FORD*, the King's Way ascends westwards and reaches the watershed between Mina, and Joulryn River, circumventing Mount Kinas. After 5 leagues to the east, it turn in south-eastern direction and reaches and fords *MINO RIVER* after three and a half leagues.

The way then follows the Mino downstream, passes Lake Eseolanth and finally reaches the Mineous Hundred's eastern border at *DARENTEL'S FINDING* Mines, a first outpost of civilization. It takes the traveller 3-4 days from Cedredar's Shire to Darentel's Finding.

From here, the King's Way continuous in north-eastern direction, passes *HOLDIR* manor and *REKEL* and finally reaches *IBONOST* in less than a day.

Travelling the complete route from Dyrisa to Ibonost takes the average traveller around 5 days, almost 4 of these within the wilderness of Mineous Forest. While peddlers and trappers may be found travelling the King's Way alone, merchants prefer some more safety. Those who do not dare to travel alone and afford to hire mercenaries for their protection, usually travel in small groups. Most of these small caravans are formed spontaneously at Dyrisa or Ibonost. From spring to early autumn, there are 1-2 of these travelling parties per tenday.

From Xerle to Forute, and from Ibonost to Darentel's Finding the King's Way is suitable for all kinds of transport, including waggons. Between Cedredar's Shrine and Darentel's Finding, two-wheeled carts can be used, but may get stuck in case of bad weather conditions – especially where the trail follows the courses of the Mina and Mino rivers.

### Moleryn Road

A short part of the Ibonost-Moleryn Road between Stymon and the Thardian-Kandian border – less than a league – passes the north-eastern tip of Mineous Forest. Traffic is scarce, but the road is well patrolled by knights of the Checkered Shield and the Constable of Ibonost. The Royal Foresters take little interest in this part of the hundred. The road is suitable even to waggon transports.

## Settlements

### Murelno

Located on both sides of the River Eryn, and with a population of 218 residents,

Murelno is the largest and most important settlement of the hundred. Until 720 TR, the village used to be the only established fief in Mineous Hundred. It is the manorial seat of Sir Dirithol Murel, Warden of Mineous Forest. The warden is a competent, open-minded, and interested in economics.

As part of his plans developing his manor and the hundred, he built a jetty on the eastern bank of the Eryn and co-financed the establishment of an Inn in order to provide save harbour and overnight stay for the passing River traffic. In addition, he is trying to attract guilded tradesmen to his manor and is known as a generous sponsor of the Charcoalers' Guild's interests.

He also has plans for the developing of his manor's hinterland. A great political success was the recent foundation of a new manorial fief, Pagel, in 720 TR, which was granted to his adopted son, Sir Rembold Murel.

The village and its craftsmen (miller, metalsmith, woodcrafter, bowyer, apothecary) provide the inhabitants of wide parts of the western hundred with trade goods and services. Some regular visitors also seek the attendance of the local Ebasethe (Peonian priest).

At Murelno, travellers (without horse) can set over the Eryn on a rowing boat or raft at a modest fare.

*MURELNO IS DESCRIBED IN A SEPARATE ARTICLE.*

### Pagel

Pagel is a small hamlet that gives home to a handful of runaway serfs and outlaws. A self-appointed “captain” ruled the settlement from a fortified manor house. Since the Warden's foresters spot the hamlet in 714 TR, the inhabitants were forced to pay “dues” to the men. In 720 TR, Sir Rembold of Murel reported the presence of the Hamlet to the Sheriff of Daen, who – on Sir Dirithon's advice – created a new manorial fief of 1.600 acres and granted it to Sir Rembold Murel. Now, Sir Rembold is about to establish his governance over his new fief. Attracting additional settlers and craftsmen to farm the land, use the wood's



resources, and help bringing the established inhabitants will play a major role in this. By now, Sir Rembold relies on the support of his father's men and his friends from Murelno.

*PAGEL IS DESCRIBED IN A SEPARATE ARTICLE.*

## Gurian

Gurian is a nest of brigands, who irregularly raided travellers on the Mineous Trail (known as "King's Way" nowadays) in the Kandian Teba hundred and within the Thardic Eidel Province. In 718, they made an arrangement with Paol of Uladar, guildmaster of the Ibonost Lia-Kavair. He obtained the king's permission to inspect all cargoes travelling the King's Way, as a kind of tax inspector. Paol passes information on low risk/ high revenue travellers on the King's Way and impending patrols of the Ibonost forces to the bandits. Goods taken from travellers are fenced by Paol's brother in Eidru. When the king is in Ibonost, some bandits move to Ibonost to find suitable victims amongst the king's petitioners. Between the raids, the inhabitants make their livings by poaching, and foraging nuts and berries in the forest. One brigand recently started to grow some crops on the nearby fields.

The proximity to the Kandian-Thardic border gives a relative high security to the robbers, who just have to cross the borderline to get out of range of their prosecutors.

Although Gurian is quite far from the regular Gozyda ranges, the brigands built their homes on an steep elevation overlooking the loop of a small stream and additionally fortified the accessible sides with a simple palisade.

*GURIAN IS DESCRIBED IN A SEPARATE ARTICLE.*

## Goyezed

The population of this unique community originally stems from a small family band of Mimeyi-Gozydan and Corani refugees that mixed up during the time of the Theocracy of Tekhos.

Today, the Gozydan bloodline dominates the hamlet called "*Goyezed*" (meaning "*location of the men*" in Mimeyi dialect), that developed just inside the Gozydan tribal range, covering the Mimea Hills.

Since the foundation of Kanday, the development of the settlement has been supported by the Wardens of Mineous Forest, whose Gozydan relatives play key roles in Goyezed.

*GOYEZED IS DESCRIBED IN A SEPARATE ARTICLE.*

## Maerlith

Located on the border of the Douwa Downs, Maerlith was founded in 631 TR by Kaled of Khenoum, a Peonian priest from Forute Monastery, to provide shelter to refugees who fled into Mineous Forest. The monks persuaded the Warden of Mineous to tolerate the settlement, as an act of charity.

Today, Maerlith has nearly 500 acres of arable lands and supports 19 families. The inhabitants still stand under the guidance and protection of the monks of Forute. Two of them, Ebasethe Maerlon of Habal and Ebasethe Volpen Delourne, lead the small community at Maerlith. The abbey of Forute has a reputation of forthbringing skilled colonists, and so the two Ebasethes not only support the residents at Maerlith in spiritual matters, but also in as mundane as clearing the woods and farming the land, breeding cattle, or keeping bees.

Their Pelana (abbot) has occasionally petitioned the Sheriff of Daen to make Maerlith an ecclesiastical manor, but those requests were "politely deferred".

*MAERLITH IS DESCRIBED IN A SEPARATE ARTICLE.*

## Hunting Lodges

Hunting lodges are spread throughout the area (with exception from the Blackwoods). They are intended to provide shelter for royal hunting parties and to the foresters while patrolling the area. Some are permanently inhabited throughout the year, some are regularly visited, others are seldom used.

## Songeon Lodge

(LOCAL MAP OF SONGEON HUT)

TO BE DONE.

Songeon Lodge is located at the confluence of Mina and Kina River, two leagues off Mineous Trail (the King's Way). Due to its proximity to his manorial seat at Gemela and to the Mineous Trail, Songeon Lodge is a favoured place for visits by Sir Arino of Delourne, the Warden of Mimea Forest, when on his way into his forest. The Lodge is permanently inhabited by Kaliz (27), Sir Dirithon Murel's grandnephew and falconer, and his family – wife Esana of Calenir (22), son Kirgiz (2), daughter Jannes (5). Kaliz adopted Peonism and was baptized prior to the marriage with Calenir. The falconer also cares for the Warden's kennel-boy, Hagoz, a 16 year old Gozydan who was orphaned at the age of nine. Kaliz collects information on Sir Arino's whereabouts and intentions for his master.

## Flat Hill Lodge

(LOCAL MAP OF FLAT HILL LODGE)

TO BE DONE.

This lodge is located on a gently sloped hill overlooking a basin surrounded by the Mimea Hills and the Mimealen Marshes in the easternmost part of Mineous Forest. Located in vincent proximity to the border of Mimean Forest, the lodge is frequently visited by King Andasin IV and his huntsman during hunting trips to the Mimea Hills, his favourite hunting preserve. This makes the hut another interesting stop for the ambitious Sir Arino of Delourne, who courts the King at all occasions.

### Yaelon Hut Lodge (Eeron)

The most related lodge near the southern border of Mineous Forest to Aleur Forest lies at the shore of Yaelon Mirror, a lake known for its calm winds and plain surface, mirroring the full Yael each Yaelah. The hut is seldom visited by the Warden or his foresters and is in urgent need of repair.

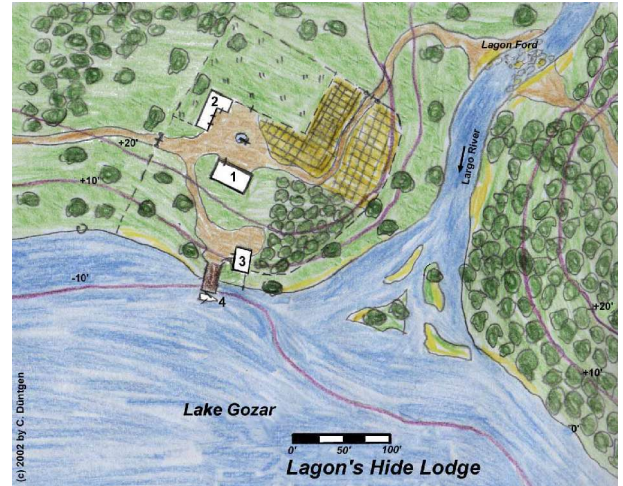
(LOCAL MAP OF YAELOH HUT)  
TO BE DONE.

### Lagon's Hide Lodge

Lagon's Hut is permanently inhabited by Jankez of Lagon (44) and his family. The Lodge is located atop a flat hill at the confluence of the Largo River at the northern shore of Lake Gozar. A garden, a stable and a boathouse, downhill at the shore, complete the estate. The lodge was founded as a hidden base for his rebels by Eladas of Kand in 570 TR.

Jankez and his son Lebol are Royal Foresters in the service of Sir Dirithon of Murel, the Warden of Mineous Forest. Their primary duty is to patrol the south-west quarter of the forest and to guide royal hunting parties through their part of the woods. They receive monthly apanages of 96d for their service. Jankez grandfather Lagon was a Mimeyi-Gozyda hunter, who owed a debt of honour to Andasin I, who once saved his live. He choose to join Andasin's rebel forces and finally was asked to maintain the lodge. He agreed and settled down, thus establishing a clan of royal foresters: He adopted the clan name Lagon. His office has passed on to his son and further to his grandson.

Jankez feeds his family with game, fish from the lake and self grown vegetable from the garden. Grain is obtained from the miller at Murelno Manor.



### Lagon's Hide – Map Key

**1 HUNTING LODGE.** A massive log cabin, with a fireplace. Between the occasional visits of noble hunting parties, the hut is used by Jankez and his family: his second wife Sabel of Wagel (22), three sons (21, 9 and 4) and two daughters (16 and 8).

The oldest boy, Lebol, was married with Warun of Nirendel, the 18 year old daughter of Dermier of Nirendel [see „GEMELA“], last autumn just after Jankez convinced Sir Dirithon Murel to take Lebol on his service as a Royal Forester.

**2 STABLE AND BARN.** The building provides space for up to eight horses. The loft is used as a storage for hay, straw and fodder – and during the presence of noble guests as the living-room for Jankez and his family.

**3 BOATHOUSE.** A shed with an open front that holds up to two rowing boats and three canoes.

— **JETTY.** The wooden jetty is used for hunting trips by boat along the shores of Lake Gozar and for fishing.

— **LAGON'S TRAIL.** The trail reaches westwards to the outflow of the Gozaryn. After 200 yards, it passes a field and becomes more and more to what seems to be a natural wild pass. Eastwards, the way soon fades away into several minor paths into various directions.

## Mines

### Iben's Lode Lead Mine

The Miner's Guild has sponsored several surveys within the area of Mineous Forest, but only one exploitable ore deposit was found: a vein system containing lodes with rich lead ore was found at a sharp ridge above the Iben River in 618 TR by Galendelm of Chadaz, a prospector from Chison.

The mine's constant demand for wood, both for mine timbering and fuel for the smelteries, has left large deforested areas surrounding the settlement.

Since opencast mining reached its limits and due to the high quality of the ores, the miners arranged to surpass the Melderyn embargo and bring in Sebellah of Thirceene, a female Trierzon hydro engineer, who constructed pumping machines. These enabled the miners to sink shafts below the bottom of the valley and so they started deep mining some years ago. This made Iben's lode one of the technically most advanced mines on Hârn. The miners employ several mercenaries to defend their installations and transports against raids from brigands and barbarians.

The present guildmaster is Arman of Oxiade.

*IBEN'S LODE MINE IS DESCRIBED IN A SEPARATE ARTICLE.*

## Hermitages

### Dethelri's Hut

On a hill overlooking the Sweetwater valley, an observing eay may spot a small log cabin, almost hidden between a group of old trees. This is the home of Dethelri, the "Silent Ranger".

Dethelri of Kifin is a Sindar from Shava Forest, who settled down in Mineous Forest for unknown reason. For at least 200 years, the strange ranger is known to the civilized



DETHELRI OF KIFIN

settlements and to the tribal Gozyda around Mineous Forest. He sporadically occurs in the villages and sometimes he can be persuaded to guide travellers through the forest. He is known to be the only one, who walks the "Blackwoods", a territory within the heart of the forest and home to Kaloun, a terrible giant. He has also been reported to have saved several travellers on the Mineous Trail from various dangers.



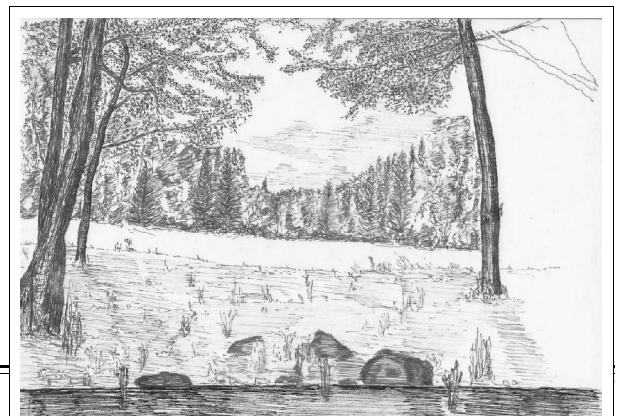
**Jostuex' Hut (Eeron)**

Near the Kandian-Thardic border, a young woman – apparently in her thirties – lives in a hut midst the wild wood. The location of her hut is well known to the inhabitants of the nearby Thardic villages, who sometimes seek the advice of “The Witch”. Actually, Jostuex is much older than it seems – she is a 103 year old skilled psionic and also wilds some

magical powers. She has an adopted daughter of 23 years, whom she teaches in her arcane arts and refers to as her sister Janith. Though feared by the people, Jostuex is a friendly and hearty woman. She lives from her clients' gifts and the fruits and vegetables raised in her croft. Around her hut, herbalists may find various rare plants, most have some medicinal or arcane value. There are also several Pvaric sancti scattered around her dwelling

***Other Places*****Silent Glade**

Located in the woodland near the spring of Dreamwater River, a nearly circular glade lies within a small beech and oak wood. No shrubs



overgrow the clearing and animals seem to avoid to enter the open place.

Visitors who camped on the glade, reported of strange visions and dreams, especially in Yaelmor (new moon, the 1<sup>st</sup> of each month) and Yelah (full moon, the 15<sup>th</sup> of each month) nights.

Ilmiri can be recognized by highly aware visitors, pointing to the proximity of this place to the presence of their creator, the god Siem.

Silent Glade is a Barasi-Point (or Taur-Im-Aina), with a strong connection to the Blessed Realm (at Yelah) and to Yashain (at Yaelmor).

## The Old Death

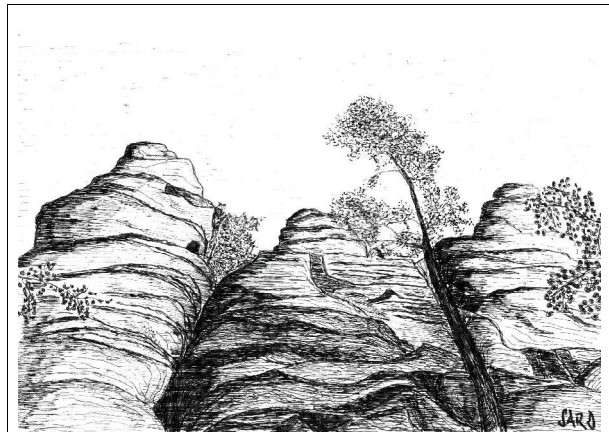
This monolithical limestone formation is located almost 5 leagues north west of the Eryn. It towers 80 feet over the surrounding forest. Its summit is deemed a haunted place by the local Gozydan people, who occasionally visit the rock to sacrifice game or even humans.

*(THE OLD DEATH CAN BE USED AS AN ALTERNATE LOCATION FOR DEMON ROCK/KRAZMA'S FORGE. SEE 1000 BUSHELS OF RYE ADVENTURE MODULE)*

## The Grey Rock

Circa six hours south-east from Murelno, downstream the Eryn, 90 feet high rock needles can be seen quarter a league hill upwards north bank. They provide a landmark for river traffic on the Eryn and have a bad reputation as a shelter of refuges and brigands. Scholars may know about the remnants of old civilizations, that can be found in the rocks' caves.

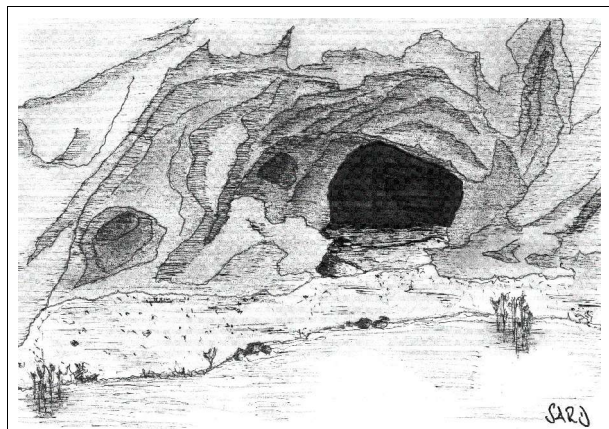
*THE GREY ROCK IS DESCRIBED IN A SEPARATE ARTICLE.*



GREY ROCK

## Kaloun's Cave

On the border of Lake Kaloun, in the centre of the “Blackwoods”, the enchanted heart of the forest, lives the one who gave her name to the lake – Kaloun the Giant. Kaloun is one of the last female giants. She has lived in the forest from times than even the Gozydan legends can't recall. Kaloun claims the part of the forest known as the “Blackwoods”, as her private territory. Intruders are said to disappear



KALOUN'S CAVE

– or even worse. The Gozyda learned not to disturb the “wicked woman of the wood” and deem the Blackwoods taboo. Swarming gargun, who occasionally have entered this area obviously didn't succeed with the colonization. The only mortal who is reported to – repeatedly – have crossed the Blackwoods unharmed is Dethelri the Ranger.

Kaloun is capable of shape shifting and often appears as a giant she-bear, accompanied by a pack of giant wolves. She lives with her

“family” in a cave at the shore of lake Kaloun, that also has a Barasi-Point.

sized gems, an other of coffers of gold and silver or enchanted items.

Her cave is said to contain a hoard, one story speaks of an entire wall covered by fist

## **Falconer Kaliz (m)**

HGT 63" WGT 146lbs FRM HEAVY  
CMX DARK EYES BROWN HAIR BLACK

BIRTH 16/09/671 (TAI)

STR 17	INT 16	EYE 16
END 16	AJR 11	HRG 14
DEX 13	WIL 10	SML 12
AGL 13	MOR 09	TOU 15
SPD 11	COM 15	VOI 15

Religion: Peoni (21 PP)  
Oyninath (15 PP)

Condition	70	Roundshield	56
Dodge	65	Javelin	56
Initiative	63	Knife	56
Mobility	55	Riding	24
Unarmed	42	Hideworking	29
Awareness	61	Dogcraft	62
Intrigue	00	Falconcraft	78
Ritual	15	Pigcraft	52
Hârníc	58	Agriculture	56
Gozydan	68		

## **Kennelboy Hagoz (m)**

HGT 70" WGT 146lbs FRM LIGHT  
CMX DARK EYES BROWN HAIR BLACK

BIRTH 13/04/678 (AHNU)

STR 11	INT 16	EYE 15
END 12	AJR 15	HRG 13
DEX 09	WIL 14	SML 11
AGL 17	MOR 11	TOU 15
SPD 14	COM 13	VOI 13

Religion: Oyinath (20 PP)  
Yael/Lunaphobia [10]

Condition	65	Roundshield	40
Dodge	85	Javelin	40
Initiative	66	Dagger	44
Mobility	70	Horsecraft	45
Unarmed	36	Wolfcraft	60
Awareness	52	Dogcraft	64
Intrigue	45	Goatcraft	45
Ritual	14	Pigcraft	41
Hârníc	65	Agriculture	43
Gozydan	65		

## **Farmer Esana of Calenir (f)**

HGT 64" WGT 123lbs FRM AVERAGE  
CMX FAIR EYES BROWN HAIR BROWN

BIRTH 04/09/698 (TAI-TARAE)

STR 09	INT 14	EYE 14
END 13	AJR 13	HRG 15
DEX 17	WIL 13	SML 14
AGL 21	MOR 12	TOU 13
SPD 17	COM 10	VOI 14

Religion: Peoni (21 PP)  
Left-Handed, Double Jointed (legs)  
Allergy: Rasakile [09]

Condition	65	Sling	86
Dodge	105	Knife	56
Initiative	81		
Mobility	85	Cookery	63
Unarmed	48	Brewing	54
Awareness	64	Herblore	37
Intrigue	45	Pigcraft	58
Ritual	15	Chickencraft	69
Hârníc	64	Agriculture	67

SONGEON LODGE – NSCs.

# MINEOUS FOREST 16

## Sindar Ranger Dethelri of Kifin (m)

HGT 62" WGT 117lbs FRM LIGHT  
CMX FAIR EYES GREY HAIR BLONDE

BIRTH 26/06/167 (NADAI)

STR 14	INT 15	EYE 12
END 16	AJR 17	HRG 17
DEX 15	WIL 17	SML 14
AGL 20	MOR 12	TOU 15
SPD 16	COM 13	VOI 14

Religion: Siem (14 PP)  
Sterile

Condition 80	Keltan 51
Dodge 100	Spear 45
Initiative 84	Hardbow 94
Mobility 80	Roundshield 91
Unarmed 48	Longknife 87
Awareness 56	Stealth 68
Intrigue 48	Tracking 56
Ritual 14	Survival 60
Hârníc 64	Foraging 42
Sindarin 66	Weatherlore 42
Gozyda 64	Fletching 32
	Hideworking 30
Negation 71	Mental Bolt 67
Sensitivity 94	Transference 84
Telepathy 81	Medium 98

## Witch Jostuex (f)

HGT 63" WGT 120lbs FRM LIGHT  
CMX DARK EYES BROWN HAIR BROWN

BIRTH 08/08/617 (TARAE)

STR 10	INT 14	EYE 14
END 15	AJR 19	HRG 17
DEX 13	WIL 12	SML 18
AGL 15	MOR 11	TOU 09
SPD 13	COM 14	VOI 15

Religion: Peoni (21 PP)

Insomnia [18]

Condition 70	Knife 61
Dodge 75	Stealth 53
Initiative 68	Lovecraft 86
Mobility 65	Rhetoric 45
Unarmed 39	Singing 69
Awareness 72	Foraging 86
Intrigue 48	Survival 73
Ritual 16	Chickencraft 94
Hârníc 93	Agriculture 68
Gozyda 73	Folklore 93
Alchemy 85	Mathematics 34
Herbloré 114	Drawing 56
Physician 89	Astrology 73

Tarotry 96

### Psionics

Prescience 98	Clairvoyance 102
Telepathy 68	Medium 97
Pyrokinesis 72	Telekinesis 91
Mental Bolt 76	Healing 84
Hex 59	

### Pvaric Magic

Savorya 106	Lyahvi 74
Odivshe 83	Peleahn 62
	Neutral 96

*Jostuex has mastered the usual convocational and neutral spells (Focus, Sanctum, etc.).*

*She has developed several own spells, mainly regarding communication, conjuring and control of elemental entities and living beings.*

*Some of these spells require complex preparations.*

## Deserted Corani Villages

Alongside the projected Corani road, the remnants of

## Characters

Sir Dirithon Murel, Warden of Mineous Forest,  
Lord of Murelno  
Jankez of Lagon, Royal Forester  
Lebol of Lagon, Royal Forester  
Sabel of Wagel, Farmer

Sir Rembold Murel, Lord of Pagel  
Serolan XXX, Venric Abbey  
Reblena XXX, Lebenil Chapterhouse  
Sir Arino Delourne, Warden of Mimea Forest,

## Lord of Gemela

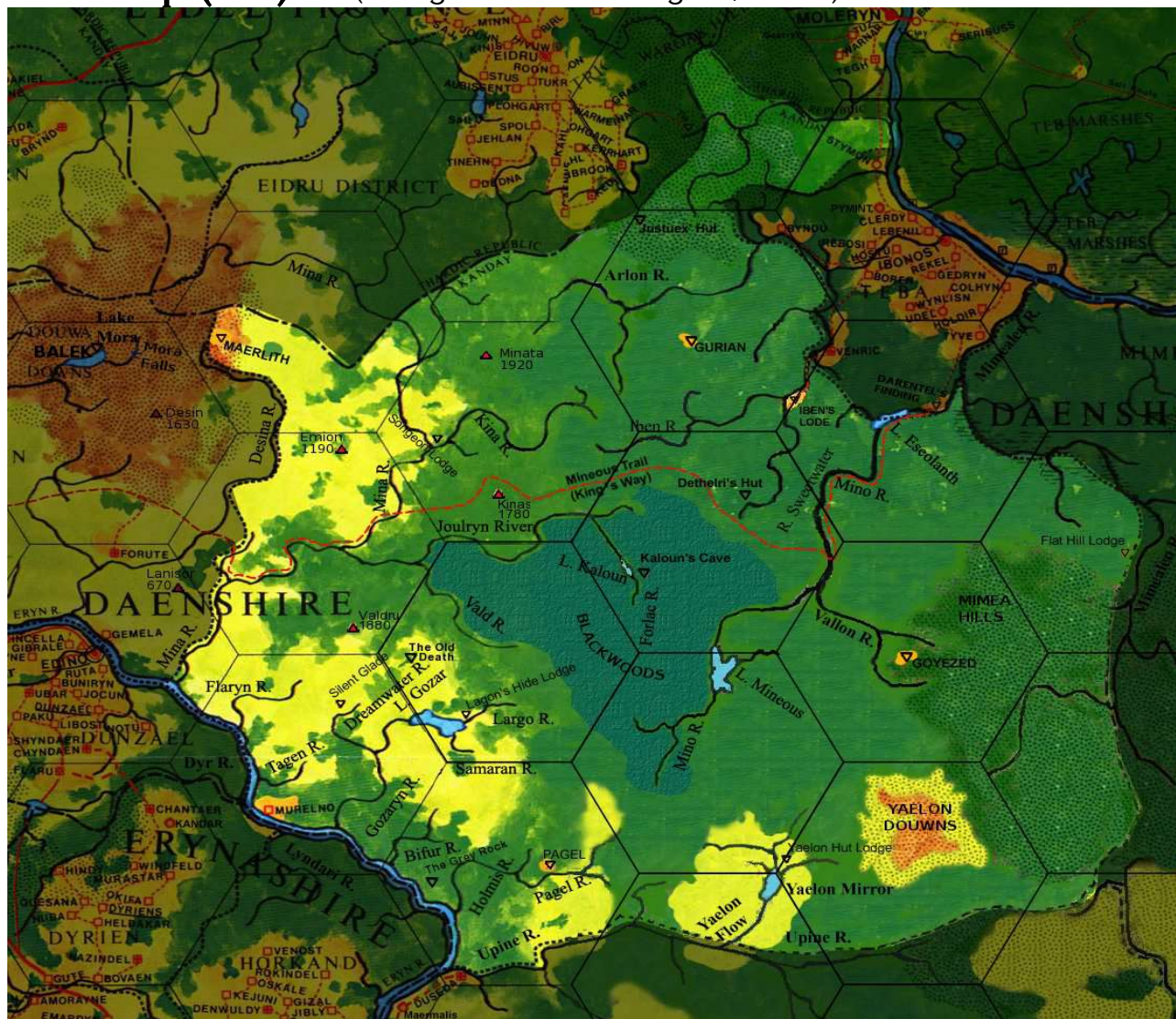
Arman of Oxiade, Miners' Gulidmaster  
Eveadan of Zaben, Miners' Woodmaster  
Ebasethe Maerlon of Habal and Ebasethe  
Volpen Delourne, Maerlith  
Charcoaler XXX  
Dethelri of Kifin, Sindarin Ranger  
Justuex, Pagan Witch  
Kaloun, Shapeshifting Giant





# MINEOUS FOREST 18

## Area Map (GM) (1 hexgrid = 5 Hârn leagues / 20 km)



*Mineous Forest Hundred, based upon Maps from the **KANDAY**, **KANDAY 2<sup>ND</sup> EDITION**, **HÂRNWORLD**, and **THARDA** modules. Hex fields have diametres of 5 leagues (20 km) each, which almost equals an average day's march.*

# NPC-Stats

## LAGON'S HIDE LODGE – NSCs.

### Royal Forester Jankez of Lagon (m)

HGT 72" WGT 188lbs FRM AVERAGE  
CMX FAIR EYES BROWN HAIR BROWN

BIRTH 26/03/676 (FENIRI)

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

Religion: Ozyda (17 PP)  
Birthmarks  
Phenophobia [07]

Condition 55 Roundshield 76  
Dodge 70 Javelin 86  
Initiative 62 Shortbow 78  
Mobility 55 Survival 72  
Unarmed 39 Foraging 42  
Awareness 56 Weatherlore 42  
Intrigue 39 Fletching 30  
Ritual 14 Dogcraft 49  
Hârníc 61 Agriculture 63  
Gozydan 61 Tracking 56  
Stealth 52

### Royal Forester Lebol of Lagon (m)

HGT 70" WGT 146lbs FRM AVERAGE  
CMX FAIR EYES BROWN HAIR BLONDE

BIRTH 06/03/699 (FENIRI)

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

Religion: Peoni (12 PP)  
Double Jointed (arms)  
Aphasia [10]

Condition 70 Roundshield 67  
Dodge 70 Javelin 74  
Initiative 71 Longbow 74  
Mobility 65 Survival 56  
Unarmed 42 Tracking 52  
Awareness 62 Stealth 52  
Intrigue 42 Hideworking 38  
Ritual 12 Dogcraft 39  
Hârníc 64 Agriculture 39  
Gozydan 64 Hex 15

### Farmer Sabel of Wagel (f)

HGT 64" WGT 137lbs FRM AVERAGE  
CMX MEDIUM EYES BLUE HAIR BLONDE

BIRTH 18/10/698 (SKORUS)

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

Religion: Peoni (17 PP)

Genophobia [07]

Condition 75 Staff 52  
Dodge 65 Knife 59  
Initiative 66 Cattlecraft 56  
Mobility 50 Brewing 49  
Unarmed 42 Cookery 64  
Awareness 52 Alchemy 17  
Intrigue 39 Hideworking 56  
Ritual 13 Textilecraft 67  
Hârníc 84 Agriculture 42  
Gozydan 61

### Falconer Kaliz (m)

HGT 63" WGT 146lbs FRM HEAVY  
CMX DARK EYES BROWN HAIR BLACK

BIRTH 16/09/671 (TAI)

STR 17 INT 16 EYE 16  
END 16 AQR 11 HRG 14  
DEX 13 WIL 10 SML 12  
AGL 13 MOR 09 TOU 15  
SPD 11 COM 15 VOI 15

Religion: Peoni (21 PP)  
Oyninath (15 PP)

Condition 70 Roundshield 56  
Dodge 65 Javelin 56  
Initiative 63 Knife 56  
Mobility 55 Riding 24  
Unarmed 42 Hideworking 29  
Awareness 61 Dogcraft 62  
Intrigue 00 Falconcraft 78  
Ritual 15 Pigcraft 52  
Hârníc 58 Agriculture 56  
Gozydan 68

### Kennelboy Hagoz (m)

HGT 70" WGT 146lbs FRM LIGHT  
CMX DARK EYES BROWN HAIR BLACK

BIRTH 13/04/678 (AHNU)

STR 11 INT 16 EYE 15  
END 12 AQR 15 HRG 13  
DEX 09 WIL 14 SML 11  
AGL 17 MOR 11 TOU 15  
SPD 14 COM 13 VOI 13

Religion: Oyinath (20 PP)  
Yael/Lunaphobia [10]

Condition 65 Roundshield 40  
Dodge 85 Javelin 40  
Initiative 66 Dagger 44  
Mobility 70 Horsecraft 45  
Unarmed 36 Wolfcraft 60  
Awareness 52 Dogcraft 64  
Intrigue 45 Goatcraft 45  
Ritual 14 Pigcraft 41  
Hârníc 65 Agriculture 43  
Gozydan 65

### Farmer Esana of Calenir (f)

HGT 64" WGT 123lbs FRM AVERAGE  
CMX FAIR EYES BROWN HAIR BROWN

BIRTH 04/09/698 (TAI-TARAE)

STR 09 INT 14 EYE 14  
END 13 AQR 13 HRG 15  
DEX 17 WIL 13 SML 14  
AGL 21 MOR 12 TOU 13  
SPD 17 COM 10 VOI 14

Religion: Peoni (21 PP)  
Left-Handed, Double Jointed (legs)  
Allergy: Rasakile [09]

Condition 65 Sling 86  
Dodge 105 Knife 56  
Initiative 81  
Mobility 85 Cookery 63  
Unarmed 48 Brewing 54  
Awareness 64 Herblor 37  
Intrigue 45 Pigcraft 58  
Ritual 15 Chickencraft 69  
Hârníc 64 Agriculture 67

## SONGEON LODGE – NSCs.