

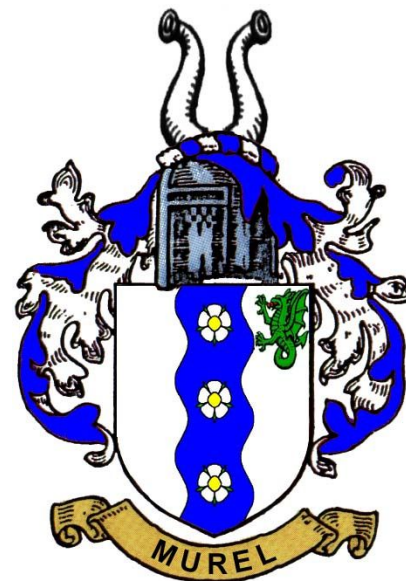
LOCATION: Mineous Hundred,
 Daenshire,
 Kingdom of Kanday
STATUS: Manorial fief
 Liege: Sheriff of Daen
GOVERNMENT: Clan Murel
POPULATION: 218 (41 households)

History

The area was first settled by the Ariathe tribe around 800 BT. No one knows when Murelno was founded. In living memory, the clanheads of Clan Murel have led the fates of the people of Murelno.

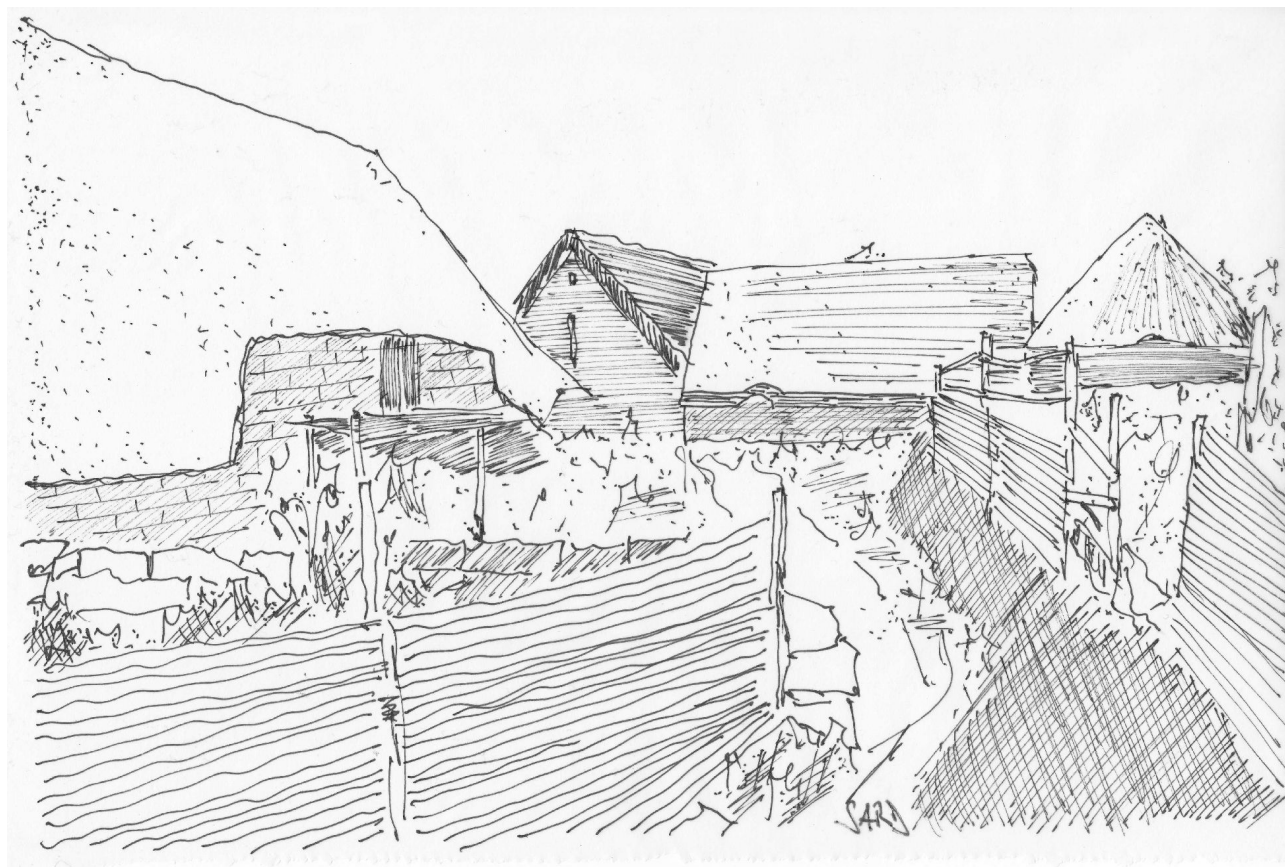
Due to its isolated location on the bank of Eryn River, the lords of Murel were forced to fortify their seat from an early date. Construction of the present keep was started in 385 TR, replacing an older structure of unknown age. The keep was finished in 437 TR.

During the THEOCRACY OF TEKHOS (569-588), most of the population of Murelno fled

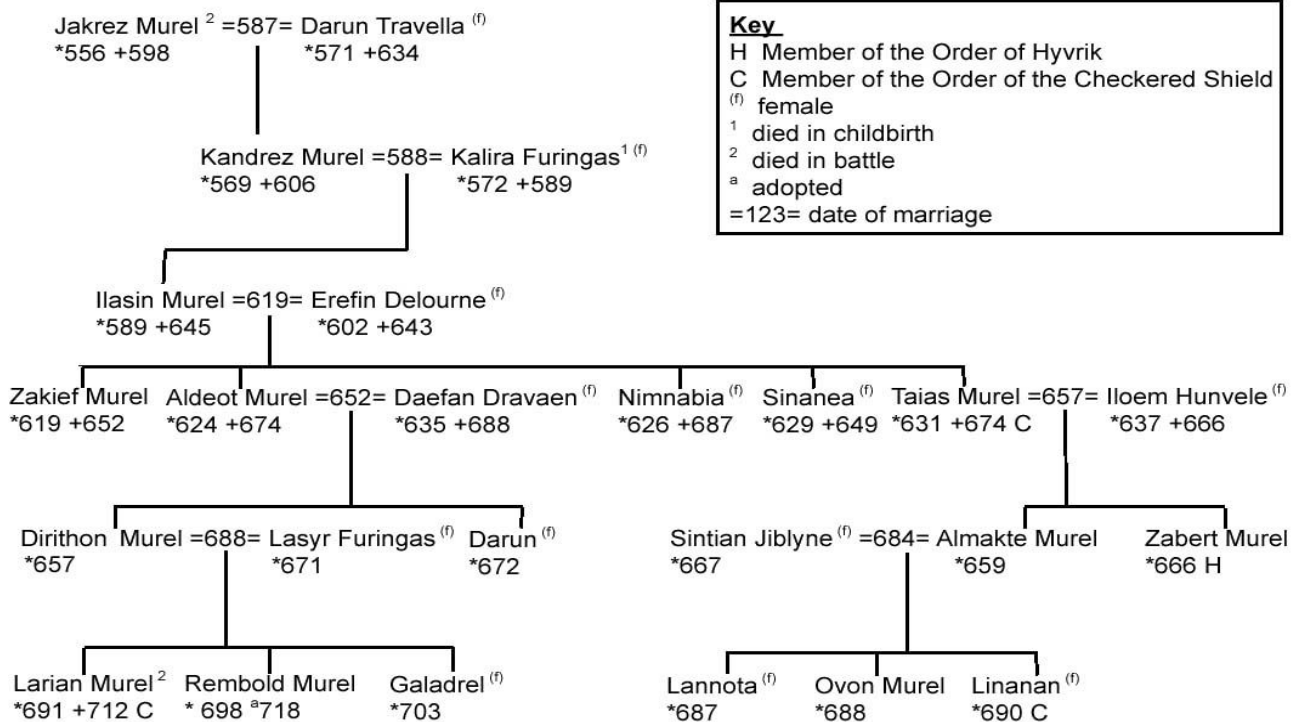


ARMS OF CLAN MUREL: "Argent, on a pale wavy azure, three roses argent, barbed proper, seeded or, a wyvern statant vert, langued gules in sinister chief. Crest: Buffalo horns argent. Mantling: Argent and azure. Motto: WITHSTAND IN FAITH". Registry: Violet Mantle, 672 .

into the woods. They were lead by Jakrez of Murel, a nowadays legendary half-breed Gozyda, who joined the rebels supported by Eladas of Kand.



MURELNO 2



GENEALOGY OF CLAN MUREL

Having a gozydan mother, Jankrez ever maintained close contacts with his “barbarian” relatives and finally was an intermediary between the fierce and suspicious tribesfolk and the followers of Clan Kand.

Sir Jakrez Murel died during the re-capture of Edino by Andasin I in 598 TR. The keep was taken from Taklar Zedabas, called “The Ogre”, in a bloody and merciless battle in which few of the defenders survived. After the battle, Sir Jakrez's son, Kandrez encouraged the villagers to return to Murelno. The ruined mill was replaced and was powered by an middleshot water wheel.

When the Kingdom of Kandy was founded in 589 TR, The region was set under forest law due to its location on the frontier. Kandrez of Murel was made a manorial lord, and the first warden of Mineous Forest under the Sheriff of Daen. The Lord of Murelno has been Warden of Mineous Forest ever since.

During the FIVE YEARS WAR (661-666), Aldeot and Taias Murel, at that time Reblana of the Order of the Chequered Shield,

fought on the side of Kandy.

Between 669 TR and 673 TR, an additional building was erected by Aldeot of Murel next to the keep, to increase the comfort and living space for the lord's family.

His only son, Dirithon, took part in EZAR'S WAR (682-690). It was his only campaign, and he is now unlikely to be a participant in any other. In 711 TR, Lord Dirithon took interest in trade along the river. The construction of a jetty created a river dock, and the purchase of a pair of riverboats allowed the beginnings of transport of goods between Aleath and Dyrise. Lord Dirithon used Murelno as a base for his operations, as his goal was to reduce shipment costs and increase the flow of trade into his own fief. To foster this income and also attract people to his manor, he granted permission to Frega Sundred to operate an inn near the jetty. This would attract the people who used the river and hopefully tempt them to stay overnight at the inn.

Dirithon of Murel's plan has worked well thus far. He is now eager to make Murelno a

bridgehead for the colonisation of Mineous Forest. The main hindrance for this plan arise from his Gozydan relatives, who have so far opposed any plans to “civilize” their native lands.

Clan Murel

Clan Murel is one of the oldest clans in Kanday. The clan have been the only rulers of Murelno in living memory. Despite this fact, Clan Murel is not large. As of 720 TR, there are only five male members of the clan (all adult) and 4 female clan members (three adult and one child).

Clan Murel maintains excellent relations to its Gozydan relatives, and those bands are strenghtened by regular intermarriage. Sir Dirithor has several aunts, cousins and nephews within various Gozydan bands dwelling not only within Mineous Forest.

But also relations to the “more civilized” Kandian clans exist and are carefully maintained:

- Clan *FURINGAS* (holds Pacaen from Imiden)
- Clan *JIBLYNE* (holds Jibly from Sumon)
- Clan *HUNVELE* (holds Elvan from Dyrisa)
- Clan *DRAVAEN* (holds Ibin from Dyrisa)

Government

Murelno is portioned into two parts by the Eryn river. The main part of the manor lies on the east bank of Eryn River within Mineous Forest. The smaller part, on the west bank, lies within the Dyrien hundred of Erynashire. This situation may bytimes cause certain legal problems, especially when free travellers are concerned. These people usually travel by boat along the river, and depending on the bank upon which they come to rest, are in the jurisdiction of either the Warden of Mineous Forest (the Sheriff of Daen) or the Bailiff of Dyrien (the Sheriff of Eryna).

As there is no easy land route to Murelno from either shire, and as Murelno is the only manorial settlement within Mineous Hundred, the lord of Murelno has a large amount of freedom. He usually claims to apply forest law under the jurisdiction of the Sheriff of Daen (Sir Crasel of Avandar).

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References

Please visit the following websites:

www.lythia.com
www.johalla.de/EHG
www.kelestia.com
www.columbia-games.com

Economy

Agriculture, Fishing and Forestry

As is usual for a manorial village, agriculture is the main economic factor in Murelno. The soil and climate allow for the cultivation of fruit trees at a relatively large scale. There are nearly two dozen orchards spread throughout the manor and most of the roads and paths are lined with fruit trees. Hazel trees and various kinds of berry shrubs and bushes are used to separate the fields and pastures. Some of the fruits are shipped as far as Dyrisa or even to distant Aleath. Beehives are a common feature at the orchards of Murelno, as the bees aid in the pollination of the trees in the orchards and also for the considerable amounts of honey and wax which are harvested each autumn. Portions of the honey and apple harvest are used to make cider and mead.

To fill the need for nutritious cereals, barley and oats are grown. Sheep provide milk and wool and a number of swine are fattened in the woods nearby.

Due to the proximity of the manor to the forest and to the river, the village can profit from additional resources: Game from the surrounding woods provides meat, hides and pelts. Timber can be rafted or barged down the Eryn River to Aleath. Honey, nuts, berries and many valuable medical plants and mushrooms can be collected in the woods and along the marshy banks of streams. The river and lakes provide an abundant source of fish and wildfowl.

Since the east bank of the River Eryn shelters beneath the eaves of Mineous Forest, the use of the woods is restricted by forest law. Since control by the royal foresters is more lax at Murelno than is common near to the larger settlements to the north, trappers and other wood dwellers prefer the isolated village of Murelno to obtain neces-

sary goods (e.g. salt, tools) and to sell their products (pelts, herbs, honey) to any traveling merchants. Lord Dirithon would like to establish more crafts related to the woods and agricultural products, such as timberwrights, charcoalers, hideworkers or even a salter. These crafts would certainly profit from a more central base close to the woods. Lord Dirithon intends to establish a village half a day's walk to the east, and will start implementing this plan soon. Since Sir Dirithon is known as a generous patron of the Charcoalers' Guild, he will readily agree with the guild to establish some additional franchises in Mineous Forest.

For further information, see **MINEOUS FOREST**.

Exported goods: fruit, wool, timber,
honey, wax, hides.
Imported goods: salt, pelts.

Crafts

There are several crafts, of both guilded and unguilded forms being practiced at Murelno. Some are typical of a great deal of manorial villages, such as milling, smithying and woodcrafting; others guildsmen profit from their proximity to the village's wooded hinterland, like the apothecary, the timberwright and the bowyer. Trade and the nobility support additional crafts: such as an innkeeper, an ostler, a herald and a clothier. Sir Dirithon is known as a strong patron of the Charcoalers' Guild, whose members operate several kilns not directly in Murelno, but within Mineous Forest. Sir Dirithon carefully restricts these operations to the lands near the shores of the Eryn, to prevent conflicts with his tribal relatives.

Exported goods: timber, arrows, spear
points, bows, herbs.
Imported goods: wrought iron, charcoal,
copper, tin, lead.

Trade

There are no roads or major trails leading to or from Murelno. The Peonian abbey of Chantaer, lying 2½ Hârníc leagues to the west, is the nearest settlement. As a result the only means of reaching Murelno is by boat on the Eryn. In spite of this isolated situation, Murelno profits from traffic and trade on the Eryn River, the river being a major trade route and an artery between Aleath and Dyrisa.

Since 711 TR, Murelno has had a modest jetty and a large and comfortable inn, providing secure and relatively cheap shelter for riverboats and their crews. The location on the waterway attracts some income, since boat crews are likely to wish to avoid the risks of traveling overnight or camping on the wild and unsecured banks of the Eryn.

The charcoalers often use the new jetty to ship charcoal streamup to Edino or Dyrisa and streamdown to Aleath.

Lord Dirithon would like to additionally raise his profits from trading with the wood dwellers by licensing a franchise to the Chandlers' Guild. Thus far, his efforts have not been successful.

| TRAVELTIMES BY RIVER BOAT | ALEATH MURELNO | MURELNO EDINO | MURELNO DYRISA |
|------------------------------|-------------------|------------------|-------------------|
| Upstream | 30h | 15h | 22h |
| Downstream | 15h | 7½ h | 11h |

Taxes

| | |
|-----------|---|
| WHARFAGE: | 1f per food per day |
| REGISTRY: | 20d per foot per annum |
| FERRY: | 2f per person 4f per horse 2f per wheel |
| MERCHET: | 8% |
| HERIOT: | (best animal of the deceased) |
| TOLL: | 1d per cart/wagon; 2f per beast |

Taxes are relative low, because Sir Dirithon wants to foster the local trades.

Religion

The lord's family are Laranians and several members of Clan Murel have made a career in the Order of Hyvrik or the Chequered Shield.

As most of the peasantry and craftsmen worship Peoni, there is a Ebasethe who holds daily masses.

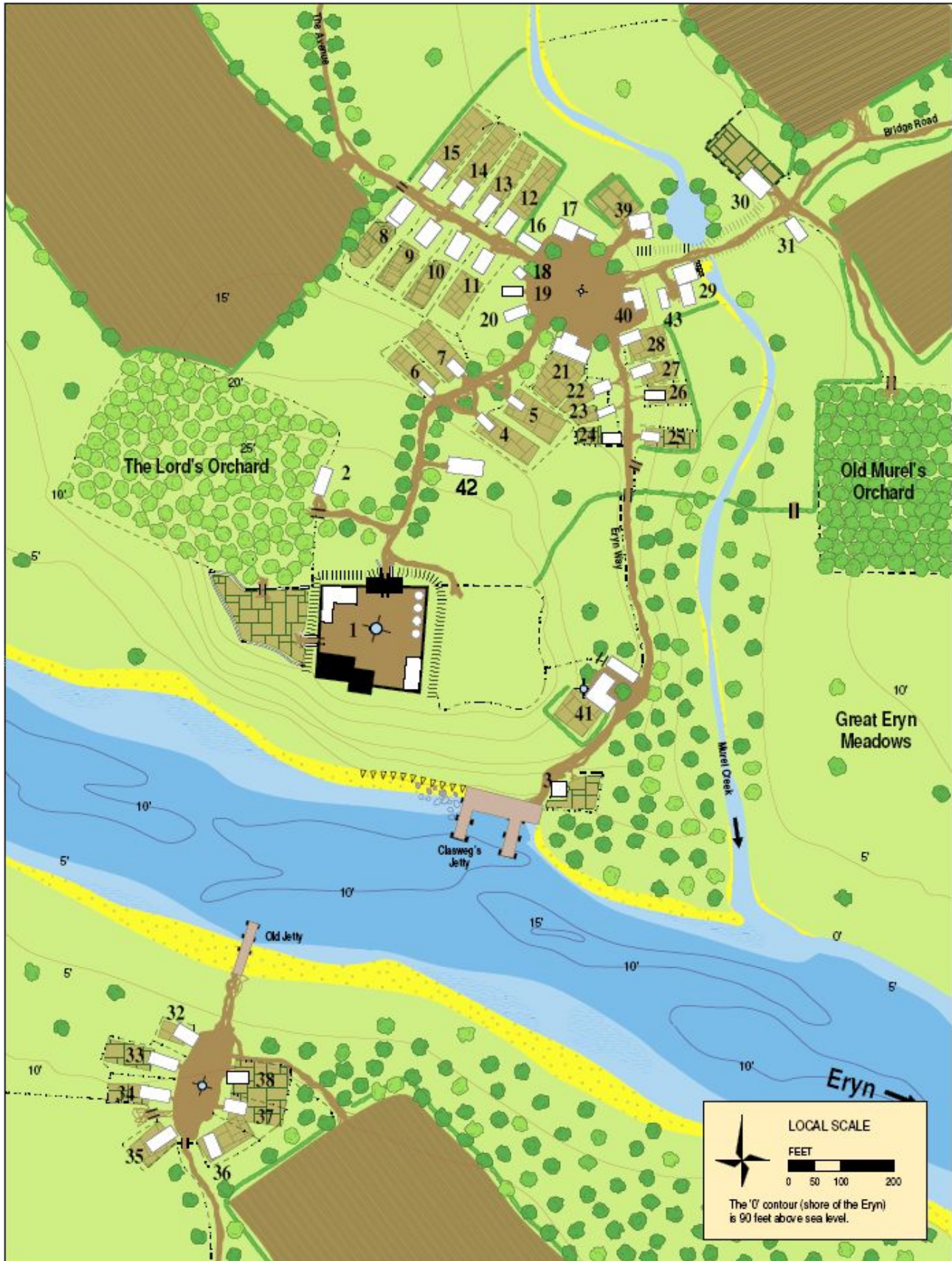
A graveyard lies in the centre of a small grove. It can be reached by following the trail, known locally as "The Avenue", 500 yards to the north of the village. The graveyard has a small chapel. Both the chapel and graveyard are used by Peonians and Laranians (Clan Murel in particular).

Some villagers, especially hunters and trappers are adherents of Ilvir, and worship their lord at a secret shrine within the wood.

There are even a few adherents of Siem, that meet in the Eryn meadows to hold common service.

Two residents worship Halea.

The worship of Agrik, Naveh or Morgath is punishable by death.

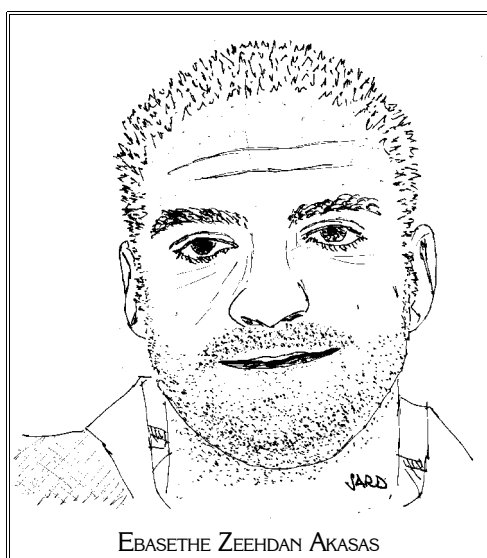


Map Key/ Residents

This article is tightly connected to other articles of the Mineous Forest Project. Characters may be crossreferenced in other articles, forming a network of relationships. To allow the GM to adopt the setting in order to fit his/ her needs, residents marked with an asterics () will not be part of this network and can be modified/ replaced by the GM.*

1 CAER MURELNO
A detailed description of Caer Murelno and its residents are given in its own section. [a] Keep; [b] Great Hall; [c] Stables – bonded master ostler Hagrik Of Sanneth; [d] Kitchen; [e] Gatehouse.

**2 PEONIAN CHAPEL –
EBASETHE ZEEHDAN OF AKASAS**



The chapel consists of a large hall and two smaller cells to the left and right of the entrance. The left cell is the Ebasethe's, the other is used as a dormitory for guests or patients. The chapel is decorated with flowers and curtains in the season's liturgical colour. An altar stands in front of a statue of the Goddess of Life. There is no seating. Ebasethe Zeehdan is the only priest in Murelno. He is a pious adherent of Peoni. After having studied in the Forute Monastery, he returned to his birthplace, when his predecessor had died in 716TR. At 28 years of age, he is still somewhat inexperienced and is a moderately competent physician. Since Cyrndra Myrdron [29] returned to Murelno, Zeehdan has had a competent advisor in treating diseases and wounds.

Zeehdan tries to avoid out of clan politics and keeps busy working the glebe, conducting the daily prayers and meeting his pastoral duties.

**3 HARBOURMASTER/COTTER –
OBBEDAIN OF REKITE**

Obbedain (34) operates the river ferry and made his life from fishing until Lord Murel established the river port. Since then, Obbedain has acted as a harbourmaster, maintaining the jetties and collecting fees from river boat owners using the jetty. He thinks of the jetty being a blessing for him and his family (wife (30) and a ten-year old son).

4 YEOMAN (LONGBOW) – OVDAZOL OF REKITE
Ovdazol (27) holds his land for military service to the lord. Since he took over the duty from his elderly father (61), his wife (22) is afraid of her husband being lost in a battle. He has a son (6) and a daughter (7 months). Additionally, he supports his younger siblings (brother 12, sister 8). Having the highest social status and owning the most land, he is the head of Clan Rekite, one the more important clans of Murelno.

5 WOODWARD/VILLEIN – GEMAEF OF CAFIDYNE*
Gemaef (33) is responsible for the proper use of the manorial woodlands and fishing grounds. He assists Aldeot the Timberwright [see 17] in the proper selection of the trees to cut. He supports his mother (57), his wife (31) and three children (daughter 12, sons 7 and 5 years old). He often misses the masses of Ebasethe Zeehdan. He is the head of Clan Cafidyne.

6 VILLEIN – GIKITE OF REKITE*
Gikite has just come of age, becoming 21 in the autumn of 719 TR. He has inherited an extensive holding from his father,

who died from a stroke in 715 TR. During the last 4½ years Gikite was a ward of his strict granduncle Isheden, the village Reeve [see 15]. Still unmarried, Gikite enjoys his freedom and significant female attention.

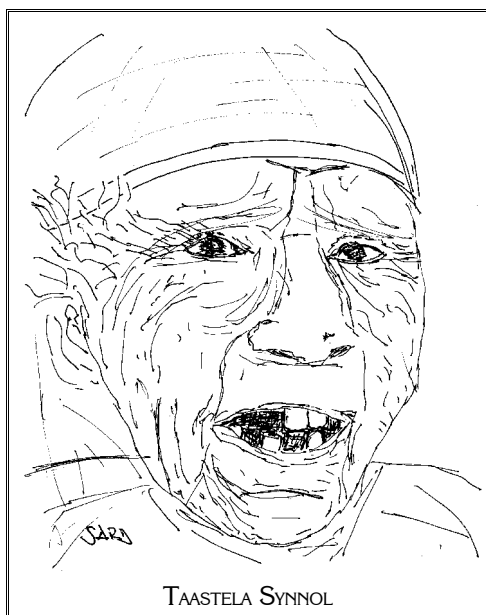
7 FARMER – TEHETE OF MYRNDRON

With 60 acres, Tehete is Murelno's largest freeholder. Tehete is a widower, since his beloved wife died in an accident in the summer of 717 TR. His family consists of two daughters (ages 16 and 5) and four sons (17, 13, 9 and 5). Tehete (39) is deemed a good catch by the local women, but is still mourning for his beloved wife. This is also most likely the reason for his apathy towards clan business.

8 COTTER – ANDEZAS OF NARAIL*

Though 61 years old, Andezas is still a tall and strong man. His marriage to his wife (58) bore no children.

9 SAGE/COTTER – TAASTELA OF SYNNO Size: 1 Quality: 2/4 Prices: Low



Taastela is an elderly woman of 78 years. She is almost blind, but is said to be a seer. Beside this, she is an acknowledged authority on village folklore and case law. Despite her impairment, she is still able to run her household completely by herself. Taastela's father was a half-blooded Gozyda hunter

who fell into love with a local woman and settled down at Murelno. Taastela's only brother left the village and his descendants are still roaming Mineous Forest. Taastela gets visits from her (grand-) nephews and nieces several times a year.

10 FARMER – IIR OF MYRNDRON

Iir (43) has a wife (36) and a daughter (18) who bore illegitimate twins in 718 TR. The girl refuses to give the name of the children's father. His son (20) left Murelno four years ago with the plan to learn agriculture at the Peonian abbey of Forute and then to return afterwards to Murelno. Iir strongly opposes the actions of his younger brother Mainot [see 22], deeming his step into serfdom a betrayal of the clan and Mainot himself to be gone completely mad. He has petitioned the clan council to cast Mainot out of clan Myrndron and strip him of his lands. Vondrae [see 28], however, opposed this plan and Tehete [see 7] didn't not seem to be interested at all.

11 BEADLE/COTTER – KEDTEL OF CAFIDYNE*

Kedtel (38) oversees the policing within the manor. He assists in manorial courts, collects fees and carries out punishments. This makes him unpopular with most of the other villagers. His wife (40), two sons (12 and 7) and his daughter (9) often get more than their share of this resentment. Kedtel is also responsible for the storage of the seed and seedlings within the lord's barn [see 44]. When not on duty, Kedtel works the lands of Lord Murel.

12 COTTER – RIDEEF OF KAAHTER*

Rideef is a pleasant man of 38. He supports a large family, consisting of his wife (38), his mother (59), an unmarried younger brother (26), his sons (17, 13 and 7) and daughters (12, 9 and 6).

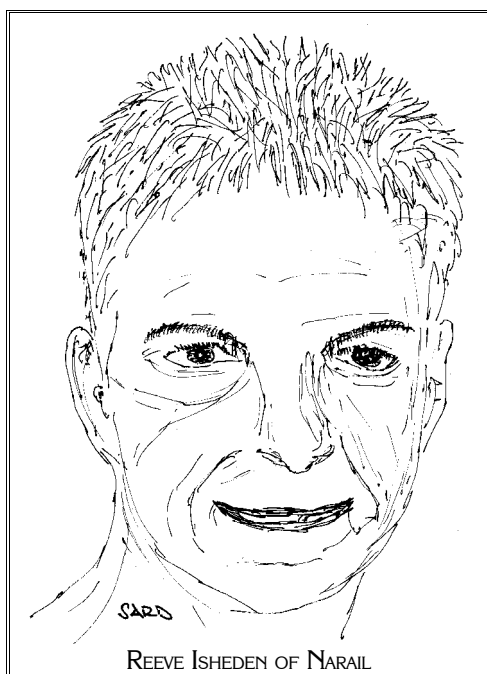
13 COTTER – RIDARD OF EVELIAS*

Ridard is an excitable man of 37 years. He has a wife (31), two sons (8 and 4) and two daughters (9 and 2). He has serious

difficulties as he has not enough land to feed his family and his choleric temper frequently results in problems with his employers. As a consequence of this, his family often finds itself at the edge of starvation.

14 **HALF-VILLEIN – OVINIK OF AKASAS**
The 37-year-old head of Clan Akasas has a wife (27) and a son (4). He is a merry fellow and popular with many who know him.

15 **REEVE/VILLEIN – ISHEDEEN OF NARAIL**
Isheden is one of the wealthiest villagers. He is a strict and earnest man of 43 years of age and the head of Clan Narail. Until last autumn, he was the warden of his grandnephew Gikite [see 6], who finally came of age. Isheden dislikes the carefree manner of his former ward and has begun to make plans for having him married. His family consists of his second wife (who is 28, his first wife died in birth of her third daughter), his three sons (20, 9 and 7), and three daughters (19, 16 and 12).



16 **YEOMAN (LIGHT FOOT) – RYIOL OF EVELIAS**
Ryiol (37) deems himself to be better than his peers in the village. His self-righteous-

ness has made him unpopular throughout the village. He is the head of Clan Evelias. When his spouse died in childbirth during 710 TR, she left him two sons (15 and 10) and a daughter (12).

17 **TIMBERWRIGTH – ALDEOT OF HAEHOL***
Size: 2 Quality: 4 Prices: Average
Aldeot (34) has a licence to cut the timber on the east bank of the Eryn within the boundaries of Lord Murel's fief. He has an apprentice (16), a wife (25) and a little daughter (1). Sometimes he is assisted by Gemaef of Cafidyne [see 5] in clearing the fields and pastures from unwanted wild sprouting trees. He is a worshipper of Halea.

18 **FARMER – INMITE OF ANIOL***
Inmite is a generous man of 48 years. He regularly provides aids to the community's poor and gives donations to the church of Peoni. He has a wife (41) and a son (17).

19 **HALF-VILLEIN – EEHETEL OF CAFIDYNE***
Eehetel makes the best of everything. The jolly character of this 47 year old man makes him one of the most popular men of Murelno. On festival days, he usually sings and plays the flute. Eehetel has a wife (41) and two daughters (12, 7).

20 **FARMER – ZEATTEL OF LEDAIS**
Zeattel, a 37 year old obese man, is the Head of Clan Ledais. He has a wife (28) and a daughter (5). His wife is an excellent cook and she often bakes pasties for her husband.

21 **WOODCRAFTER – HEMAKEF OF LAVOL**
Size: 2 Quality: 3 Prices: Average
Hemakef (35) repairs and produces wooden tools for the villagers and some of the wood dwellers. His family consists of his wife (29), two children (son 9, daughter 4) and an apprentice. Hemakef is good friends with Basilius [see 40]. Hemakef is a follower of Siem and meditates in the meadows of the Eryn together with the scribe Senbatan [see 1] at every full moon and new moon.

22 VILLEIN – MAINOT OF MYRNDRON

Mainot is 41 years old and is somewhat psychotic. His exaggerated desire for admiration resulted in his obsession with becoming the head of Clan Myrndron. He tried to claim this office by acquiring the largest estate. He petitioned Lord Murel for more land, and was granted 30 additional acres – but since Lord Murel wanted to counterbalance the influence of the powerful clan Myrndron, he granted it not as a free holding, but made Mainot accept serfdom. This act aroused the other Myrndrons – especially his brother Iir – against Mainot and his plan appears to have failed. Since Mainot is still unmarried and childless due to his quick-tempered character, his “heirloom” might become of some interest.

23 COTTER – TAIAS OF FELTHEIN*

Taias (48) is known for his xenophobic and hostile behaviour. He often beats his wife (43) and children, his sons (17 and 11) and daughters (18, 10 and 9). The only person inside his cottage not subject to this abuse is his widowed sister (50).

24 HALF-VILLEIN – USEAF OF GEDOILM

Useaf is a dreamy man of the age of 51. He is the head of Clan Gedoilm. Useaf's wife (39) has born him three sons (18, 12 and 5) and two daughters (15 and 10). He is the brother of Revard [see 31].

25 HUNTER/VILLEIN – ALDAZTEL OF AKASAS*

Aldaztel (34) is responsible for the observance of forest law by the villagers. He also assists Lord Murel on the hunt. He is familiar with Mineous Forest eastward as far as the Mimea Hills. When Aldaztel has money, he is fond of spending it in the Keel & Plough [see 41]. He also enjoys demonstrating his skills with the bow during the common archery training with Basilius [see 40]. His aversion to staying at home might result from the presence of his mother-in-law (51), who was widowed 13 years ago and came to live with her daughter (29). She has spoken against Aldaztel ever since.

The reason for, and main target of, her attacks is Aldaztel's oldest son (18), who is an acknowledged bastard. Aldaztael has three other children by his wife, a son (3) and two daughters (10 and 8).

26 VILLEIN – HIMIEL OF KAAHTER

Himiel is a merry man of 35 years. He is the head of Clan Kaahter. He has a wife (38) and two daughters (13, 9).

27 VILLEIN – ILVARD OF REKITE

Ilvard looks much older than he is. Although he is 40 years old, he looks cloder to 50. He supports his wife (40) and two sons (19 and 4).

28 HERDER/VILLEIN – HEDEAIN OF REKITE*

Hedeain, a pleasant and popular man of 29, lives together with his wife (31) and three children (sons 9 and 6, daughter 12 years old). As the village's herder, he decides where to graze the cattle, sheep, goats and swine of the village and is responsible for the winter fodder. Hedeain is an excellent singer, a talent he regularly displays during mass in the chapel and at village festivals.

29 MILLER – VONDRAE OF MYRNDRON

[a] Miller; [c] Bakery

Size: 3 Quality: 4 Prices: Average

Vondrae (51) is the head of Clan Myrndron. Clan Myrndron has held the franchise for the mill since its construction and is Murelno's second wealthiest clan, after Clan Murel. Vondrae's household consists of his wife (50), his oldest son (25) with his wife (19), Vondrae's youngest son (16), his younger daughter Cyndra (18), and an apprentice. His eldest daughter (28) married a former journeyman, who is now the miller of Fenak (in Sheda Hundred of Perishire); his second son (21) will finish his apprenticeship at Gizal this year.

Vondrae is quietly concerned about his youngest brother Mainot [see 22]. He hasn't however taken much action yet, except to try and mediate between Mainot and Iir [see 10].

Vondrae farms fish in the mill pond and enjoys fishing in his spare time. Vondrae is an adherent of Halea and visits the temple in Aleath twice a year to make donations and attend the service. The bakery [c] can be used by villagers for a fee of 1f per day (firewood not included). It is also used by Vondrae to produce bread, cakes and tarts, which can be ordered in advance. The mill [a] was constructed of stone in 599 TR and is one of Murelno's oldest buildings.

[B] APOTHECARY – CYRNDRA OF MYRNDRON



Size: 1 Quality: 3 Prices: Low

In 719, Vondrae's youngest daughter Cyrndra (18) finished her apprenticeship as an apothecary in Duseda Nunnery and returned to Murelno. She now helps with the baking and assists Ebasethe Zeehdan with the medical treatment of the residents of Murelno, and those of the woods and nearby settlements. She has established a small apothecary in the outbuilding next to the mill [b], neither being a master nor holding a franchise from the guild.

30 **VILLEIN – FIMAKIM OF AKASAS**
Fimakim is the oldest man of the community. With his 70 years of experience, he has outlived two wives and his advice is

often sought – often in legal matters, but also more generally regarding the weather or agriculture. He often sits on a bench in front of his cottage and passes on fairy tales and folklore to the young children. His fields are worked by his son (39) and daughter-in-law. They have borne him a granddaughter (14). Fimakims youngest daughter (28) still lives with her family.

31 **COTTER – REVARD OF GEDOILM***
Revard is a hard working man of 35. He has only 5 acres to feed his wife (34), his 17 and 14 year old sons and his two daughters of 5 and 3 years of age. He usually works the fields of Vondrae Myrndron and Lord Murel. He often considers what has led him and his brother Useaf [see 24] to this miserable fate.

32 **FISHER/VILLEIN – MAEAER OF NARIAL**
Maeae's family consists of his wife Erana (37), four sons (17, 14, 9 and 3 years old) four daughters (of the ages of 19, 17, 16 and 1). His eldest son (Peren) and second daughter (Joria) are twins, and are nearly inseparable, so Erana faces a big problem in trying to marry off the girl. But that's not her only problem: Maeae (47) has become somewhat distracted during the last few years: first he became forgetful and unreliable, recently, he started to mutter nonsensical things. Erana consulted Ebasethe Zeehdan [see 2], but the only thing he could promise is to include him into his prayers. As a result, the family's three older sons and Joria do most of the fishing and farming.

33 **VILLEIN – ALLITEL OF EVELIAS***
Allitel is a wistful man of 39 years. His wife (35) and two daughters (12 and 9) do not understand his melancholic moods, as they have enough land to make a good life.

34 **YEOMAN (MEDIUM FOOT) – ANMIEL OF LEDAIS***
Since his wife was called to the Meadows of Valon in 719 TR, Anmiel (37) has become a

shadow of what he was in former days. The widower lives with his children, two sons (18 and 3) and two daughters (12 and 9).

35 **FARMER – UVDAZR OF FELTHEIN**
Uvdazr holds most of the freehold land on the west bank of the river. He is a dark man of 40 years of age and though all his neighbours respect him for being a competent farmer, they know of the problems within his own cottage. Gradja, his wife (35), craves power and wealth, and she will never fail to tell her husband what she expects him to do. As Uvdazr is the head of Clan Evelias, this doesn't make his situation any easier. If the Keel & Plough was on the west bank, Uvdazr would probably become a regular visitor. Uvdazr has two sons (18 and 14). His grown up daughter Malindra (24) works and lives at the Keel & Plough [see 41].

36 **COTTER – ALMAKTE OF NARIAL**
Almakte is the village's fool. Despite his age of 39 years, his behaviour is childish. His wife (29) usually organises the family's business. She has to care for four boys: her husband and their three young sons (8, 5, 4).

37 **FARMER – TIMAKOL OF DIDAAS**
The open-hearted Timakol (54) has remarried after the death of his first wife, 15 years ago. His first wife has born him a son (who is 35 and is still unmarried) and a daughter (22, who returned to her father's cottage when her husband died in 718 TR). His young and joyful wife Maerma (29) was readily accepted by the older children because of her love for their father, for her diligence and her winning character. She has since borne the family seven children: five sons (12, 8, 5, 4 and 1 year old) and two daughters (10 and 9). Timakol and Maerma are devout adherents of Peoni and maintain a small shrine next to their cottage.

38 **FISHER/VILLEIN – FIMAKIM OF KALDRO'**
Fimakim's parents died in an acci-

dent during the spring flood of 719 TR, when their boat capsized while bringing in the nets. Fimakim's mother fell overboard and became caught within the net. Her husband tried to rescue her, but met with the same fate. Since then Fimakim is responsible for his siblings (he is 23 years old) – two brothers (16 years and 10 months old) and a sister of 8. Fimakim considers his fate to be a curse from the gods and lets everyone feel his anger. His oldest sister Halaa (18) is Lady Galadrel's maid and lives at the Caer.

39 **METALSMITH – ISHEDAN OF ZELEM**
Size: 1 Quality: 4 Prices: Average
Ishedan (31) lives with his wife (28) and his son of 8. His smithy is the only one on the east bank of the Eryn for at least six leagues. He is usually busy with repairing tools, but has specialised in ornamental fittings for trunks and doors. Since Basilius [see 40] opened his workshop, Ishedan regularly produces arrowheads.

Ishedan is a secretive follower of Ilvir. He regularly attends the sect's services held in the shrine within the forest See "THE SHRINE OF ILVIR AND THE SECT OF THE PHALLUS OF ILVIR".

40 **BOWYER – BASILIUS**
Size: 1 Quality: 4 Prices: Average
Basilius (33) arrived in Murelno in 718 TR together with Rembold Murel. He was granted the license to operate his workshop when his comrade was adopted by Clan Murel in 719 TR. Basilius makes and sells good quality shortbows and arrows; his longbows do not have the same quality. He lives here with his nine-year old daughter Lydia. Basilius is responsible for training the militia in archery. Training is once every tenday in the meadows of the Eryn. Basilius is firm friends with the woodcrafter Hemakef Lavol [see 21] and Aldaztel Akasas, the hunter [see 25].

41 **THE KEEL & PLOUGH INN – FREGA OF SUNDRED**
Size: 4 Quality: 4 Prices: Low
[a] inn; [b] barn/ stable.

The inn is operated by Sundra (43) and Seybold of Durad (45). They are assisted by Malindra of Felthein (24) and Jasreena of Harela (19). Sundra and Seybold have a son (Saranhol, 10 years old) and a daughter (Leifhulda, 2 years old). The Keel & Plough and its inhabitants are described in detail within an own section.

42 **THE LORD'S BARN**
The Barn is owned by Lord Murel and is used to store a wagon, some carts, agricultural tools and a part of the demesne's harvest. It also contains a large press and several barrels to produce cider.

Offmap Locations

The Graveyard

Lying within the centre of a small grove, 500 yards to the north of the village on the avenue, Murelno's graveyard has a small chapel. Both the chapel and graveyard are used by Peonians and Laranians.

Aldeot's Hut

In the midst of the wood on the western shore of the Eryn, Aldeot of Haehol [see 17], the timbercrafter, owns a small log cabin, where he and his apprentice sleep while felling trees in the woods of Sir Dirithon of Murels'. Aldeot prefers the western woods, as the royal foresters regularly claim the lands on the eastern bank of the Eryn belong to Mineous Forest.

Mineous Hunting Lodges

Sir Dirithon maintains three hunting lodges throughout Mineous Forest: Songeon Lodge, Lagon's Hide, and Yaelon Hut. While the latter one is seldom used and has fallen into disrepair, the other lodges are permanently inhabited by Sir Dirithon's royal foresters, his kennelboy and falconer, and their families. See **MINEOUS FOREST** for further information.

Pagel Hamlet

Pagel is a small nest of runaways and river pirates, cleared by Sir Rembold in 720 TR. While its reasons are still unclear, the Sheriff of Daen declared Pagel a new manorial fief and Sir Rembold its holder. Further it is rumoured, that the charter bears not the sheriff's, but the king's personal seal.

Sir Rembold has installed a bailiff (Damatan of Chergohel) and two of his forresters in Pagel Manor to retain control over the settlement.

Further information on Pagel is provided in the **MINEOUS FOREST** article.

The Shrine of Ilvir and the Sect of the Phallus of Ilvir

Murelno seems to be a normal Kandian village at first glance. Whoever stays here for some longer time, might notice several strange things:

There is a great variety of religions practiced in Murelno (Peonians, Laranians, Haleans, Sarajins, Siemists, Ilvirans).

There is an exceptionally high rate of psionic abilities with the inhabitants..

Odd behavioral traits and mental disorders seem to occur more frequent here than elsewhere in the surrounding settlements.

This effects are triggered by the side effects of a strange artefact known as the "Phallus of Ilvir" to the members of a secret Ilviran sect. The sect deems it a holy artefact and worships it in a secret shrine within the woods near Murelno.

More on the sect, the shrine and the artefact will be described in a later article.

The Major Clans of Murelno

There are ten major resident clans at Murelno. One is noble, three clans predominantly consist of free families and six predominantly of serfs.

Not listed are the peasant clans (Synnol, Aniol, Didaas, Kaldro) and the craftsmen clans (Aldeot, Lavol, Zeleim, Basilius, Sundred), which consist of a single family only. The clans are interrelated by marriage; but the free clans try to intermarry amongst themselves and tend to maintain relations with free clans from neighbouring villages in order to avoid serfdom.

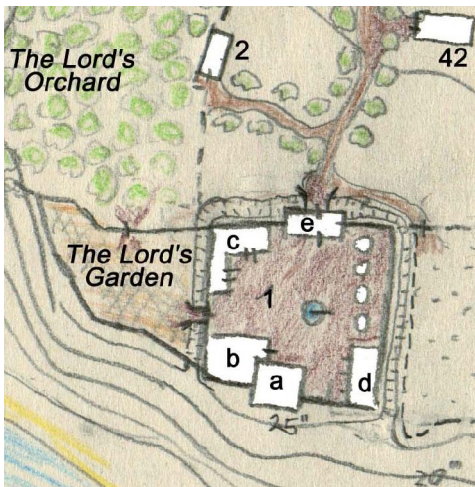
| CLAN | MEMBER (CLASS) | OFFICE | ACRES (SERF/FREE) | FAMILY SIZE |
|----------|-------------------|---------------|----------------------|--------------|
| Murel | 4 | | 661 | 9 (3/6/0/0) |
| | Almakte (N) | [knight] | --- | 2/2/0/0 |
| | Dirithon (N) * | Manorial lord | (661) | 2/3/0/0 |
| | Linana (N) | [knight] | --- | 0/1/0/0 |
| | Zabert (N) | [priest] | --- | 1/0/0/0 |
| Myrndron | 1 | | (23/120) | 13 (8/5/2/4) |
| | Iir (F) | | 0/30 | 1/2/0/2 |
| | Mainot (V) | | 23/20 | 1/0/0/0 |
| | Tehete (F) | | 0/40 | 2/0/2/2 |
| | Vondrae (F) | (miller) | 0/30 | 4/3/0/0 |
| Rekite | 3 | | 121 (76/45) | 11 (7/4/5/4) |
| | Gikite (HV) | | 12/0 | 1/0/0/0 |
| | Hedain (V) | herder | 39/0 | 1/1/2/1 |
| | Ilvard (V) | | 22/0 | 2/1/0/1 |
| | Obbedain (S) | harbourmaster | 3/0 | 1/1/1/0 |
| | Ovdazol (Y) * | (yeoman) | 0/45 | 2/1/2/2 |
| Narail | 2 | | 100 80/20) | 18 (9/9/5/5) |
| | Almakte (C) | | 4/0 | 1/1/1/2 |
| | Andezas (C) | | 4/0 | 2/1/1/0 |
| | Isheden (V) * | reeve | 40/20 | 3/3/2/1 |
| | Linmine (V) | (alewife) | --- | 0/1/0/0 |
| | Maear (V) | | 32/0 | 3/4/1/2 |

| CLAN | MEMBER (CLASS) | OFFICE | ACRES (SERF/FREE) | FAMILY SIZE |
|----------|-------------------|---------------|----------------------|--------------|
| Ledais | | 0 | 68 0/68) | 4 (3/1/2/2) |
| | Anmiel (Y) | | 0/23 | 2/0/2/1 |
| | Zeattel (F) * | | 0/45 | 1/1/0/1 |
| Akasas | 4 | | 76 (76/0) | 11 (5/6/2/2) |
| | Aldaztel (V) | hunter | 30/0 | 2/2/2/1 |
| | Fimakim (V) | | 27/0 | 2/3/0/0 |
| | Geoffrey (V) | (chamberlain) | --- | 1/0/0/0 |
| | Ovinik (HV) * | | 19/0 | 1/1/0/1 |
| | Tivloan (V) | (cook) | --- | 0/1/0/0 |
| | Zeehdan (P) | priest | (60) | 1/0/0/0 |
| Felthein | 0 | | 44 (4/40) | 8 (4/4/3/0) |
| | Taias (C) | | 4/0 | 2/3/3/0 |
| | Uvdazr (F) * | | 0/40 | 3/1/0/0 |
| Cafidyne | 3 | | 53 (53/0) | 7 (3/4/4/3) |
| | Eehetel (HV) | | 13/0 | 1/1/2/0 |
| | Esdezulm (C) | (gardener) | --- | 1/0/0/0 |
| | Gemaef (V) * | woodward | 38/0 | 1/2/1/2 |
| | Kedetel (C) | beadle | 2/0 | 1/1/1/1 |
| Evelias | 0 | | 50 (28/22) | 6 (4/2/6/2) |
| | Allitel (V) | | 25/0 | 1/1/2/0 |
| | Ridard (C) | | 3/0 | 1/1/2/2 |
| | Ryiol (Y) * | | 0/22 | 2/0/2/0 |
| Kaahter | 0 | | 20 (20/0) | 8 (4/4/3/3) |
| | Himiel (S) * | | 16/0 | 1/2/1/0 |
| | Rideef (S) | | 4/0 | 3/2/2/3 |
| Gedoilm | 0 | | 21 /0) | 7 (5/2/2/3) |
| | Revard (C) | | 5/0 | 3/1/0/2 |
| | Useaf (HV) * | | 16/0 | 2/1/2/1 |

THE CLANS OF MURELNO: A family's social class is indicated by (N): noble, (F): free, (V): villein, (HV): half-villein, (C): cottar. Clanheads are marked by an asterisk ().*

Caer Murelno (Map Keys 1, 2 & 42)

Overview



1A **KEEP.** The oldest part of Caer Murelno. Construction of the present three-floor-keep was started in 385 TR, replacing an older structure. The keep was finished in 437 TR.

1B **GREAT HALL.** The Great Hall was erected from 669 to 673 TR by *ALDEOT OF MUREL* next to the keep, to increase the living space and the comfort of the lord's family.

1C **STABLES.** Bonded master ostler *HAGRIK OF SANNETH**. Hagrik is supported by the squires. The lord's horses graze on the enclosed pasture to the east. The roof bears battlements along the outside.

1D **KITCHEN.** This simple wattle-and-daub building contains a kitchen with two large hearths, an oven and a brewery. The cook *TIMLOAN AKASAS*, the alewife *LINMINE NIRIAL* and the gardener/apiarist (bee-keeper) *ESDEZULM CAFIDYNE* sleep here at night. There are battlements on the top of the roof.

1E **GATEHOUSE.** The two-storied gatehouse guards the main gate. The gate is made from enormous oak-beams with iron fittings and can be blocked by means of two massive wooden bars. The

second story provides arrow slits to defend the passage and gives access to the walk along the battlements above the wall. *DOREG JANTOR* and *HALMA TUREGDOR*, the lord's men-at-arms, live here. The gate is closed from dusk until dawn. Usually, one of the two is on guard in front of the bridge.

2 **PEONIAN CHAPEL.** *EBASETHE ZEEHDAN OF AKASAS*.

42 **BARN.** The Barn is used to store a wagon, some carts, agricultural tools, a press and a portion of the demesne's harvest. It is regularly monitored by the village's beadle, *KEDETEL OF CAFIDYNE* [see 11].

The **WALL** and a 5' deep **TRENCH** enclose the whole installation. The wall is 22' high, and 7' thick and consists of two stone walls filled with a core of rubble. It is topped with an open wall-walk and stone battlements. The walk is accessible from the gatehouse and by ladders from the courtyard. A sally-port leads west to the lord's garden.

The Lord's **GARDEN** is worked by *Esdezulm Cafidyne*. He primarily grows medicinal and kitchen herbs, but he has also cultivated several kinds of flowers (especially roses). The entire garden is enclosed by an 8' wall of rough stone. A sally port gives access to the courtyard and a iron wrought gate leads to the orchard.

The Lord's **ORCHARD** consists of some hundred apple- and pear trees. There are six beehives against the wall between the orchard and the garden. Several dozen additional beehives are distributed throughout the manor's orchards.

The **PASTURE** to the west is used to graze the household's horses.

The **COURTYARD** is unpaved. A well provides water. Four granaries hold enough corn to seed all the fields and to feed the

entire manor for a year.

Floorplans

Cellar

1 **SECRET ROOM.** The door leading to this room is known only to the lord. The room is used to store the family heirlooms and particular important documents. There is a chest with 17 pounds in gold, silver and jewels kept here for in case of emergency.

2 **HOLDING CELL.** This cell is used to hold criminals until they are sent to a higher court, or to punish local law offenders.

3 **WELL ROOM.** The well was dug to provide fresh water to the keep in case of a siege. It reaches down several feet below river level.

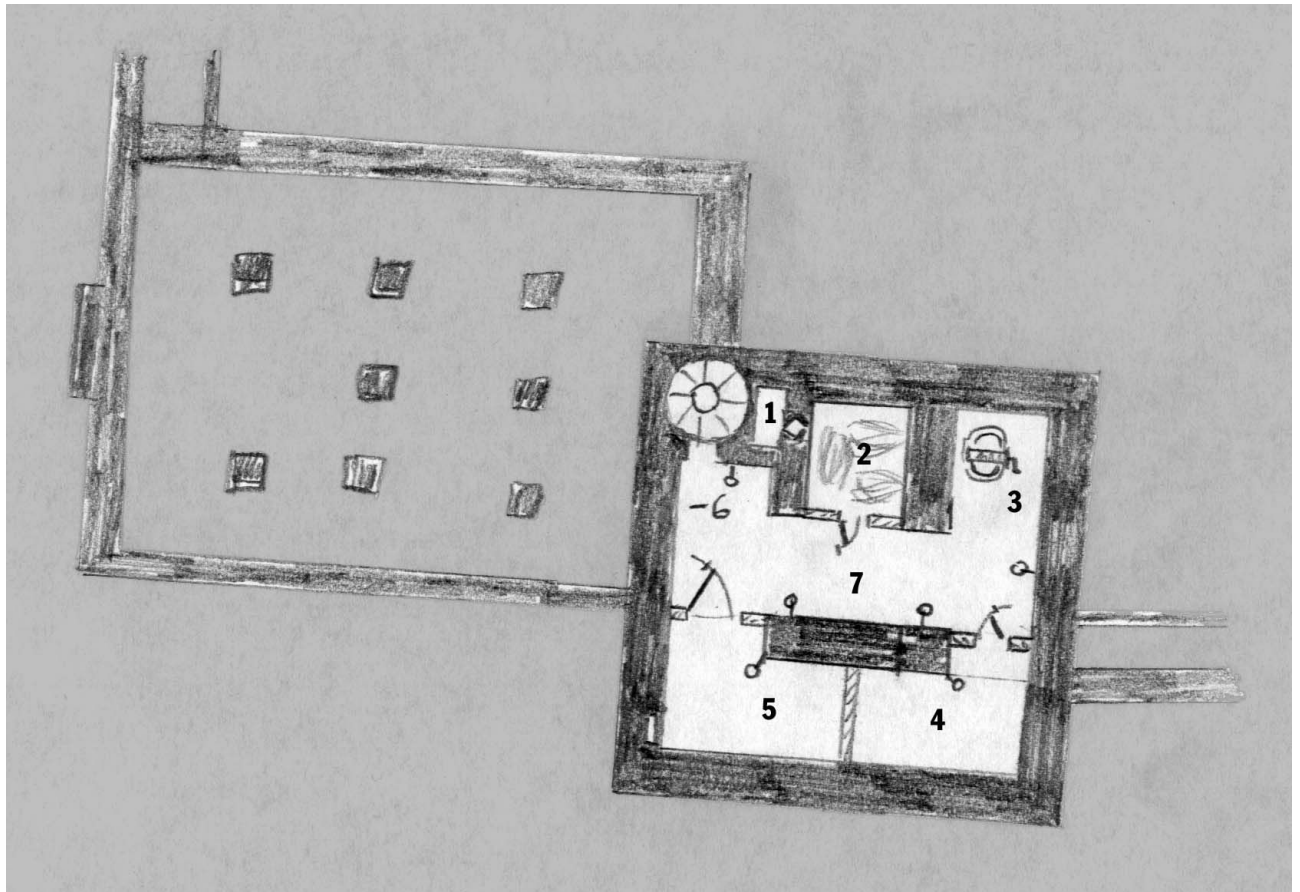
4 **WINE CELLAR.** A small stock of wines is kept here for the lord's household. The rest of the room is used to keep provisions.

5 **CELLAR.** This room is used to keep provisions.

7 **CORRIDOR.** The corridor can be lit by several torches, attached to rings at the walls.

Groundfloor

1 **GREAT HALL.** The Great Hall is the centre of everyday life. All feasts and ceremonies are held here. The lord and his family dine here twice a day. The massive door is the only entrance to the Great Hall and the Keep. The keep can be accessed by the stairs in the south. The floor of planks is strewn with straw to collect waste and is cleaned every five days. Light comes in through three windows in the north wall. An open fireplace on the west wall provides warmth and light. Stairs in the north wall lead up to the gallery and the private rooms of the lord's family. The hall is of an impressive height, reaching 27' at its western



Cellar. All surfaces stone unless otherwise indicated.

end. It is overlooked by two levels of galleries.

2 DOORWAY. The doorway is secured by two iron-framed doors, locked by steel bars. The entrance to the keep is guarded by a loophole.

3 MURELNO HALL. The first floor of the keep used to be the lord's hall in former days. Since the Great Hall was finished in 676 TR, life moved to the lighter and warmer new house. Today, Murelno Hall is used for secret negotiations or as a storing area. The lavatory in the SW-corner is still in use.

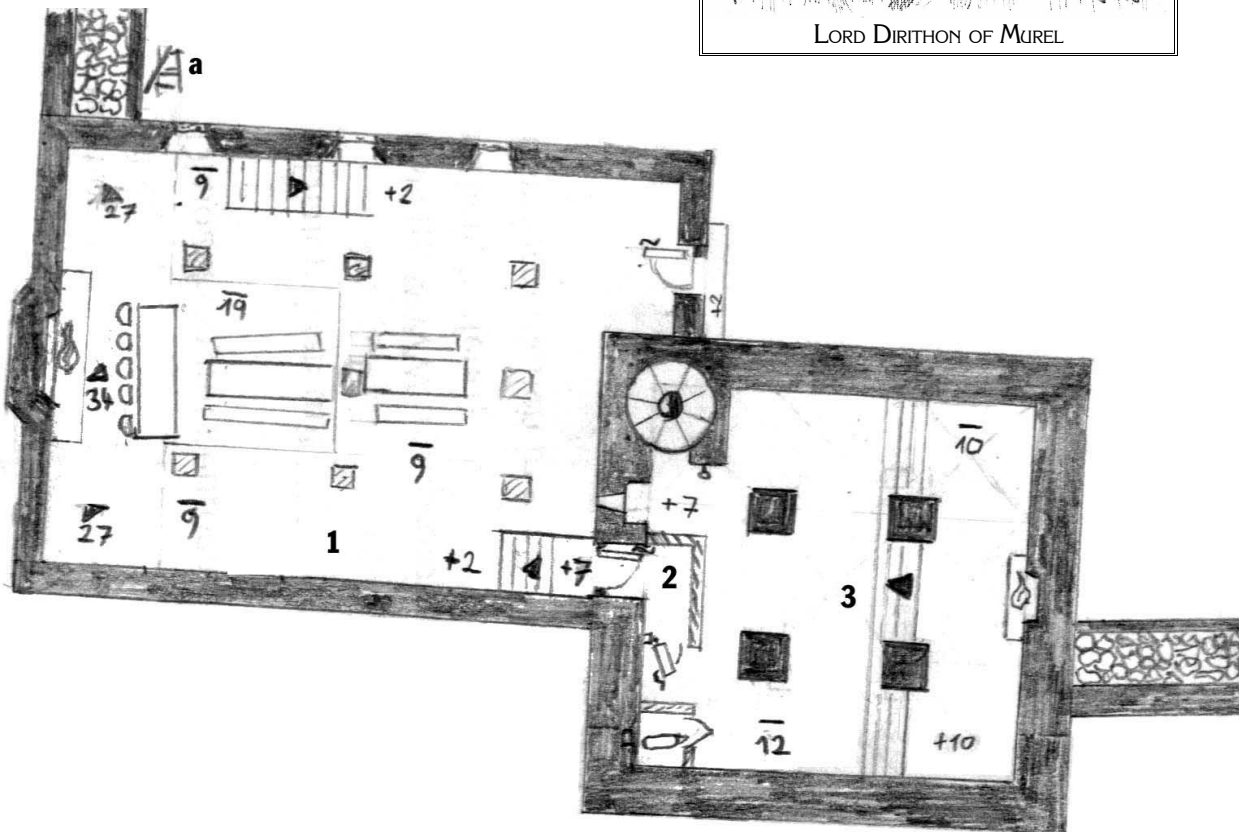
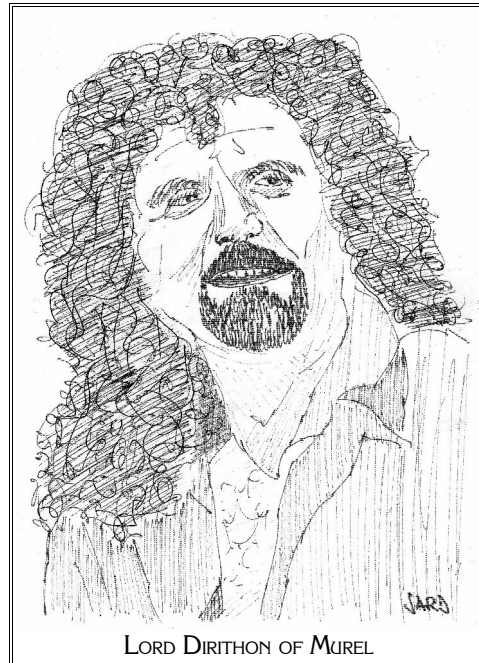
A ACCESS TO THE BATTLEMENT PLATFORM. A ladder leads up to the battlement platform on the wall.

Second Floor

1 GREAT HALL – GALLERY. The south gallery is used as a dining room for ladies. Valuable tapestries cover the south wall. The north gallery is used as a musicians' loft.

Doors on the central gallery lead to the private rooms. A ladder leads up to the gallery on the 3rd floor.

2 THE LORD'S PRIVATE ROOM. *LORD DIRITHON OF MUREL* and *LADY LASYR* sleep here. During the day, the household's ladies and their maids often sit here together for needleworks.



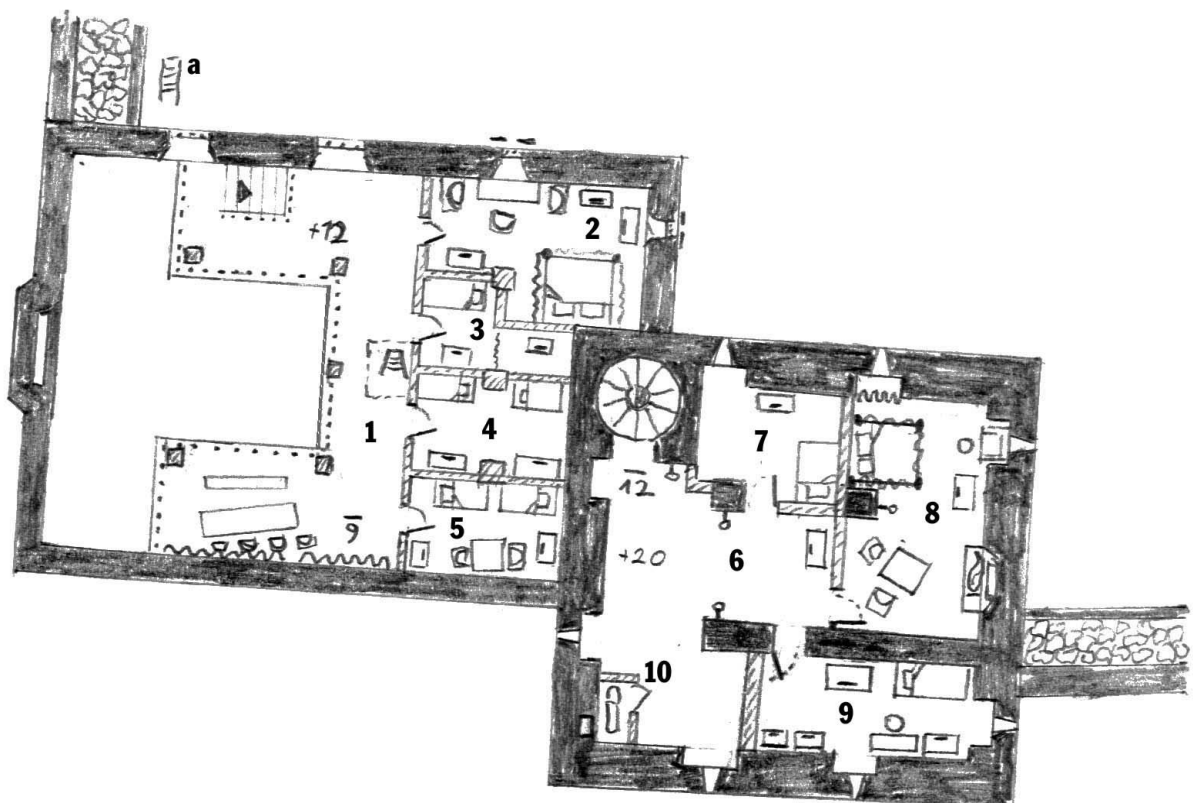
Ground Floor. Surfaces within the Great Hall are wood, within the Keep stone.

LORD DIRITHON OF MUREL is an intelligent man of 63 years. He is regularly plagued by a rheumatic fever. Notwithstanding his age, Lord Murel has an excellent eye and still enjoys hunting with his hounds. He has a sense for business and has long recognised, that trade can be an lucrative extra income even for a noble. Since he has made Murelno the base for his river trade, the profits from the harbour and his own river trade business have become a valuable part of his total income. When he lost his son Larian in 712 TR, he was overcome with grief. With the arrival and adoption of Rembold, who seemed him to be Larian reborn, he has regained some of his former power, but still has to spend most of his time indoors. His obligations as the King's Warden of Mineous Forest is actually accomplished by his son Rembold.

LADY LASIR OF FURINGAS has been lord Dirithon's wife for the last 32 years. She met him during a novitiate in a Laranian abbey

when he was on a pilgrimage. They married soon afterwards and she bore him a son and a daughter. Lady Lasir has a strong will and leads the household with a firm hand. She is still in love with her husband and is worried about his slowly progressing disease. She has ordered Dirithon to regularly consult the services and advice of Cyrndra Myrndron. Lady Lasir still practices martial skills and is fond of taking her palfrey for a daily ride. Initially, she was suspicious of her husband's plan to adopt Rembold, but once she recognised Rembold's positive effects on Sir Dirithon's health, she was persuaded and now respects Rembold, almost as if he were her own son.

3 SQUIRE – LAGRIK OF AVANDAR. Lord Dirithon's squire lives in this chamber. Some part of Lord Murel's battle equipment is stored here. Lagrik is a nephew of the Sheriff of Daen, Sir Crasel of Avandar. As lord Dirithon's squire, Lagrik is responsible for the care of his master's weapons, ar-



Second Floor. Surfaces within the Great Hall are wood, within the Keep stone.

mour and steeds. Due to lord Dirithon's illness, the training with weapons and in horsemanship is overseen by *SIR REMBOLD* and the ostler. Lagrik is only 16, and is still not trained in the use of the lance.

4 **LADY DARIN OF MUREL.** Lord Murel's only surviving sister resides here together with her maid *NIMFAAN MYRNDRON*. Lady Darun is 38 years old and still unmarried. She has a conciliatory manner and due to her excellent knowledge of human nature, she is a valuable advisor to her brother. She is very skilled in embroidery and can be often found sitting engaged in needlework. She is a pious Laranian and attends the mass as often as possible.



LADY GALADREL OF MUREL

5 **LADY GALADREL OF MUREL.** Lord Murel's only daughter lives here with her maid *HALAA KALDRO*. Lady Galadrel has a sarcastic manner and is often ill tempered, especially since clan Murel adopted Rembold. She has accused Rembold of being a legacy-hunter in public on several occasions. The 17 year old girl is likely to be married-off as soon as an appropriate match can be found.

6 **CORRIDOR.**

7 **HARPER – ALRIN OF HOHENLIMBURG.** The lord's harper resides here.

8 **HERALD – KALARED OF MEKUNDA.** Sir Kalared of Mekunda resides and works in this room. He keeps the annals of Clan Murel and keeps a carefully eye on Kandian politics, inquiring news of guests and travelers at the inn. His clan holds Tyve manor near Ibonost. Sir Kalared is an excellent orator and has lead several successful negotiations for Sir Dirithon. He is also a dedicated collector of rumours and enjoys spreading them. He advises the lord in political matters and regularly accompanies Sir Dirithon whenever he attends the shire moot or visits the sheriff's or the royal court. On these occasions, Kalared is able to display and improve upon his occupational skills.

Sir Kalared's servant *MEDEF GEDOILM* sleeps in the servants' quarters on the third floor.

9 **CHAMBER – SENBATAN OF SUMON.** The manor's administration and bookkeeping is done in this room. Important documents are kept in a locked trunk. The lord's bookkeeping is done by the scribe Senbatan, who also sleeps here.

Senbatan is a Lyahvi Shek-Pvar, who was declared renegade together with his master, Shenava Hylabris of Tekuma (hailing from Berema) and two fellow-followers, Padag Pelanby, the third son of the Elgar of Bodoë in Shorkyne, and Towdrek of Kasgar.

Hylabris was first admonished by the chantry at Berema on account of using arcane powers in an obvious manner to take influence on the widow of a leading noble in Emelrene. He was forced to leave his home in 708 TR and fled to Melderyn, where he took his three Mavari at Nurisel.

Again, Halabris started to take political influence, this time by getting the personal counsellor of Sir Erumel of Thabel, Lord of Usk and a cousin of the Earl of Nurisel. He managed to learn some Savoryan wisdom and spells and taught them to his two senior students, Elgar and Towdrek.

In 715 TR, Earl Sunoril of Thabel, after having learned about Halabris' ambitions, used his connections to let Halabris and his Mavaris be declared renegade. Halabris timely got aware of this plan and used a teleportation spell to get his Mavaris and himself to safety, out of immediate reach of the White Hand.

Senbatan was accidentally teleported to the world of Terra and was trapped in this magic-weak environment. In 718 TR (or 1401 AD), Senbatan was located by a Savoryan Shek-Pvar. The Savoryan forced him to return to Kethira, unfortunately bringing Rembold of Murel (then called Rembold of Kamp), Basilius the Boyer, his daughter Lydia and the harper Alrun of Hohenlimburg with him by a critically misfired transportation spell.

10 LAVATORY.

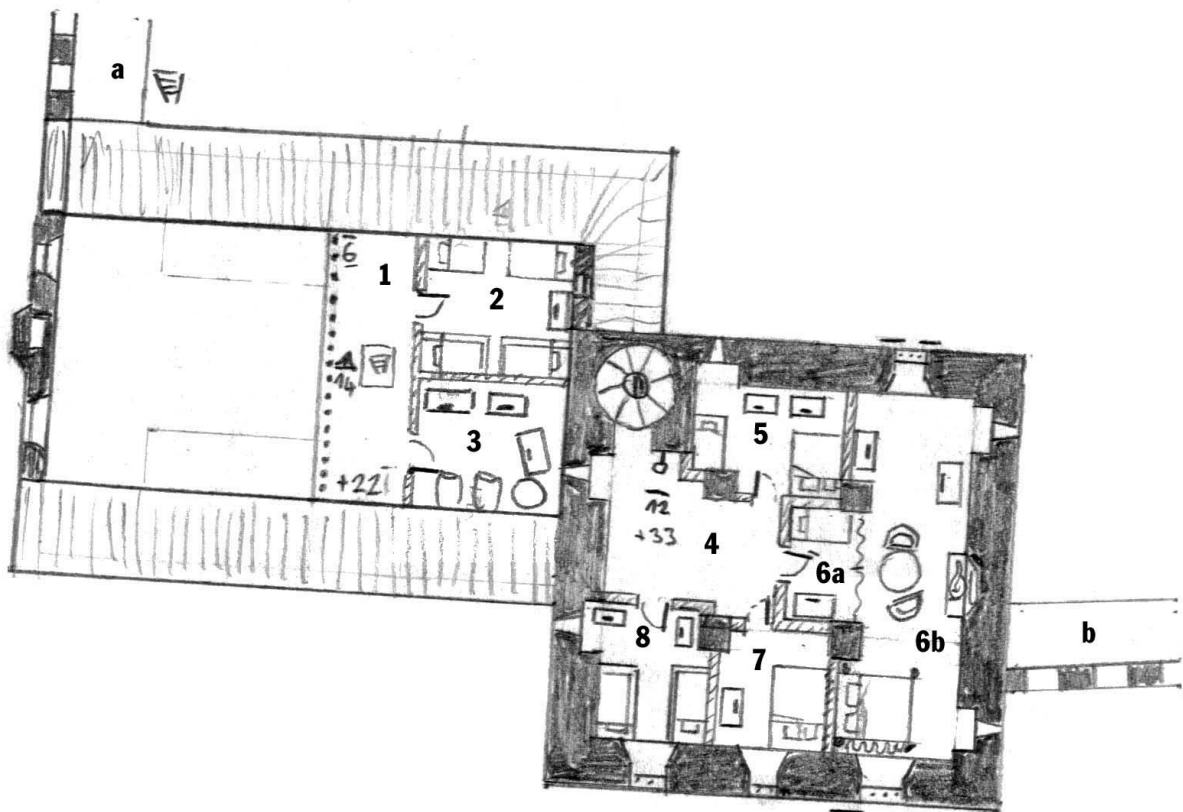
Third Floor

1 GREAT HALL – GALLERY. Doors lead to servants' quarters and a storage room. A ladder descends to the 2nd floor. The gallery is seldom used other than as a corridor.

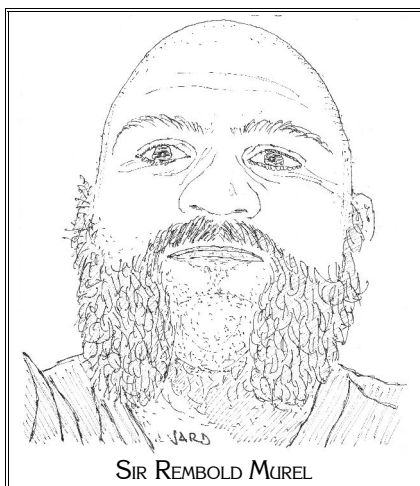
2 SERVANTS' QUARTERS. Six servants share this room. Among them Lady Lasyr's maid Zamiard Didaas, the Lord's chamberlain Geoffrey Akasasand and the herald's servant Medef Gedoilml.

3 STORAGE ROOM. Table cloth and a variety of tableware is stored here.

4 CORRIDOR.



Third Floor. All surfaces stone unless otherwise indicated.



5 **SIR REMBOLD MUREL'S ROOM.** Lord Murel's adopted son and his squire *SEDROH HULVOI* live in this room. Rembold carries out the duties of controlling his fathers's foresters by regular visits to the hunting lodges and patrols through the hundred. Since he was enfeoffed with the new manorial fief of Pagel, he installed two of his foresters there.

6 **GUEST ROOM.** This room (b) used to be the lord's original private room. Today,

it is used for important guests of high rank. A servant to the guest may be quartered in a antechamber (a) separated by a curtain.

7 **CLOTHIER – CUTIER OF LEAN.** Cutier is a bonded master clothier. He travels to Aleath and Dyrisa twice a year to get impressions of which fashions are in vogue.

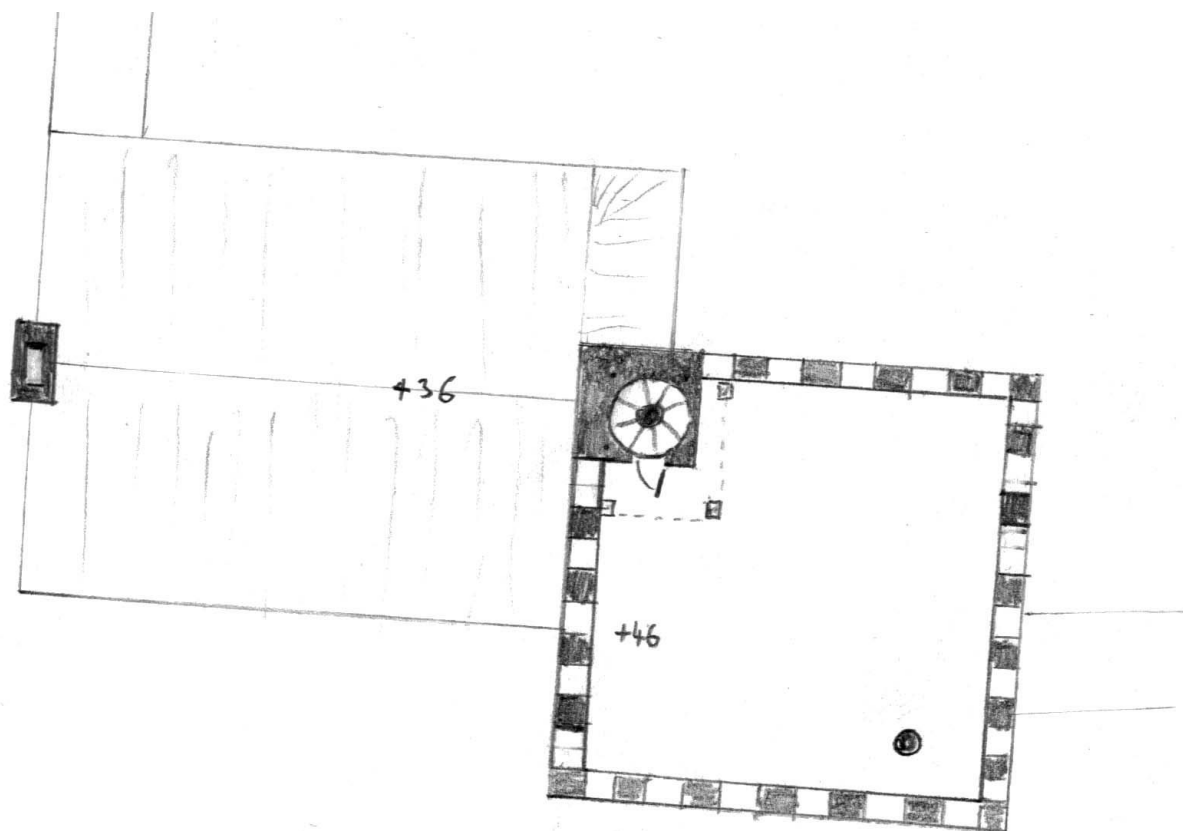
8 **GUEST ROOM.** Noble guests may be quartered here.

A **BATTLEMENT PLATFORM (WEST WALL).** Access is from a ladder next to the Great Hall.

B **BATTLEMENT PLATFORM (SOUTH WALL).** Access is made from the courtyard by a ladder to the east.

Roof

Battlement platform. A flagpole stands in the southeast-corner of the platform. A horn hanging near the staircase can be used to sound an alarm signal if necessary.



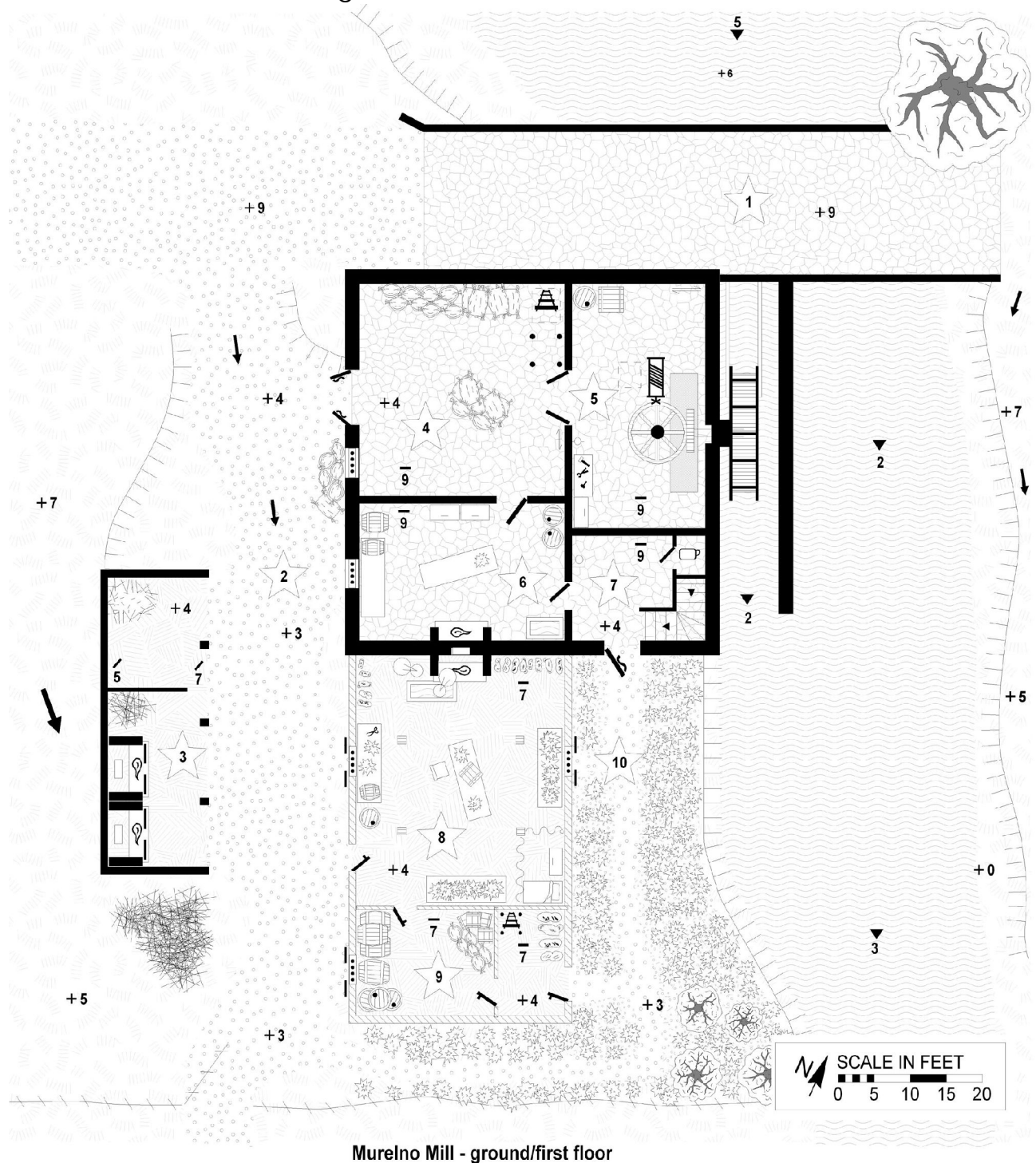
Roof. All surfaces stone unless otherwise indicated.

Murelno Mill (Map Key 29)

Murelno Mill was constructed of stone in 599 TR and is one of Murelno's oldest buildings.

Under the reign of Sir Kandrez of Murel, the former undershot mill, which was ruined during the Theocracy of Tekhos, was replaced by a bigger and more powerful one. A ditch was erected damming the flow of

Murel Creek, thus creating a reservoir and raising the water to a working level of 5 feet allowing to operate a middleshot water-wheel. The weir can be operated by a lever from inside the mill. This mill was financed and erected by the powerful clan of Myrondron, as the Millers' Guild was unable to invest sufficient funds right after the liberation



war. So, an arrangement was set up between the Millers' Guild, Clans Murel and Clan Myrndron, stating that as long there was a master miller to become the heir of Clan Myrndron, the mill was to be rented to him by the guild.

Ground Floor

1 DAM. The dam is a bank of packed earth and gravel, coated by walls of field stones. It contains a weir operated from inside the mill and an overflow to prevent damage to the dam and mill in case of a flooding.

2 COURTYARD. The yard lies several feet below the road across the dam, so most grain is delivered directly to the milling chamber by way of the door overlooking the dam on the second floor.

3 BAKERY. The bakery was built across the courtyard to minimize the risk of fires. The shed contains two ovens built from massive stone which are first heated by burning wood inside the oven chamber and then removing the hot ashes. The stones keep the heat for several hours, enough to bake up to four turns of bread. Fuel is stored in a separate apartment of the shed. The ovens can be used by villagers for a fee of 1f per day. They are also used by Vondrae to produce bread, cakes and tarts for the lord's household and the inn. Specialties can be ordered in advance.

4 STORAGE ROOM. This room provides the main entrance to the mill. Sacks of grain are stored here for milling. They can be hoisted by means of a winch powered by the mill's water wheel. The winch is controlled by the lever found in this room.

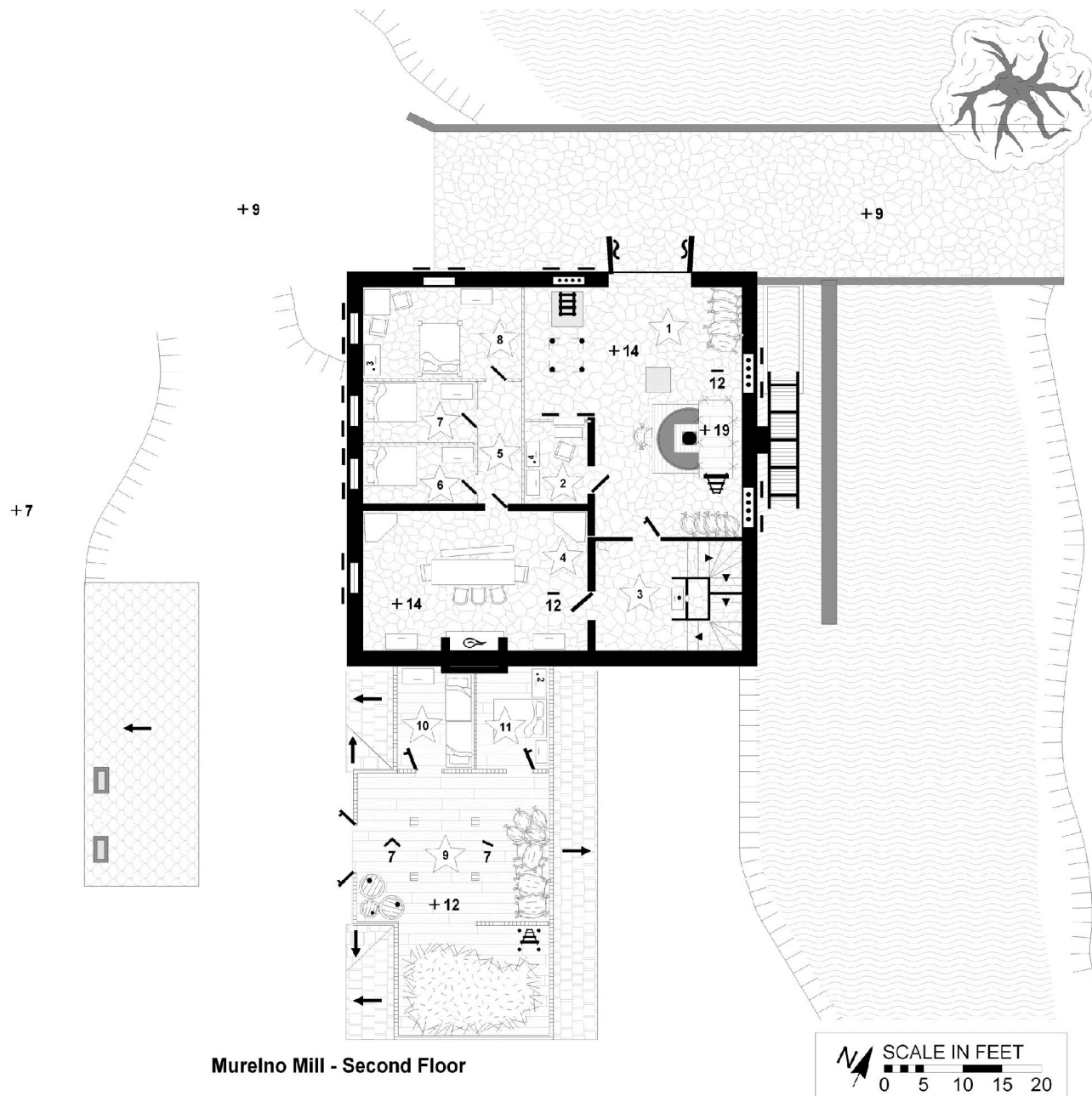
5 MACHINE ROOM. This room holds the gears used to turn the milling stone and the hoisting winch: The water wheel is connected to the comb wheel running in the wheelpit inside of this room, which drives a large lying wheel mounted on the

vertical axle. The lever opens and closes the weir and thus starts and stops the rotation of the mill. The orientation of the winch can be controlled by the lever in room 4. The complicated mechanisms of the mill need frequent service: bearings must be greased, broken or weakened parts of the gearwheels be replaced. The workbench is used for repairs of wooden and metal parts of the machinery. Due to the proximity to the water, this room is generally damp and cold all the year.

6 KITCHEN. The kitchen is the realm of Vondrae's wife Linmain (50). Most cooking is done by Jadanda (19), wife to Vondrae's oldest son and heir Obiol (25). The large hearth and tables can easily please the requirements for the preparation of large meals and is also used by Linmain and Cyrndra to prepare breads, cakes and other pastries.

7 CORRIDOR. The sparsely lit room can be illuminated by a torch mounted in the corner of the walls. The backdoor opens to the garden behind the mill. Stairs provide access to the upper floors.

8 APOTHECARY. Cyrndra Myrndron (18), the miller's youngest daughter, finished her apprenticeship as an apothecary at Duseda Nunnery in 719 and returned to Murelno. She now helps with the baking and assists Ebasethe Zeehdan with the medical treatment of the ill and weak. She has established a small apothecary in this outbuilding. A fireplace was added to the northern wall of the former stable and allows for drying herbs, heating ointments, cooking syrups and (in combination with a watertank for cooling) distilling medicinal essences from plants. Sacks with drying herbs are hanging from the northern wall and large tables are used to prepare the medicines. To ease the observation of her alchemical processes, Cyrndra has moved to her laboratory and now sleeps in the bed separated by a curtain. The chest besides



Murelno Mill - Second Floor

holds her private belongings. Neither being a master apothecary nor holding a franchise from the guild, she might face severe problems if found by guild officials.

9 STORAGE ROOMS. These two rooms contain various stocks for the bakery and the apothecary. The ladder leads up to the hayloft and living rooms on the second floor.

10 MEDICINAL GARDEN. Since she took up her business at Murelno, Cyrndra has expanded the kitchen garden into a part of her medicinal garden and now

grows valuable medicinal plants here under daily control. The larger part of her medicinal plantings lie off-map within a larger garden.

Second Floor

1 MILLING CHAMBER. The room hosts the grinding mechanism, mainly consisting of two horizontal grindstones, a shaking grain feeder (hopper and show) centered above the upper, rotating grindstone and the flour-box, collecting the ground corn emerging from the flanks between the

grindstones and propagating it towards a flour sack. Sacks of corn are hoisted up from the ground level or from the dam way through the double winged dood. The corn is stored until is filled into the funnel-like grain feeder from the platform above the millstones. The ground flour is collected in sacks or boxes for grading using woven sieves and subsequent additional grinding. The flour is finally stored on this level until recollected by its owners.

2 OFFICE. Vondrae Myrndron usually controls the operation of his mill and the work of his apprentices from his seat at this desk. He carefully notes all deliveries and fees in his lists kept within the locked chest.

3 CORRIDOR. The dark corridor connects the working and living parts of the mill and provides access to the attic above and to the grounded floor below. The hidden door behind the chest opens into a secret chamber holding some important parts of clan Myrndron's wealth and the most important documents. The room is known only to the clan's three senior members.

4 LOUNGE. The room is almost comfortable due to the glassed window providing light and the fireplace for warmth. The sideboards hold various crockery, displaying the best and most valuable parts. The chests are used for the table linen and further textiles. The family uses to take all meals here. Clan Myrndron's annual clan council is also held in this room.

5 CORRIDOR. The corridor simply connects the different bedrooms with the lounge. Without a source of natural light, it is relative dark.

6 BEDROOM (OBIOL* AND JADANDA*). Obiol (25), the miller's oldest son and heir, shares this room with his young wife Jadana (19). The couple married a year ago, after Obiol gained the master's diploma from the guild. The marriage was arranged by Vondrae and Jadana's father, a well-situated

mercantylar from near Aleath, whom he met in the temple of Halea. Jadana is skilled in accounting and is further trained in baking since she became member of the household to fit future demands to a miller master's wife. Today, Obiol and the two apprentices do most of the practical work around the mill, like clearing the mill pond, maintaining the dam, weirs and machinery, hauling and hoisting sacks of grain and flour, etc. Until the marriage, the room was used as the miller's boys' common bedroom.

7 GUEST ROOM. This chamber used to be the common bedroom for the female children, but since Cyrndra moved into the apothecary it now serves to accomodate guests.

8 BEDROOM (VONDRAE AND LINMAIN). Vondrae (51) is the head of Clan Myrndron. Since his oldest son reached the degree of a master miller, Vondrae began to retire from the hard day-to-day work within the mill. He still keeps all records and oversees the mill's operation, but leaves the physical work to his son. Vondrae now looks after the maintenance of the fields and farming fish in the mill pond. His wife Linmain (50), to whom he is married for almost 27 years, was the single child of Vondrae's former master and her inheritance added much to the wealth of Clan Myrndron. She is a devout adherent of Peoni and was distracted when she recognized her husband getting converted to the cult of Halea. She managed to keep her children's faith "on their right path" following the way of Peoni. Linmain is pleased to see Cyrndra "assisting" the local Ebasethe in the treatment of the ill and supported her in equipping her laboratory. She is a competent baker and pastry-cook and she tries to teach her lore to Jadanda, her daughter in law.

9 HAYLOFT. This room was originally used as a hayloft, but now serves as a storage area for the most part. Access is by

ladder from the ground floor. A pulley in front of the double winged door is used to hoist goods to/from the courtyard.

10 **BEDROOM (APPRENTICE).** John of Jured* (18) is the oldest son of a miller in Erynashire, near Aleath. He is skilled and Obiol is happy with him and his work.

11 **BEDROOM (OVRAS).** The miller's youngest son Ovras (16) started an apprenticeship with Ulf of Boged, the miller of Geldan, but was dismissed by his master after a year. Ulf called Ovras a unskilled and lazy idiot. The true reason for the eviction was a dispute with Vondrae at the guild council that year. During the next council, Vondrae swore the council to prove that his son would become one of the best journeymen of the district and ordered his son Obiel to take his brother up as his own apprentice. Ovras was ordered to move into this room and Obiol instructed to teach him in a strict manner. Ovras has to work hard to meet his father's and brother's demands.

Attic (not mapped)

The attic is used as a storage area for grain and other goods.

Basilius the Bowyer (Map Key 40)

Bowyers are seldom found operating an own workshop. Basilius (33) came as a comrade of Rembold Murel and was granted the license to operate a workshop in 719 TR in return for training the manor's militia and yeomen with the bow.

Ground Floor

Like many other rural craftsmen's cottages, Basilius' one consists of three rooms: a large stable, a living room with a fireplace and the workshop within an extension.

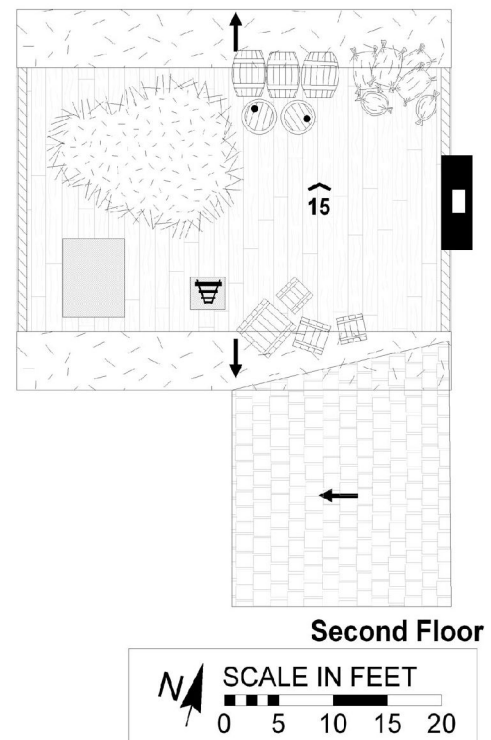
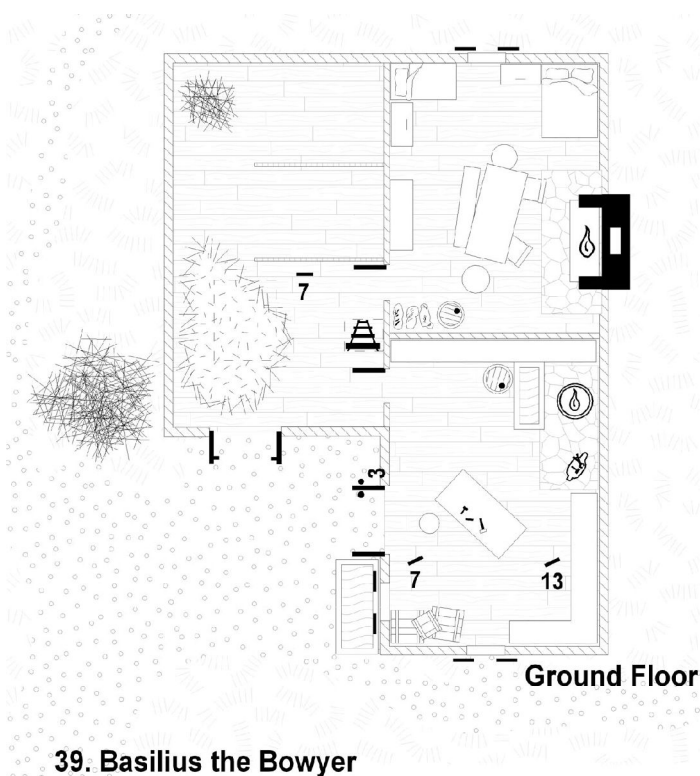
The stable houses two dozens of chicken, several pigs, two cows, four goats and six sheep. Agricultural tools are stored here as well. Two openings in the ceiling and a ladder provide access to the hayloft on the second floor.

The living room acts as kitchen, bedroom and lounge for the small family. As Basilius has no wife to keep the household, he often holds common meals with be-friended families in the neighborhood.

The workshop provides enough space and only the necessary tools for bow-making and fletching, as Basilius is relatively new in the business. A large workbench is centered in the room. A brazier and a small anvil is used for small metalworks, major work is done by the metalsmith. Below the ceiling, wood (primary yew beech) is stored.

Second Floor

The attic is used as a hayloft and general storage area.



The Keel & Plough Inn (Map Key 41)

History

The Keel & Plough is the only inn within an area of radius covering more than 2½ leagues, and the only one along the Eryn River between Sumon and Edino.

When lord Dirithon Murel constructed the jetty below Caer Murelno in Peonu of 711 TR to make Murelno a small river haven, he also granted a license to operate an inn to Frega Sunddred, an innkeeper freemaster from Orbaal. The contract was arranged through the innkeepers' guild chapter at Aleath and the Guild chapter also granted the new franchise to Frega. Frega and Seybold arrived Murelno on Nolus 23th, 711 TR. The cons TRuction of the new inn started on 1st Larane, the main building was finished on Savor 17th. The barn was added in 716 TR.

Frega has agreements with Ishedan Zeleim (freemaster metalsmith, see LOCAL MAP KEY 39), Hemakef Habol (freemaster woodcrafter, see LOCAL MAP KEY 21) and Hagrik Sanneth (bonded master-ostler, see LOCAL MAP KEY 1C) to provide professional service to the KEEL & PLOUGH's guests. Frega acts as a mediator for these guildsmen, and she earns a share of 1/5^{ths} of any profits.

Prices

Accommodation and services have to be paid for in advance, beverages and meals when leaving the tavern.

| Product / service | | Price |
|----------------------------|-------------------|-------|
| Accommodation | per night | |
| Straw mattress | | 3f |
| Bunk bed | | 4f |
| Single bed | | 8f |
| Single room | | 24f |
| Beer | | |
| Small Ale | 1 quart | 1f |
| Ale | 1 pint | 1f |
| Beer | 1 pint | 2f |
| Cider | 1 pint | 1f |
| Mead | 1 pint | 2f |
| Wine | per cup | |
| Thardic Red | | 4f |
| Kandian White | | 4f |
| Trierzi Red | | 12f |
| Brandy | per cup | |
| Perry | | 6f |
| Chantaer | | 8f |
| Cold Meal | per serving | |
| Bread & Cheese | | 3f |
| Pickled fish & bread | | 3f |
| Fruit | | 4f |
| Pickles | | 2f |
| Warm Meal | per serving | |
| Eggs, bacon & bread | | 3f |
| Fish & bread | | 2f |
| Poultry & bread | | 6f |
| Roast & bread | | 8f |
| Stew/soup & bread | | 2f |
| Cleaning of clothes | | 4f |
| Prostitute | | 6f |
| Warm bath | | 4f |
| Stable | Per day and steed | 8f |
| (including Feed) | | |

Residents

The Inn is run by Frega Sunddred, her lover Seybold of Durad, her female apprentice Jasreena of Harela, and Frega's and Seybold's offspring, their son Saranhold (10 years old) and their daughter Leifhulda (3 years old).

FREGA SUNDDRED (43) comes from Geldeheim in the kingdom of Orbaal. Being of



Frega Sunddred, Innkeeper.

Orbaalese origins, her parents were slain in an attack by Jarin rebels. Frega hid herself and was overlooked by the rebels. She was found by Jarin peasants, who ad-

opted her. When her father wanted her to marry at the age of 13, she ran away. She signed a contract on a merchantman and came to Aleath. Impressed by the wealth of the city, she left the ship and by her strength and agility, she managed to get an apprenticeship in the "SILVER CAVERN" inn. She passed the examination and after some years, being an excellent brewer, was finally promoted to the rank of a master. This promotion was the result of blackmailing a guild's syndic, who maintained illegal contacts to the Lia-Kavair in a rather too-obvious fashion. Frega promised to keep her silence in return for the promotion and a franchise.

In her business, she is responsible for the beverages, brewing at least twice a tenday, overseeing the tavern and collecting the bills.

SEYBOLD OF DURAD* (45) met Frega in Aleath. He was an innkeeper journeyman who worked as bouncer in a low quality ale-house within the Village of Arson outside Aleath. When Frega left the city, Seybold followed her to Murelno and became her partner with the operation of her new inn "THE KEEL & PLOUGH". Seybold is a calm man, but is capable of brutality. In fact, he was a member of the Lia-Kavair and passed on information to Frega, allowing her to pressurise the syndic.

Seybold is responsible for the purchase

of all stocks and for the security of the inn. He actively tries to keep the Lia-Kavair out of Murelno and his business. He also works as bartender and sometimes within the kitchen. When spotting a pickpocket or other criminal in his inn, Seybold will either "convince" him/ her to return the loot and to leave the inn or will simply report the crime to the victim or the local authority, depending on his sympathy for the victim. When someone tries to avoid his/ her bill, he will usually get Seybold's "attention".

Seybold is also responsible for the farming of the land held from Lord Murel. He added the barn in 716 TR to house the stables and now rents storage room and unusual agricultural equipment to the local peasants. By now, this operation has been a loss-maker. But Seybold argues, that the enactment of Sir Dirithon's plans will finally bring more overland traffic.

JASREENA OF HARELA (19) is a runaway serf from Libost, near Dyrisa. Frega brought her to Murelno in 717 TR, when she was 16 years old. Jasreena is attractive but neither particularly brave nor intelligent. Her situation is exploited by Frega and Seybold, who brought her to Murelno with the promise of an apprenticeship. They failed to mention at the time that she would be forced into prostitution. Her "special services" are only offered to well-paying guests. Jasreena gets one third of the money her clients pay to Frega or Seybold for her services.

When not working as a barmaid or performing "special services", Jasreena cleans the tavern, the kitchen and the simple guest rooms; she also often acts as Leifhulda's nursemaid.

MALINDRA OF FELTHEIN* (24), a daughter of the farmer Uvdazr Fethein (LOCAL MAP KEY 35), was accepted as an apprentice in 711 TR, when the inn started business. She completed her apprenticeship after 7 years of training in 718 TR. Since then, she has stayed as a bonded journeyman and usually

does the cookery in the kitchen or tidies the better guest rooms.

SARANHOLD* (born in TR 710) helps in the inn, running errands for his parents or the guests.

LEIFHILDA* (born in TR 718) is usually nursed by Jasreena.

Floorplans

Cellar

1 CELLAR. The cross vaulted cellar is mainly used to store wine, meat and other stocks of foodstuff. Access from the kitchen is through a trapdoor and ladder in the south corner.

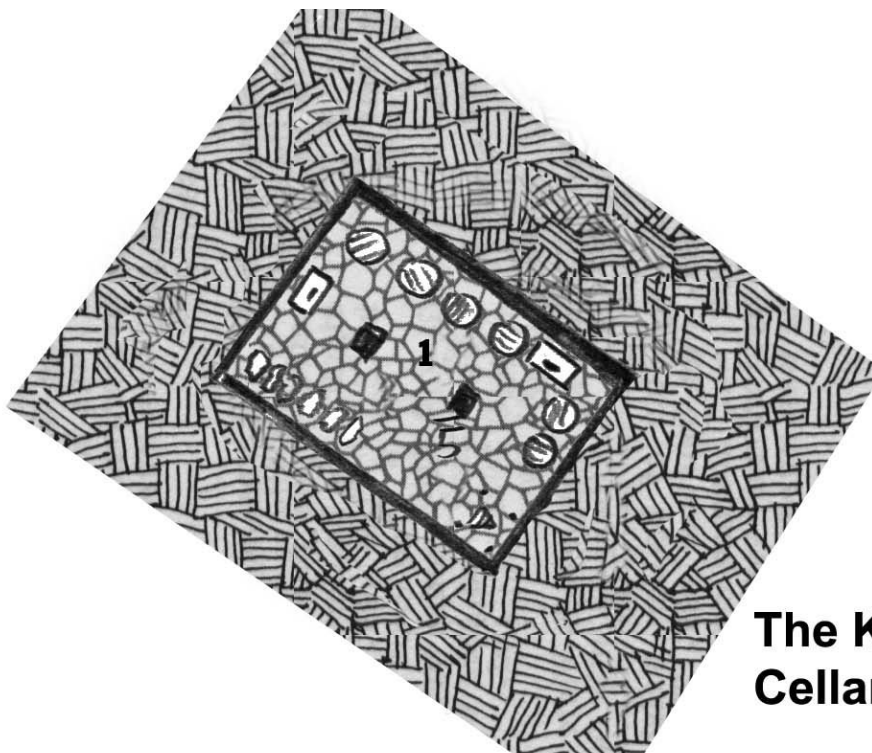
Groundfloor

1 TAVERN. The tavern is a large room, lit by several narrow windows and four torches, fixed to the massive upright beams that support the ceiling. An open fireplace on the south-western wall is used to heat the tavern and to grill sausages, heat beverages etc. The floor is packed earth. The furnishings (four large tables, eight benches

and several chairs) are made of heavy oak. The tables at the north-western wall are usually occupied by local regulars, those at the south-eastern wall are for travellers. The stairs at the north wall lead up to the guest chambers on the second floor. A door leads to the restroom in the north-eastern corner. The sign hanging over the entrance shows a Talbar and a plough, below it the innkeepers' guild badge. There is no bar. Frega favours "direct contact" to her guests.

2 KITCHEN. This is the realm of MALINDRA OF FELTHEIN. The fireplace is used for cooking, with several cauldrons, pots and pans in regular use. A trapdoor provides access to the cellar. Heavy tables are used to prepare the meals.

3 BREWERY. Theoretically, all beer and ale used in Murelno should be brewed in this workshop. In fact, the lord and most of the peasants brew their own ale. But those local consumers who can afford it favour the excellent mead made by FREGA SUNDRED herself from the local honey, a common resource at Murelno. The mashes are cooked in a large cauldron on a fireplace.



5' 10' 20'

The Keel & Plough Cellars

The heated products are poured into large barrels and stored in the brewery or in the cellar until they are consumed. They are not exported beyond the village borders. Stairs lead up to the private rooms on the second floor.

4 SHED. A four-wheeled wagon, a two-wheeled car and a wheel-plough are kept here together with various agricultural tools. A ladder leads up to the hayloft and storage area on the second floor.

5 STORAGE ROOM. Fire-wood is stored against the south wall, hay in a large

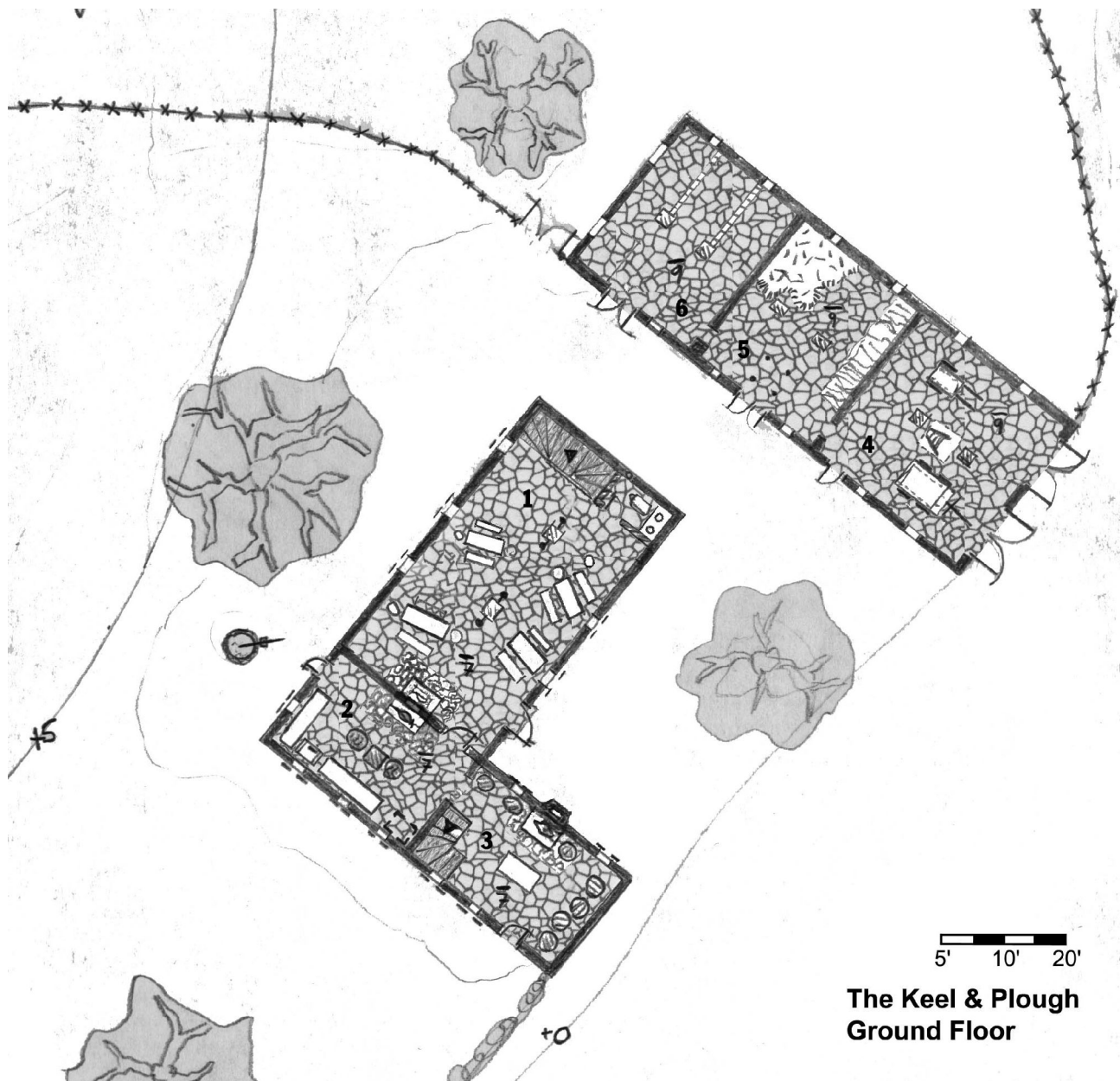
pile in the northern corner. A trapdoor provides access to the hayloft on the second floor above.

6 STABLE. Three boxes can house the guests' steeds. A pigpen is in the north-western corner.

Second Floor

1 PRIVATE ROOM. This room is used as a private lounge by Frega and her household.

2 CORRIDOR. This narrow corridor connects the private rooms.



**The Keel & Plough
Ground Floor**

3 **SERVANTS' QUARTERS.** Frega's female apprentice JASREENA OF HARELA and her journeywomen MALINDRA OF FELTHEIN sleep here together with the innkeepers' son SARANHOLD and their daughter LEIFHULDA. Jasreena's chest contains a bag of silver and a bag with 2 ounces of Rasakile, a contracept-

MYRNDRON (MURELNO, LOCAL MAP KEY 29). Malindra of Felthein possesses a bag of silver and several sets of clothes.

4 **FREGA'S AND SEYBOLD'S BEDROOM.** FREGA SUNDRED and SEYBOLD OF DURAD live here. The chests contain their private properties and valuables. The attic can be



ive she gets from the apothecary CYRNDRA

accessed by a ladder and the trapdoor in the ceiling.

5 CORRIDOR. This corridor gives access to the inn's various guest rooms. The room is lit by two oil lamps attached to the wall. The stairs descend to the tavern.

6 DORMITORY. The straw-filled „mattresses“ in this chamber are the cheapest form of accommodation, used by crewmen and poor travellers.

7 DORMITORY (SINGLE BEDS). Better-off guests like passengers and boat captains prefer this class of accommodation.

8 Dormitory (bunk beds). The most favoured kind of accommodation by the river boat crews.

9 Single Room. This is the best room available for guests. A chest, a table with comfortable chairs and the warmth of the neighbouring chimney provide a reasonably comfortable room. It is used by wealthy travellers (e.g. nobles or merchants).

10 DORMITORY (BUNK BEDS).
(See ROOM 8).

11 SINGLE ROOM While not as comfortable, this room is similar to ROOM 9.

12 HAYLOFT/STORAGE AREA. The barn's attic is used to store hay, straw and various provisions (esp. cereals). The doors in the south-eastern wall can be opened to bring stock in or out, using a rope attached to a winch attached to the ridge beam. A ladder descends to the shed on the first floor.

13 HAYLOFT/STORAGE AREA. Similar to ROOM 12. A trapdoor connects this part with the storage room below.

Roof

Both buildings are covered by shingle-thatched roofs. The inn has an attic (no floorplan given), that is used as a storage area for various unused items as well as personal belongings of the innkeepers.

Tales from the Tavern

[GM-Note: See article "MINEOUS FOREST" for information on the background of these stories.]

The Blackwoods

The area in the centre of Mineous Forest is known under the name "Blackwoods". The Blackwoods reach up to a quarter league south of the Mineous Trail in the north, in the east and the south to the Nino River and Lake Mineous, in the west to the mouth of the Vieron River.

The wood is denser and darker in the Blackwoods than in all other parts of the forest. Thorny scrubs, high ferns and thick moss cover the ground. Conifers (pine and yews) form even darker areas of coniferous forest.

While this was just a hinderance, there are greater perils waiting for the hastened or carefree traveller. Dryads and spirits lure him to follow false trails, enormous boars and other wild animals seem to be more intelligent and malicious there.

Several people who entered the Blackwoods have simply disappeared, and most others were soon terrified by the Blackwoods' atmosphere and returned soon after crossing its outskirts.

Some who dared to penetrate deeper into the wood report an intense feeling of being watched on their way. Few have reported to have just escaped after being hunted by a giant bear and a pack of wolves.

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.

It is said that Kaloun was one of the last female giants and that she had lived in the forest for longer than anyone could recall.

The Gozyda barbarians call her “wicked woman of the wood” and deem the Blackwoods tabu: Kaloun is said to claim the Blackwoods her own realm and chase anyone who enters it.

There is a story about Kaloun and her cave:

"A young adventurer who managed to reach Lake Kaloun reported of a cave on the shore of the lake. When he entered the cave to find shelter for the night, he found it to be furnished with giant furniture. Pelts covered the walls and when followed deeper into the cave, he found a wall covered by giant gems reflecting the light of his torch. He loosened one of the crystals with his dagger, but when he returned to inspect it at daylight, he got aware of loud steps approaching the cave. Quickly, he hid himself behind a rock and finally saw a woman, standing eight foot high and carrying heavy armor and a large battleaxe and a giant javelin. She entered the cave and began to prepare a meal. After she had finished her meal – and after an hour of fear for the still undiscovered intruder, she finally went to bed. The frightened youth sneaked pass the she-giant and ran for three hours. He managed to escape with his crystal as a proof of his story, but never returned to the Blackwoods and its horrifying lady."

The Blackwood Brothers

The Mineous Trail (nowadays referred to as “King's Way”), the main connection from Dyrisa to Ibonost, is reported to be the hunt of a band of brigands, referred to as “The Blackwood Brothers”. Several merchants have reported sudden attacks, most of them where the trail is in closest proximity to the vicious part of the wood called “Blackwoods”. The bandits rushed from the trees, stopped their victims and forced them to pay a “toll”, usually the tenth part of their goods and all their silver. An other tactic is to block the trail by a felled tree and surprise the traveller in clearing the way. After grasping

the booty, they disappear southwards into the Blackwoods.

Silent Glade

Located in the woodland near the spring of Dreamwater River (the western branch of the Gozaryn), perhaps three and a half leagues northwest from Murelno, a nearly circular glade lies within a small beech and oak wood. No shrubs overgrow the clearing and animals seem to avoid the open place. Visitors who camped on the glade, reported of strange visions and dreams, especially in Yaelmor (new moon, the 1st of each month) and Yelah (full moon, the 15th of each month) nights. Some claim to have felt the presence of spirits, others pretend to have seen ghosts.

The Silent Ranger

Occasionally, perhaps once in three years, a stranger occurs at Murelno, as he is said to do in other villages around Mineous Forest. He does not speak much, giving no information on himself, neither his name, nor his whereabouts, nor his plans. He just appears, asks some short questions, buys something and disappears. He seems to be a trapper or hunter, but was never reported to have sold game, hides or pelts.

Roumors state, that on several occasions he has guided persons through the Blackwoods, a vicious part of Mineous Forest, said to be the hunt of Kaloun the Giant and several other unpleasant entities. Some travellers reported, that the stranger had returned them to their save trail after they got lost, and then just disappeared.

The Eryn Pirates

Bargees who serve on the boats that travel the Eryn from Aleath to Dyrisa have repeatedly reported of attacks by a band of river pirates, five leagues downstream of Murelno. While some mention small boats approaching from the eastern river bank and manned by a handful of men who finally boarded the barge, others claim, that they were overcome while camping on the river bank.

In each case, the pirates took parts of the load and retreated downstream or into the wood.

Sir Rembold Murel

The man now known as Sir Rembold ar-

rived some years ago from the woods together with some strange people who now all live at the Caer. Villagers swear, that he and his two companions were not able to understand even the most simple words, but talked to each others in a strange, unknown tongue.

Rembold was soon adopted by the lord and people started to guess for the reason. Some say that Old Murel had a vision of Larani saying so, others, that this is just due to some mental illness of the lord or that Rembold must have tricked him. The most accepted explanation says, that Rembold is just a bastard offspring and that the lord adopted him to render him a legitimate son and heir and thus avoiding conflicts after his departure to Dolithor.

Characters

Villein/Reeve Isheden of Narail (m)

HGT 68" WGT 138LBS FRM LIGHT
CMX MED. EYES BLUE HAIR RED

BIRTH 17/07/677 (HIRIN)

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

Religion: Peoni (17 PP)
Phenophobia [09]
Allergy [Fennel 17]

| | | | |
|------------|----|-------------|----|
| Condition | 62 | Club | 61 |
| Dodge | 75 | Oratory | 61 |
| Initiative | 70 | Rhetoric | 58 |
| Mobility | 75 | Agriculture | 83 |
| Unarmed | 44 | Law | 55 |
| Awareness | 68 | Cattlecraft | 56 |
| Intrigue | 68 | Goosecraft | 71 |
| Ritual | 13 | Folklore | 54 |
| Hârníc | 63 | | |

Master Woodcrafter Hemakef of Lavol (m)

HGT 68" WGT 153LBS FRM AVG.
CMX DARK EYES BROWN HAIR GRAY

BIRTH 19/02/685 (ARALIKUS)

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

Religion: Siem (16 PP)
Nyctophobia [07]

| | | | |
|------------|----|-------------|----|
| Condition | 65 | Roundshield | 60 |
| Dodge | 90 | Dagger | 56 |
| Initiative | 72 | Spear | 64 |
| Mobility | 70 | Glaive-Bill | 48 |
| Unarmed | 63 | Longknife | 30 |
| Awareness | 56 | Shortsword | 30 |
| Intrigue | 36 | Shortbow | 37 |
| Ritual | 11 | Carpentry | 80 |
| Hârníc | 71 | Woodcarving | 66 |
| Metalcraft | 43 | Hideworking | 16 |
| Foraging | 28 | Survival | 28 |
| Physician | 13 | Healing | 14 |

Master Miller/Millwright Vondrae of Myrndron (m)

HGT 73" WGT 176LBS FRM AVG.
CMX DARK EYES BROWN HAIR BROWN

BIRTH 18/12/669 (LADO)

STR 19 INT 12 EYE 15
END 17 AUR 12 HRG 10
DEX 15 WIL 17 SML 16
AGL 14 MOR 12 TOU 14
SPD 10 COM 12 VOI 11

Religion: Halea (21 PP)

| | | | |
|-------------|----|-------------|----|
| Condition | 85 | Roundshield | 68 |
| Dodge | 70 | Dagger | 60 |
| Initiative | 73 | Spear | 64 |
| Mobility | 50 | Glaive-Bill | 48 |
| Unarmed | 54 | Rhetoric | 71 |
| Awareness | 56 | Milling | 86 |
| Intrigue | 42 | Engineering | 57 |
| Ritual | 11 | Agriculture | 70 |
| Hârníc | 76 | Fishing | 57 |
| Piloting | 26 | Seamanship | 42 |
| Weatherlore | 37 | | |

Yeoman (MF) Anmiel of Ledais (m)

HGT 68" WGT 138LBS FRM LIGHT
CMX MED. EYES BROWN HAIR BROWN

BIRTH 06/02/688 (ARALIKUS)

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

Religion: Peoni (25 PP)
Demophobia [05]
Parasites

| | | | |
|-------------|----|-------------|----|
| Condition | 75 | Roundshield | 53 |
| Dodge | 93 | Falchion | 67 |
| Initiative | 87 | Shortsword | 51 |
| Mobility | 76 | Spear | 66 |
| Unarmed | 62 | Shortbow | 70 |
| Awareness | 69 | Foraging | 45 |
| Intrigue | 39 | Survival | 39 |
| Ritual | 13 | Physician | 15 |
| Hârníc | 62 | Agriculture | 57 |
| Dogcraft | 50 | Sheepcraft | 47 |
| Weatherlore | 26 | Brewing | 13 |

Yeoman (LF) Ryiol of Evelias (m)

HGT 71" WGT 150LBS FRM MED.
CMX MED. EYES BLUE HAIR BLONDE

BIRTH 04/03/683 (FEN.-ARA.)

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

Religion: Peoni (19 PP)
Phenophobia [13]
Ambidextrous

| | | | |
|-------------|----|-------------|----|
| Condition | 60 | Roundshield | 63 |
| Dodge | 80 | Falchion | 69 |
| Initiative | 81 | Club | 93 |
| Mobility | 78 | Spear | 78 |
| Unarmed | 63 | Shortbow | 56 |
| Awareness | 56 | Foraging | 48 |
| Intrigue | 36 | Agriculture | 64 |
| Ritual | 13 | Survival | 48 |
| Hârníc | 63 | Physician | 25 |
| Cattlecraft | 45 | Dogcraft | 30 |
| Weatherlore | 15 | Brewing | 14 |

Master Timberwright Aldeot of Haehol (m)

HGT 63" WGT 133LBS FRM AVG.
CMX DARK EYES BROWN HAIR BROWN

BIRTH 24/01/686 (ULANDUS)

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

Religion: Halea (18 PP)
Claustrophobia [08]
Scars (right hip)

| | | | |
|-------------|----|-------------|----|
| Condition | 14 | Handaxe | 56 |
| Dodge | 86 | Spear | 61 |
| Initiative | 63 | Shorkana | 12 |
| Mobility | 50 | Climbing | 90 |
| Unarmed | 45 | Timbercraft | 93 |
| Awareness | 69 | Survival | 59 |
| Intrigue | 42 | Carpentry | 41 |
| Ritual | 16 | Tracking | 65 |
| Hârníc | 66 | Foraging | 45 |
| Weatherlore | 44 | Hideworking | 15 |

**Ebasethe (temple priest)
Zeehdan of Akasas (m)**

HGT 62" WGT 156LBS FRM MASSIVE
CMX DARK EYES BROWN HAIR BROWN

BIRTH 08/9/692 (TAI)

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

Religion: Peoni (56 PP)
Photophobia [09]

| | | | |
|------------|----|-------------|----|
| Condition | 65 | Oratory | 60 |
| Dodge | 60 | Rhetoric | 61 |
| Initiative | 56 | Singing | 56 |
| Mobility | 40 | Physician | 66 |
| Unarmed | 49 | Herblore | 58 |
| Awareness | 64 | Agriculture | 53 |
| Intrigue | 55 | | |
| Ritual | 63 | | |
| Hârníc | 64 | Telepathy | 14 |
| Khruni/sc | 82 | Medium | 14 |
| Emela | 47 | Disemb. | 13 |

RTUAL INVOCATIONS:

| | |
|----------------------|---------------|
| Baptism (II) | Blessing (II) |
| Commune (II) | Liturgy (II) |
| Marriage (II) | Passage (II) |
| Awe (II) | Endure (II) |
| Truthsense (III) | Tongues (III) |
| Habraen's Well (III) | |

**Cottager/Harbourmaster
Obbedain of Rekite (m)**

HGT 62" WGT 143LBS FRM HEAVY
CMX MEDIUM EYES BROWN HAIR BLACK

BIRTH 11/04/686 (AHNU)

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

Religion: Peoni (20 PP)

| | | | |
|------------|----|-------------|----|
| Condition | 80 | Swimming | 64 |
| Dodge | 65 | Fishing | 66 |
| Initiative | 74 | Seamanship | 69 |
| Mobility | 80 | Weatherlore | 57 |
| Unarmed | 45 | Piloting | 63 |
| Awareness | 52 | Agriculture | 53 |
| Intrigue | 42 | | |
| Ritual | 13 | | |
| Hârníc | 64 | | |

**Villein/Woodward
Gemaef of Cafidyne (m)**

HGT 68" WGT 153LBS FRM MED.
CMX MED. EYES GREY HAIR BLONDE

BIRTH 17/02/687 (ARALIUS)

| | | | | | |
|-----|----|-----|----|-----|----|
| STR | 15 | INT | 10 | EYE | 13 |
| END | 18 | AQR | 13 | HRG | 13 |
| DEX | 14 | WIL | 15 | SML | 16 |
| AGL | 18 | MOR | 11 | TOU | 17 |
| SPD | 14 | COM | 13 | VOI | 12 |

Religion: Peoni (22 PP)
Theophobia [11]

| | | | |
|------------|----|-------------|----|
| Condition | 85 | Maul | 48 |
| Dodge | 90 | Spear | 30 |
| Initiative | 79 | Agriculture | 79 |
| Mobility | 70 | Pigcraft | 64 |
| Unarmed | 48 | Horsecraft | 48 |
| Awareness | 56 | Weatherlore | 30 |
| Intrigue | 39 | Brewing | 16 |
| Ritual | 21 | Timbercraft | 44 |
| Hârníc | 63 | Tracking | 63 |
| Survival | 55 | Foraging | 45 |
| Hidework.. | 27 | Fletching | 16 |

**Cottager/Sage
Tastela of Synnol (f)**

HGT 65" WGT 141LBS FRM AVG.
CMX FAIR EYES GREY HAIR RED

BIRTH 28/02/642 (ARALIUS)

| | | | | | |
|-----|----|-----|----|-----|----|
| STR | 13 | INT | 11 | EYE | 04 |
| END | 15 | AQR | 13 | HRG | 14 |
| DEX | 14 | WIL | 17 | SML | 17 |
| AGL | 13 | MOR | 11 | TOU | 14 |
| SPD | 09 | COM | 10 | VOI | 14 |

Religion: Peoni (56 PP)
Demophobia [08]

| | | | |
|------------|----|--------------|-----|
| Condition | 70 | Rhetoric | 88 |
| Dodge | 65 | Agriculture | 110 |
| Initiative | 68 | Chickenraft | 52 |
| Mobility | 45 | Law | 67 |
| Unarmed | 39 | Folklore | 85 |
| Awareness | 56 | | |
| Intrigue | 74 | | |
| Ritual | 32 | | |
| Hârníc | 65 | Clairvoyance | 41 |

**Cottager/Beadle
Kedetel of Cafidyne (m)**

HGT 63" WGT 133LBS FRM AVG.
CMX MED. EYES BLUE HAIR BLONDE

BIRTH 06/10/682 (SKORUS)

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

Religion: Peoni (21 PP)
Scars (right thigh)

| | | | |
|------------|----|-------------|----|
| Condition | 60 | Club | 64 |
| Dodge | 75 | Agriculture | 69 |
| Initiative | 66 | Sheepcraft | 39 |
| Mobility | 75 | Pigcraft | 50 |
| Unarmed | 63 | Law | 40 |
| Awareness | 67 | | |
| Intrigue | 42 | | |
| Ritual | 14 | | |
| Hârníc | 63 | | |

**Yeoman (LB)
Ovdazol of Rekite (m)**

HGT 69" WGT 173LBS FRM HEAVY
CMX MED. EYES BROWN HAIR BLONDE

BIRTH 30/07/693 (HIRIN)

| | | | | | |
|-----|----|-----|----|-----|----|
| STR | 18 | INT | 12 | EYE | 17 |
| END | 15 | AQR | 14 | HRG | 14 |
| DEX | 14 | WIL | 12 | SML | 15 |
| AGL | 14 | MOR | 11 | TOU | 17 |
| SPD | 10 | COM | 11 | VOI | 13 |

Religion: Peoni (12 PP)
Agoraphobia [09]

Allergy [Fur, 08]

Double jointed (legs)

| | | | |
|-------------|----|-------------|----|
| Condition | 70 | Knife | 63 |
| Dodge | 83 | Longbow | 61 |
| Initiative | 81 | Tracking | 60 |
| Mobility | 73 | Stealth | 64 |
| Unarmed | 54 | Survival | 60 |
| Awareness | 72 | Foraging | 45 |
| Intrigue | 39 | Weatherlore | 51 |
| Ritual | 13 | Hideworking | 30 |
| Hârníc | 62 | Fletching | 36 |
| Agriculture | 63 | Cattlecraft | 47 |
| Pigcraft | 49 | Throwing | 83 |

Hunter/Trapper Aldatzel of Akasas (m)

HGT 67" WGT 149LBS FRM AVG.
CMX DARK EYES BROWN HAIR BLACK

BIRTH 16/01/686 (ULANDUS)

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

Religion: Peoni (18 PP)
Alcoholism [09]

| | | | |
|------------|----|-------------|----|
| Condition | 65 | Javelin | 94 |
| Dodge | 50 | Spear | 42 |
| Initiative | 62 | Shortbow | 85 |
| Mobility | 60 | Tracking | 76 |
| Unarmed | 42 | Stealth | 73 |
| Awareness | 92 | Survival | 93 |
| Intrigue | 42 | Foraging | 73 |
| Ritual | 15 | Weatherlore | 62 |
| Hårnic | 64 | Hideworking | 75 |
| Fletching | 44 | | |

Villein/Herder Hedeain of Rekite (m)

HGT 67" WGT 134LBS FRM LIGHT
CMX DARK EYES BROWN HAIR BLACK

BIRTH 23/02/691 (ARALIKUS)

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

Religion: Peoni (33 PP)
Ophidiophobia [08],
Claustrophobia [09],
Hypochondria [09]

| | | | |
|------------|----|-------------|----|
| Condition | 75 | Agriculture | 73 |
| Dodge | 94 | Cattlecraft | 74 |
| Initiative | 74 | Weatherlore | 39 |
| Mobility | 70 | Brewing | 14 |
| Unarmed | 46 | Goatcraft | 72 |
| Awareness | 57 | Pigcraft | 74 |
| Intrigue | 52 | Sheepcraft | 67 |
| Ritual | 27 | Singing | 86 |
| Hårnic | 65 | | |

Master Metalsmith Ishedan Zeleim (m)

HGT 66" WGT 145LBS FRM AVG.
CMX FAIR EYES BLUE HAIR BROWN

BIRTH 11/03/689 (FENIRI)

STR 11 INT 15 EYE 17
END 12 AUR 12 HRG 13
DEX 16 WIL 14 SML 15
AGL 14 MOR 06 TOU 14
SPD 12 COM 15 VOI 13

Religion: Ilvir (15 PP)
Pyrophobia [04]

| | | | |
|------------|----|-------------|----|
| Condition | 65 | Roundshield | 40 |
| Dodge | 70 | Dagger | 61 |
| Initiative | 68 | Spear | 66 |
| Mobility | 60 | Glaive-Bill | 46 |
| Unarmed | 50 | Longknife | 33 |
| Awareness | 60 | Handaxe | 25 |
| Intrigue | 52 | Metalcraft | 92 |
| Ritual | 14 | Mineralogy | 46 |
| Hårnic | 74 | Weaponcraft | 46 |
| Foraging | 32 | Survival | 28 |
| Physician | 14 | | |

Journeyman Apothecary Cyrndra Myrndron (f)

HGT 70" WGT 162LBS FRM AVG.
CMX MED. EYES HAZEL HAIR WHITE

BIRTH 04/07/702 (NAD.-HIR.)

STR 05 INT 15 EYE 07
END 14 AUR 14 HRG 07
DEX 13 WIL 13 SML 11
AGL 14 MOR 10 TOU 15
SPD 10 COM 08 VOI 15

Religion: Peoni (16 PP)
Lefthanded
Megalomania [09]

| | | | |
|------------|----|-------------|----|
| Condition | 70 | Spear | 24 |
| Dodge | 70 | Roundshield | 35 |
| Initiative | 65 | Rhetoric | 56 |
| Mobility | 60 | Milling | 20 |
| Unarmed | 36 | Engineering | 28 |
| Awareness | 50 | Agriculture | 22 |
| Intrigue | 42 | Mathematics | 38 |
| Ritual | 15 | Herblore | 74 |
| Hårnic | 70 | Alchemy | 39 |
| Lakise/sc | 84 | Physician | 51 |
| Runic/sc | 84 | Foraging | 37 |

Bowyer Basilius (m)

HGT 70" WGT 162LBS FRM AVG.
CMX DARK EYES BROWN HAIR BROWN

BIRTH 02/07/687 (NADAI)

STR 15 INT 16 EYE 14
END 17 AUR 13 HRG 09
DEX 16 WIL 13 SML 08
AGL 15 MOR 09 TOU 15
SPD 11 COM 07 VOI 05

Religion: Unknown (12 PP)
Ambidextrous

| | | | |
|------------|----|-------------|----|
| Condition | 80 | Shortbow | 80 |
| Dodge | 70 | Spear | 60 |
| Initiative | 65 | Dagger | 70 |
| Mobility | 60 | Stealth | 70 |
| Unarmed | 60 | Swimming | 51 |
| Awareness | 50 | Tracking | 60 |
| Intrigue | 42 | Survival | 64 |
| Ritual | 09 | Foraging | 63 |
| Hårnic | 60 | Hideworking | 39 |
| German | 70 | Fletching | 90 |
| Latin/sc | 85 | Carving | 60 |
| Khruni/sc | 85 | Timbercraft | 30 |
| Emela | 28 | Mathematics | 30 |
| Herblore | 43 | Metalcraft | 50 |
| Rhetoric | 51 | Carpentry | 30 |
| Riding | 38 | | |

Master Innkeeper Frega Sunddred (f)

HGT 64" WGT 123LBS FRM LIGHT
CMX FAIR EYES GREY HAIR BLONDE

BIRTH 21/09/677 (TAI)

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

Religion: Sarajin (14 PP)
Double jointed (arms)

| | | | |
|------------|----|-------------|----|
| Condition | 65 | Shorkana | 65 |
| Dodge | 80 | Roundshield | 57 |
| Initiative | 73 | Brewing | 87 |
| Mobility | 65 | Cookery | 68 |
| Unarmed | 63 | Rhetoric | 68 |
| Awareness | 60 | Agriculture | 41 |
| Intrigue | 87 | Snakecraft | 38 |
| Ritual | 16 | Weatherlore | 14 |
| Hårnic | 67 | Orbaalese | 77 |

**Squire (Rembold)
Sedron Hulvoi (m)**

HGT 66" WGT 160LBS FRM HEAVY
CMX FAIR EYES GREY HAIR BROWN

BIRTH 27/07/703 (HIRIN)

STR 18 INT 14 EYE 16
END 12 AJR 11 HRG 17
DEX 13 WIL 12 SML 14
AGL 11 MOR 11 TOU 15
SPD 09 COM 10 VOI 14

Religion: Larani (18 PP)
Theophobia
Scars (skull)

| | | | |
|------------|----|-------------|----|
| Condition | 60 | Riding | 48 |
| Dodge | 55 | Roundshield | 45 |
| Initiative | 57 | Morningstar | 64 |
| Mobility | 45 | Estoc | 48 |
| Unarmed | 42 | Lance | 48 |
| Awareness | 72 | Longbow | 17 |
| Intrigue | 48 | Heraldry | 42 |
| Ritual | 14 | Horn | 30 |
| Hâmic | 83 | Physician | 15 |
| | | Flute | 15 |

**Squire (Dirithon)
Lagrik Avandar (m)**

HGT 67" WGT 149LBS FRM AVG.
CMX FAIR EYES BROWN HAIR BLOND

BIRTH 17/04/704 (AHNU)

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

Religion: Larani (22 PP)

| | | | |
|------------|----|--------------|----|
| Condition | 75 | Riding | 56 |
| Initiative | 68 | Tower Shield | 42 |
| Mobility | 50 | Dagger | 45 |
| Unarmed | 42 | Mace | 60 |
| Awareness | 56 | Battleaxe | 30 |
| Intrigue | 52 | Spear | 45 |
| Ritual | 13 | Estoc | 28 |
| Hâmic | 82 | Heraldry | 42 |
| Physician | 12 | Flute | 26 |

**Chamberlain
Geoffrey of Akasas (m)**

HGT 65" WGT 127LBS FRM LIGHT
CMX FAIR EYES GREY HAIR
BLONDE

BIRTH 10/07/687 (HIRIN)

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

Religion: Peoni (11 PP)
Sterile, Alcoholism

| | | | |
|------------|-----|-------------|----|
| Condition | 70 | Rhetoric | 87 |
| Initiative | 71 | Oratory | 63 |
| Mobility | 60 | Agriculture | 57 |
| Unarmed | 42 | Cattlecraft | 50 |
| Awareness | 72 | Weatherlore | 44 |
| Intrigue | 102 | Brewing | 43 |
| Ritual | 19 | Jarinese | 48 |
| Hâmic | 89 | Lakise/ sc | 89 |

**Master Clothier
Cutier of Lean (m)**

HGT 68" WGT 153LBS FRM AVG.
CMX MED. EYES BROWN HAIR BLACK

BIRTH 29/06/685 (NADAI)

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

Religion: Ilvir (13 PP)
Birthmarks, Scras (right hip)

| | | | |
|------------|----|--------------|----|
| Condition | 80 | Roundshield | 56 |
| Dodge | 80 | Dagger | 64 |
| Initiative | 67 | Spear | 56 |
| Mobility | 60 | Glaive-Bill | 42 |
| Unarmed | 45 | Rhetoric | 62 |
| Awareness | 48 | Textilecraft | 88 |
| Intrigue | 53 | Hideworking | 53 |
| Ritual | 24 | Jewelcraft | 32 |
| Hâmic | 28 | Mental Bolt | 28 |

**Master Ostler
Hagrik of Sanneth (m)**

HGT 718" WGT 184LBS FRM HEAVY
CMX MED. EYES BLUE HAIR
BLONDE

BIRTH 04/02/679 (ARA.-ULA.)

STR 18 INT 14 EYE 14
END 14 AJR 18 HRG 15
DEX 17 WIL 15 SML 15
AGL 16 MOR 11 TOU 13
SPD 12 COM 13 VOI 17

Religion: Peoni (13 PP)
Agoraphobia
Hemophilia

| | | | |
|-------------|----|-------------|----|
| Condition | 70 | Roundshield | 80 |
| Initiative | 74 | Dagger | 75 |
| Mobility | 60 | Spear | 80 |
| Unarmed | 66 | Glaive-Bill | 59 |
| Awareness | 71 | Climbing | 97 |
| Intrigue | 56 | Jumping | 74 |
| Ritual | 18 | Horsecraft | 91 |
| Hâmic | 75 | Hideworking | 62 |
| Riding | 89 | | |
| | | Hex | 26 |
| Telekinesis | 39 | Negation | 17 |

**Man at arms
Doreg of Jantor (m)**

HGT 63" WGT 133LBS FRM AVG.
CMX FAIR EYES GREY HAIR
BLONDE

BIRTH 30/09/686 (TAI)

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

Religion: Larani (11 PP)
Allergy

| | | | |
|------------|----|---------------|----|
| Condition | 65 | Kite Shield | 61 |
| Dodge | 67 | Knife | 53 |
| Initiative | 79 | Battlesword | 70 |
| Mobility | 72 | Battleaxe | 59 |
| Unarmed | 62 | Longbow | 58 |
| Awareness | 67 | Fighting Claw | 40 |
| Intrigue | 46 | Poleaxe | 63 |
| Ritual | 14 | Foraging | 51 |
| Hâmic | 74 | Survival | 61 |
| Heraldry | 30 | Physician | 23 |

Man at arms**Halma of Turegdor (m)**

HGT 64" WGT 123LBS FRM LIGHT
CMX DARK EYES BROWN HAIR BROWN

BIRTH 07/06/691 (NAD.-ANG.)

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

Religion: Larani (16 PP)
Left-Handed

| | | | |
|------------|----|---------------|----|
| Condition | 85 | Knight Shield | 79 |
| Dodge | 71 | Knife | 85 |
| Initiative | 83 | Sickle | 66 |
| Mobility | 83 | Staff | 65 |
| Unarmed | 66 | Spear | 73 |
| Awareness | 67 | Longbow | 67 |
| Intrigue | 48 | Falchion | 87 |
| Ritual | 14 | Foraging | 44 |
| Hârníc | 64 | Survival | 50 |
| Heraldry | 33 | Physician | 26 |

Harper**Alrun of Hohenlimburg (f)**

HGT 68" WGT 122LBS FRM SCANT.
CMX DARK EYES BROWN HAIR BROWN

BIRTH 04/12/693 (LADO)

STR 12 INT 13 EYE 06
END 16 AQR 07 HRG 12
DEX 17 WIL 16 SML 06
AGL 13 MOR 12 TOU 11
SPD 09 COM 12 VOI 17

Religion: Unknown (20 PP)
Ambidextrous

| | | | |
|------------|----|-------------|----|
| Condition | 85 | Knife | 44 |
| Dodge | 40 | Riding | 30 |
| Initiative | 60 | Dancing | 56 |
| Mobility | 50 | Singing | 90 |
| Unarmed | 42 | Rhetoric | 60 |
| Awareness | 32 | Harp | 65 |
| Intrigue | 36 | Lute | 52 |
| Ritual | 32 | Shawm | 52 |
| Hârníc | 28 | Woodcarving | 48 |
| Latin | 30 | Cookery | 24 |
| German | 90 | Latin/ sc | 64 |

Scribe/Lyahvi Shek-Pvar**Senbatan of Sumon (m)**

HGT 64" WGT 151LBS FRM HEAVY
CMX FAIR EYES BLUE HAIR BROWN

BIRTH 08/06/690 (ANG.-NAD.)

STR 12 INT 14 EYE 15
END 16 AQR 18 HRG 06
DEX 14 WIL 11 SML 07
AGL 17 MOR 13 TOU 07
SPD 09 COM 06 VOI 03

Religion: Siem (11 PP)
Fear of Dogs; Birthmarks

| | | | |
|------------|----|--------------|----|
| Condition | 70 | Legerdemain | 45 |
| Dodge | 70 | Riding | 45 |
| Initiative | 75 | Flute | 40 |
| Mobility | 60 | Oratory | 14 |
| Unarmed | 75 | Rhetoric | 27 |
| Awareness | 45 | Acting | 44 |
| Intrigue | 42 | Survival | 26 |
| Ritual | 15 | Agriculture | 36 |
| Hârníc | 84 | Glassworking | 36 |
| German | 80 | Jewelcraft | 44 |
| Lakise/ sc | 83 | Latin/ sc | 93 |

| | | | |
|---------------------------|----|---------------|----|
| Mental Conf. | 65 | Neutral | 48 |
| Lyahvi | 57 | Maintain (N1) | 43 |
| Dispell (N1) | 43 | Attune (N2) | 38 |
| Jorum (N2) | 38 | Focus (N3) | 33 |
| Newler's Tranparency (L3) | | | 42 |
| Nomi's Distant Eye (L3) | | | 42 |
| Hlandor's Flash (L2) | | | 47 |
| Beasm of Nolar (L4) | | | 37 |
| Eye of Kemdal (N1) | | | 43 |
| Aerus Whisper (L1) | | | 52 |
| Prism of Gethan (L3) | | | 42 |
| Beacon of Isalas (L1) | | | 52 |
| Lens of Ikara (L2) | | | 47 |
| Maslor's Charm (L7) | | | 22 |
| Crimson Rune (L1) | | | 52 |
| Talvae's Stairway (L5) | | | 32 |

Alewife
Linmine of Nariail (f)

HGT 59" WGT 121LBS FRM AVG.
CMX MED. EYES BROWN HAIR BROWN

BIRTH 09/10/676 (SKORUS)

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

Religion: Peoni (21 PP)
Alcoholism

Condition 70 Brewing 93
Dodge 55 Cookery 62
Initiative 63 Rhetoric 70
Mobility 65 Herblore 42
Unarmed 39 Chickencraft 53
Awareness 60
Intrigue 74
Ritual 27
Hârníc 66

Chef
Tivloan of Akasas (f)

HGT 66" WGT 130LBS FRM LIGHT
CMX DARK EYES BROWN HAIR GREY

BIRTH 06/10/687 (SKORUSI)

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

Religion: Peoni (17 PP)
Somnambulism

Condition 65 Roundshield 44
Dodge 70 Dagger 52
Initiative 62 Spear 44
Mobility 55 Glaive-Bill 33
Unarmed 36 Cookery 108
Awareness 70 Herblore 46
Intrigue 55 Brewing 36
Ritual 24
Hârníc 62

Gardener/Apiarist
Esdezulm of Cafidyne (m)

HGT 61" WGT 127LBS FRM AVG.
CMX MED. EYES GREY HAIR BROWN

BIRTH 02/02/692 (ULA.-ARA.)

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

Religion: Peoni (16 PP)
Birthmarks; Astraphobia

Condition 75 Cookery 34
Dodge 65 Herblore
Initiative 67 Beekeeping 97
Mobility 45 Agriculture 89
Unarmed 54 Sheepcraft 64
Awareness 67 Weatherlore 45
Intrigue 51 Brewing 13
Ritual 18
Hârníc 66 *Medium* 32

Innkeeper journeyman
MALINDRA OF FELTHEIN (F)

HGT 65" WGT 000lbs FRM AVG.
CMX FAIR EYES BLUE HAIR BLONDE

BIRTH 29/8/696 (TARAEI)

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

Religion: Peoni (12 PP)
Allergy
Sonambulism

Condition 75 Brewing 52
Dodge 45 Cookery 89
Initiative 62 Rhetoric 63
Mobility 40 Agriculture 48
Unarmed 33 Weatherlore 29
Awareness 64 Lakise 83
Intrigue 56 Textilecraft 48
Ritual 12
Hârníc 63
Orbaleese 67

Innkeeper journeyman
SEYBOLD OF DURAD (M)

HGT 65" WGT 141lbs FRM AVG.
CMX DARK EYES BROWN HAIR BROWN

BIRTH 07/08/675 (TARAEI)

STR 14 INT 12 EYE 10
END 14 AJR 15 HRG 17
DEX 13 WIL 17 SML 18
AGL 16 MOR 10 TOU 16
SPD 15 COM 14 VOI 17

Religion: Agrik (11 PP)
Zoophobia

Condition 85 Club 87
Dodge 87 Knife 83
Initiative 81 Brewing 68
Mobility 75 Cookery 51
Unarmed 79 Stealth 91
Awareness 88 Legerdemain 69
Intrigue 74 Lockcraft 45
Ritual 16 Acrobatics 45
Hârníc 64 Agriculture 43
Pagaelin 64 Cattlecraft 35
Medium 32
Prescience 17

Innkeeper apprentice
JASREENA OF HARELA (F)

HGT 00" WGT 000lbs FRM LIGHT
CMX MED. EYES GREY HAIR BLONDE

BIRTH 19/08/701 (TARAEI)

STR 12 INT 14 EYE 12
END 15 AJR 17 HRG 16
DEX 12 WIL 08 SML 14
AGL 16 MOR 11 TOU 11
SPD 12 COM 17 VOI 13

Religion: Peoni (19 PP)
Insomnia

Condition 65 Lovecraft 67
Dodge 80 Agriculture 24
Initiative 65 Brewing 39
Mobility 60 Cookery 52
Unarmed 39 Rhetoric 65
Awareness 64 Lakise 82
Intrigue 60
Ritual 14
Hârníc 61 *Telepathy* 16
Orbaleese 47 *Prescience* 16

Disembodiment 15

Servant (Sir Kalared)
Medef of Gedoilm (m)

HGT 64" WGT 151lbs FRM HEAVY
CMX DRAK EYES BROWN HAIR BLACK

BIRTH 20/10/697 (SKORUS)

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

Religion: Larani (13 PP)

Condition 70 Cookery 34
Dodge 70 Horsecraft 37
Initiative 67
Mobility 65
Unarmed 42
Awareness 60
Intrigue 45
Ritual 13
Hârníc 28

Maid (Lady Darun)
Nimfaan of Myrndron (f)

HGT 64" WGT 137lbs FRM AVG.
CMX MED. EYES BLUE HAIR BROWN

BIRTH 218/09/695 (TAI)

STR 13 INT 16 EYE 53
END 12 AQR 12 HRG 24
DEX 14 WIL 11 SML 57
AGL 14 MOR 08 TOU 35
SPD 10 COM 12 VOI 12

Religion: Larani (13 PP)

Condition 60 Singing 39
Dodge 70 Textilecraft 42
Initiative 61 Folklore 37
Mobility 50
Unarmed 42
Awareness 56
Intrigue 58
Ritual 19
Hârníc 64

Assistant Cook
Akehel of Evelias (m)

HGT 65" WGT 127lbs FRM LIGHT
CMX FAIR EYES BLUE HAIR BROWN

BIRTH 12/12/703 (LADO)

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

Religion: Peoni (23 PP)

Condition 60 Cookery 73
Dodge 70 Herblore 43
Initiative 67 Chickencraft 64
Mobility 55 Roundshield 60
Unarmed 45 Dagger 60
Awareness 60 Spear 56
Intrigue 42 Glaive-Bill 42
Ritual 13
Hârníc 64 *Sensitivity* 16

Maid (Lady Galadrel)
Halaa of Kaldro (f)

HGT 63" WGT 133lbs FRM AVG.
CMX DRAK EYES BROWN HAIR BLACK

BIRTH 02/10/702 (TAI-SKOR.)

STR 10 INT 11 EYE 14
END 17 AQR 20 HRG 13
DEX 15 WIL 10 SML 12
AGL 12 MOR 11 TOU 14
SPD 13 COM 11 VOI 12

Religion: Larani (16 PP)

Condition 75 Stealth 76
Dodge 60 Rhetoric 62
Initiative 67 Legerdemain 63
Mobility 65 Cookery 56
Unarmed 36 Textilecraft 47
Awareness 73 Lovecraft 76
Intrigue 59 *Telepathy* 19
Ritual 12 *Mental Bolt* 34
Hârníc 61 *Psychometry* 18
Negation 17
Clairvoyance 18 *Prescience* 36

Maid (Lady Lasyr)
Zamiard of Didaas (f)

HGT 63" WGT 133lbs FRM AVG.
CMX DRAK EYES BROWN HAIR BROWN

BIRTH 24/01/692 (ULANDUS)

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

Religion: Larani (22 PP)

Recessive Traits (sterile)
Claustrophobia

Condition 70 Textilecraft 58
Dodge 90 Riding 53
Initiative 77 Singing 36
Mobility 70 Dancing 55
Unarmed 51
Awareness 52
Intrigue 48
Ritual 12
Hârníc 65

Assistant Cook
Faneaona of Felthein (f)

HGT 59" WGT 133lbs FRM HEAVY
CMX FAIR EYES GREEN HAIR RED

BIRTH 15/04/698 (AHINU)

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

Religion: Peoni (14 PP)

Sterile, Falling Sicknes

Condition 65 Cookery 80
Dodge 60 Textilecraft 43
Initiative 59 Agriculture 46
Mobility 45 Brewing 32
Unarmed 36 Goosecraft 41
Awareness 64 Herblore 32
Intrigue 42
Ritual 13
Hârníc 63

Manorial Knight Lord Dirithon Murel

HGT 69" WGT 141lbs FRM LIGHT
CMX MED. EYES GREY HAIR RED

BIRTH 11/01/657 (ULANDUS)

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

Religion: Larani (11 PP)
Xenophobia
Poxmarks

| | | | |
|------------|----|-------------|----|
| Condition | 80 | Riding | 85 |
| Dodge | 72 | Kite Shield | 54 |
| Initiative | 80 | Broadsword | 58 |
| Mobility | 64 | Spear | 56 |
| Unarmed | 62 | Lance | 62 |
| Awareness | 58 | Oratory | 64 |
| Intrigue | 53 | Heraldry | 70 |
| Ritual | 18 | Lute | 27 |
| Hârníc | 83 | Physician | 34 |
| Lakise/ sc | 82 | Dancing | 43 |

Knight Rembold Murel

HGT 72" WGT 171lbs FRM MEDIUM
CMX FAIR EYES BLUE HAIR AUBURN

BIRTH 21/08/692 (TARAE)

STR 16 INT 12 EYE 18
END 16 AJR 12 HRG 08
DEX 15 WIL 09 SML 14
AGL 13 MOR 13 TOU 12
SPD 09 COM 13 VOI 07

Religion: Larani (32 PP)

| | | | |
|------------|----|-------------|----|
| Condition | 70 | Riding | 39 |
| Dodge | 78 | Shield | 75 |
| Initiative | 55 | Shortbow | 68 |
| Mobility | 65 | Longsword | 80 |
| Unarmed | 45 | Shortsword | 60 |
| Awareness | 48 | Staff | 64 |
| Intrigue | 68 | Knife | 42 |
| Ritual | 12 | Physician | 24 |
| Hârníc | 60 | Foraging | 44 |
| German | 83 | Survival | 56 |
| Lakise/ sc | 81 | Engineering | 37 |
| Heraldry | 39 | Weaponcraft | 28 |
| Rhetoric | 74 | Mathematics | 42 |

Herald Kalared Mekunda

HGT 70" WGT 162lbs FRM AVG.
CMX MED. EYES GREY HAIR BROWN

BIRTH 20/06/687 (NADAI)

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

Religion: Larani (17 PP)
Claustrophobia

| | | | |
|------------|-----|---------------|----|
| Condition | 80 | Riding | 70 |
| Dodge | 60 | Knight Shield | 49 |
| Initiative | 88 | Taburi | 54 |
| Mobility | 60 | Rhetoric | 76 |
| Unarmed | 45 | Oratory | 74 |
| Awareness | 76 | Heraldry | 81 |
| Intrigue | 72 | Drawing | 62 |
| Ritual | 30 | Drum | 16 |
| Hârníc | 102 | Physician | 15 |
| Jarinese | 46 | Lakise | 98 |

Lady Galadred Murel

HGT 69" WGT 157lbs FRM AVG.
CMX MED. EYES BROWN HAIR BLONDE

BIRTH 12/04/703 (AHNU)

STR 13 INT 08 EYE 14
END 12 AJR 11 HRG 08
DEX 12 WIL 16 SML 12
AGL 07 MOR 11 TOU 13
SPD 07 COM 13 VOI 11

Religion: Larani (12 PP)
Xenophobia

| | | | |
|------------|----|--------------|----|
| Condition | 75 | Riding | 54 |
| Dodge | 35 | Taburi | 26 |
| Initiative | 54 | Singing | 38 |
| Mobility | 35 | Heraldry | 55 |
| Unarmed | 33 | Lute | 39 |
| Awareness | 44 | Physician | 30 |
| Intrigue | 54 | Dancing | 35 |
| Ritual | 10 | Textilecraft | 37 |
| Hârníc | 90 | | |

Lady Darun Murel

HGT 68" WGT 168lbs FRM AVG.
CMX MED. EYES BLUE HAIR BROWN

BIRTH 02/08/672 (HIRIN)

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

Religion: Larani (14 PP)

| | | | |
|------------|----|--------------|----|
| Condition | 80 | Throwing | 72 |
| Dodge | 75 | Singing | 55 |
| Initiative | 72 | Textilecraft | 77 |
| Mobility | 60 | Hideworking | 60 |
| Unarmed | 45 | Jewelcraft | 30 |
| Awareness | 68 | Heraldry | 51 |
| Intrigue | 57 | Drawing | 37 |
| Ritual | 40 | Dancing | 62 |
| Hârníc | 71 | Psychometry | 14 |
| | | Clairvoyance | 14 |

Lady/ Laranian Novice Lasyr Furingas

HGT 67" WGT 119lbs FRM SCANT
CMX MED. EYES GREY HAIR BLONDE

BIRTH 12/12/671 (LADO)

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

Religion: Larani (13 PP)

| | | | |
|------------|----|-------------|----|
| Condition | 75 | Broadsword | 62 |
| Dodge | 85 | Riding | 70 |
| Initiative | 80 | Kite Shield | 56 |
| Mobility | 65 | Shortbow | 79 |
| Unarmed | 48 | Physician | 14 |
| Awareness | 56 | Rhetoric | 63 |
| Intrigue | 79 | Singing | 36 |
| Ritual | 33 | Heraldry | 51 |
| Hârníc | 86 | Horn | 13 |
| Emela | 43 | | |
| Khruni/ sc | 83 | Prescience | 16 |

Manor Data Tables

MANOR INFORMATION

| GENERAL DATA | |
|--------------|---------------------------|
| Manor name | Murelno |
| Held by | Clan Murel |
| Liege | Sheriff Crasel of Avandar |
| Hundred | Mineous |
| Shire | Daenshire |
| Country | Kingdom of Kanday |

| | |
|------------|------------|
| Topography | ed Meadows |
|------------|------------|

| ACREAGE | ACRES | % |
|-------------------------|-------|--------|
| Gross Acres | 2250 | 100,0% |
| Woods | 812 | 36,1% |
| Cleared | 1438 | 63,9% |
| Tenant | 863 | 38,4% |
| Demesne | 575 | 25,6% |
| Waste (part of demesne) | 0 | 0,0% |

| HOUSEHOLDS | # | % |
|------------|----|-------|
| Serf | 24 | 60,0% |
| Farmer | 6 | 15,0% |
| Craftsman | 6 | 15,0% |
| Yeoman | 3 | 7,5% |
| Priest | 1 | 2,5% |
| Slave | 0 | 0,0% |
| TOTAL | 40 | |

| FIEF DATA | |
|--------------------|----------|
| Total Population | 219 |
| Fief Income | 97.141 d |
| Lord's Privy Purse | 573 d |
| Lifestyle | Frugal |

| | |
|--------------|------|
| Land Quality | 0.94 |
| Fief Index | 1.00 |
| Trade Index | 0.90 |

| LABOR | DAYS |
|-------------------------|-------------|
| Labor pool | 19.500 days |
| Labor obligation | 1.148 days |
| Labor required(total) | 19.913 days |
| Labor required(demesne) | 4.410 days |
| Labor shortfall | 3.262 days |

MANOR BUDGET

| | |
|---------------------|------|
| Land Quality | 0.94 |
| Fief Index | 1.00 |
| Climate HR-Modifier | +05 |
| Weather Index | 1.00 |
| Trade Index | 0.90 |

| FIEF BUDGET | ACRES | LABOR | KIND |
|---------------------------------|----------|--------------|------------------|
| Woods | 812 | 1.00 | |
| Worked Woods 36,09% | 812 | 2436 | 13.739,0 d |
| Crops 0.58 | 838 | 4944 | 48.838,6 d |
| Pasture 0.42 | 600 | 7356 | 59.064,9 d |
| Waste | 0 | | |
| TOTAL HARVEST | | 14736 | 121.643 d |
| Seed Purchased | 660 | 0.90 | |
| - stored | 594 | | -7.128,0 d |
| Winter Feed | 800 | 0.90 | |
| - stored | 720 | | -8.640,0 d |
| Fief Maintenance | 120% | 5176.8 | -10.353,6 d |
| Assart 4% | 30 | | |
| - by Timberwrigth (w stumps) | 30 | | 1.620,0 d |
| - by Timberwright (w/o stumps) | 0 | 0 | 0,0 d |
| - by Peasantry | 0 | 0 | 0,0 d |
| - by Peasantry (clear new only) | 0 | 0 | |
| FIEF INCOME | ! | 19913 | 97.141 d |

| LORD'S BUDGET | KIND |
|--|------------------|
| Demesne income | 575 38.842,9 d |
| Tenant Rents & Fees | 6.734,0 d |
| Glebe Revenue | 60 3.957,5 d |
| Taxes & Tolls | 11 2.376,0 d |
| Amercements | 7 1.00 1.400,0 d |
| Feudal Income | 1.320,0 d |
| Apanages from Offices (Warden of Mineous Forest) | 2.880,0 d |
| Apanages for Subordinates (6 Royal Foresters) | 6.912,0 d |
| Other Income (river trade) | 3.792,0 d |
| TOTAL INCOME | 68.214 d |
| Household | 43.228,0 d |
| Feudal Payments | VM 8.070,0 d |
| Tithe | 6.30% 4.300,0 d |
| Labor Hired | 1.25 4.077,1 d |
| Political Expenses | 3.00 6.750,0 d |
| TOTAL EXPENSES | 66.425 d |

| | | |
|-----------|--------|-------|
| LIFESTYLE | Frugal | £ 277 |
|-----------|--------|-------|

| | |
|-------------|---------|
| PRIVY PURSE | 1.789 d |
|-------------|---------|

CROPS AND LIVESTOCK

| CROP TYPE | MIX | RS | HR | YIELD | ACRES | LABOR | KIND |
|------------|-----|------|-----|--------|-------|-------|------------|
| Rye | 20% | 1.00 | +15 | 42,3 d | 167,6 | 838 | 7.089,5 d |
| Barley | 0% | 1.00 | +25 | 45,1 d | 0,0 | 0 | 0,0 d |
| Oats | 30% | 1.00 | +20 | 39,5 d | 251,4 | 1257 | 9.925,3 d |
| Hay | 0% | 1.00 | +25 | 37,6 d | 0,0 | 0 | 0,0 d |
| Vegetables | 10% | 1.00 | +05 | 75,2 d | 83,8 | 670 | 6.301,8 d |
| Flax | 0% | 1.00 | -05 | 62,0 d | 0,0 | 0 | 0,0 d |
| Wheat | 20% | 1.00 | -15 | 67,7 d | 167,6 | 1006 | 11.343,2 d |
| Fruit | 20% | 1.00 | -25 | 84,6 d | 167,6 | 1173 | 14.179,0 d |
| TOTAL/AVG | 1 | 1.00 | | 58,3 d | 9,9 d | 4944 | 48.838,6 d |

| LIVESTOCK | MIX | HS | HR | YIELD | ACRES | LABOR | KIND |
|-----------|-----|------|-----|---------|-------|-------|------------|
| Oxen | 20% | 1.00 | 0 | 122,2 d | 118,0 | 1003 | 7.209,8 d |
| Cows | 20% | 1.00 | -5 | 176,7 d | 118,0 | 1180 | 10.426,5 d |
| Goats | 0% | 1.00 | +10 | 37,6 d | 0,0 | 0 | 0,0 d |
| Sheep | 30% | 1.00 | -10 | 31,0 d | 177,0 | 1593 | 16.471,6 d |
| Swine | 30% | 1.00 | +5 | 14,1 d | 177,0 | 3540 | 24.957,0 d |
| Horses | | 1.00 | +5 | 0,0 d | 10,0 | 40 | 0,0 d |
| TOTAL/AVG | 1 | 1.00 | | 98,4 d | 8,0 d | 7356 | 59.064,9 d |

| HEAD COUNT | HEAD | |
|------------|------|-----|
| | SUM | WIN |
| Oxen | 59 | 59 |
| Cows | 59 | 30 |
| Goats | 0 | 0 |
| Sheep | 531 | 212 |
| Swine | 1770 | 177 |
| Horses | 10 | 10 |
| TOTAL | 2429 | 488 |

| WEATHER TABLE | |
|---------------|------|
| Kelen | 1.00 |
| Nolus | 1.00 |
| Larane | 1.00 |
| Agrazhar | 1.00 |
| Azura | 1.00 |

VASSAL FIEFS

| FIEF NAME | HELD BY | TYPE | LQ | FI | ACRES | INCOME | OWES |
|--------------------|---------------|------|------|------|-------|----------|---------|
| Pagel Hamlet | Rembold Murel | VM | 1.00 | 1.00 | 400 | 14.400 d | 1.200 d |
| Songeon Lodge | (Forester) | VM | 1.00 | 1.00 | 20 | 720 d | 60 d |
| Lagon's Hide Lodge | (Forester) | VM | 1.00 | 1.00 | 20 | 720 d | 60 d |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| TOTAL | | | | | 440 | | 1.320 d |

LORD'S HOUSEHOLD

| NAME | OCCUPATION | ML | EACH | # | TOTAL | LOY. |
|-------------------------------|-----------------------|-----|---------|----|----------|------|
| Lord Clasweg of Murel | Fiefholder | 80 | 3.000 d | 1 | 3.000 d | 100 |
| Lady Lasyr of Murel (f) | Spouse | 82 | 2.000 d | 1 | 2.000 d | 86 |
| Lady Galadrel of Murel (f) | Offspring | 75 | 1.000 d | 1 | 1.000 d | 92 |
| Lady Darun (f) | Relatives | 85 | 1.500 d | 1 | 1.500 d | 96 |
| Lagrik of Avandar (m) | | | | | | 74 |
| Sedron Hulvoi (m) | Squire | 70 | 1.200 d | 2 | 2.400 d | 62 |
| | Bailiff | | 2.000 d | | 0 d | |
| | Steward | | 2.000 d | | 0 d | |
| Geoffrey Akasas | Chamberlain | 80 | 800 d | 1 | 800 d | 63 |
| Tivloan Akasas (f) | Cook | 90 | 500 d | 1 | 500 d | 62 |
| | Baker | | 400 d | | 0 d | |
| Linmine Nirail (f) | Alewife | 105 | 400 d | 1 | 400 d | 70 |
| | Cellarer | | 500 d | | 0 d | |
| Esdezulm Cafidyne | Gardener | 65 | 400 d | 1 | 400 d | |
| | Nursemaid | | 400 d | | 0 d | |
| (various) | Domestics | 75 | 300 d | 6 | 1.800 d | 73 |
| Cutier of Lean (m) | Clothier | 95 | 900 d | 1 | 900 d | 65 |
| Alrun of Hohenlimburg (f) | Harper | | 600 d | 1 | 600 d | |
| Kalared of Mekunda (nobleman) | Herald | 90 | 1.500 d | 1 | 1.500 d | 67 |
| | Litigant | | 1.100 d | | 0 d | |
| | Mason | | 1.500 d | | 0 d | |
| Hagrik Sanneth (m) | Ostler | 95 | 1.300 d | 1 | 1.300 d | 72 |
| | Physician | | 1.200 d | | 0 d | |
| | Priest | | 800 d | | 0 d | |
| | Sage / Tutor | | 1.200 d | | 0 d | |
| Senbatan of Sumon (m) | Scribe | | 800 d | 1 | 800 d | |
| | Teamster | | 900 d | | 0 d | |
| | Weaponcrafter | | 1.800 d | | 0 d | |
| | Hideworker | | 900 d | | 0 d | |
| | Metalsmith | | 1.100 d | | 0 d | |
| | Salter | | 700 d | | 0 d | |
| | Timberwright | | 1.200 d | | 0 d | |
| | Woodcrafter | | 1.000 d | | 0 d | |
| Doreg Jantor (m) | | | | | | 69 |
| Halma Turegdor (m) | Man-at-arms (LF) | 85 | 576 d | 2 | 1.152 d | 71 |
| | Sergeant-at-arms (MF) | | 936 d | | 0 d | |
| | Shortbow (SB) | | 936 d | | 0 d | |
| 6 Royal Foresters | Longbow (LB) | | 1.296 d | 6 | 7.776 d | |
| | Huntsman (LH) | | 2.016 d | | 0 d | |
| Sir Rembold of Murel (m) | Medium Horse (MH) | | 3.200 d | 1 | 3.200 d | 87 |
| | Household Knight (HH) | | 4.608 d | | 0 d | |
| Hagoz (m)* | Kennels | | 600 d | 1 | 600 d | |
| Kaliz (m)* | Falconry | | 800 d | 1 | 800 d | |
| | Palfreys | | 900 d | 8 | 7.200 d | |
| | Warhorses | | 1.800 d | 2 | 3.600 d | |
| TOTAL: | | | | 30 | 43.228 d | |

*: Residents of Sangeon Lodge

VILLAGE CENSUS

| ID | TENANT | C | O | NAME | CLAN | HD ADULT | | CHILDREN | | ACRES | | | KIND | | | | |
|----|------------------|---|---|----------|----------|----------|---|----------|------|-------|-----|------|------|-------|-------|------|-------|
| | | | | | | SIZE | M | F | 8-12 | 0-7 | ML | SERF | FREE | LABOR | RENT | FEES | LIC. |
| 1 | [Murelno Mano] | | | Clasweg | Murel | 0 | | | | | | | 0 | 0 d | 0 d | | |
| 2 | Priest (Peoni) | P | | Zeehdan | Akasas | 1 | 1 | | | | 63 | | | 0 | 0 d | 0 d | |
| 3 | Cottar/ Harbou | S | | Obbeain | Rekite | 3 | 1 | 1 | 1 | | 63 | 3 | | 12 | 60 d | 9 d | |
| 4 | Yeoman (LB) | Y | | Ovdazol | Rekite | 7 | 2 | 1 | 2 | 2 | 63 | | 45 | 0 | 105 d | 51 d | |
| 5 | Villein | S | W | Gemaef | Cafidyne | 6 | 1 | 2 | 1 | 2 | 44 | 38 | | 0 | 60 d | 44 d | |
| 6 | Half-Villein | S | | Gikite | Rekite | 1 | 1 | | | | 80 | 12 | | 48 | 60 d | 18 d | |
| 7 | Farmer | F | | Tehete | Myrndron | 6 | 2 | | 2 | 2 | 80 | | 40 | 0 | 300 d | 46 d | |
| 8 | Cottar | S | | Andezas | Nariail | 2 | 1 | 1 | | | 70 | 4 | | 16 | 60 d | 10 d | |
| 9 | Cottar/ Sage | S | | Taastela | Synnol | 1 | | 1 | | | 110 | 2 | | 8 | 60 d | 8 d | |
| 10 | Farmer | F | | lir | Myrndron | 5 | 1 | 2 | | 2 | 100 | | 30 | 0 | 240 d | 36 d | |
| 11 | Cottar | S | B | Kedetel | Cafidyne | 5 | 1 | 1 | 2 | 1 | 69 | 2 | | 0 | 60 d | 8 d | |
| 12 | Cottar | S | | Rideef | Kaahter | 10 | 3 | 2 | 2 | 3 | 90 | 4 | | 16 | 60 d | 10 d | |
| 13 | Cottar | S | | Ridard | Evelias | 6 | 1 | 1 | 2 | 2 | 95 | 3 | | 12 | 60 d | 9 d | |
| 14 | Half-Villein | S | | Ovinik | Akasas | 3 | 1 | 1 | | 1 | 105 | 19 | | 76 | 60 d | 25 d | |
| 15 | Villein | S | R | Ishedden | Nariail | 9 | 3 | 3 | 2 | 1 | 83 | 40 | 20 | 0 | 180 d | 66 d | |
| 16 | Yeoman (LF) | Y | | Ryiol | Evelias | 4 | 2 | | 2 | | 64 | | 22 | 0 | 82 d | 28 d | |
| 17 | Timberwright | C | | Aldeot | Haehol | 4 | 2 | 1 | 1 | | 93 | | 15 | 0 | 150 d | 21 d | 144 d |
| 18 | Farmer | F | | Inmite | Aniol | 3 | 2 | 1 | | | 45 | | 37 | 0 | 282 d | 43 d | |
| 19 | Half-Villein | S | | Eehtel | Cafidyne | 4 | 1 | 1 | 2 | | 60 | 13 | | 52 | 60 d | 19 d | |
| 20 | Farmer | F | | Zeattel | Ledais | 3 | 1 | 1 | | 1 | 50 | | 45 | 0 | 330 d | 51 d | |
| 21 | Woodcrafter | C | | Hemakef | Lavol | 5 | 2 | 1 | 1 | 1 | 80 | | 20 | 0 | 180 d | 26 d | 120 d |
| 22 | Villein | S | | Mainot | Myrndron | 1 | 1 | | | | 75 | 23 | 20 | 92 | 180 d | 49 d | |
| 23 | Cottar | S | | Taias | Felthein | 8 | 2 | 3 | 3 | | 50 | 4 | | 16 | 60 d | 10 d | |
| 24 | Half-Villein | S | | Useaf | Gedoilm | 6 | 2 | 1 | 2 | 1 | 75 | 16 | | 64 | 60 d | 22 d | |
| 25 | Villein/ Hunter | S | | Aldaztel | Akasas | 7 | 2 | 2 | 2 | 1 | 73 | 30 | | 120 | 60 d | 36 d | |
| 26 | Half-Villein | S | | Himiel | Kaahter | 4 | 1 | 2 | 1 | | 70 | 16 | | 64 | 60 d | 22 d | |
| 27 | Villein | S | | Ilvard | Rekite | 4 | 2 | 1 | | 1 | 75 | 22 | | 88 | 60 d | 28 d | |
| 28 | Villein | S | H | Hedeain | Rekite | 5 | 1 | 1 | 2 | 1 | 70 | 39 | | 0 | 60 d | 45 d | |
| 29 | Miller | C | | Vondrae | Myrndron | 7 | 4 | 3 | | | 75 | | 30 | 0 | 240 d | 36 d | 240 d |
| 30 | Villein | S | | Fimakim | Akasas | 5 | 2 | 3 | | | 60 | 27 | | 108 | 60 d | 33 d | |
| 31 | Cottar | S | | Revard | Gedoilm | 6 | 3 | 1 | | 2 | 75 | 5 | | 20 | 60 d | 11 d | |
| 32 | Villein/ Fischer | S | | Maeaer | Nariail | 10 | 3 | 4 | 1 | 2 | 85 | 32 | | 128 | 60 d | 38 d | |
| 33 | Villein | S | | Allitel | Evelias | 4 | 1 | 1 | 2 | | 75 | 25 | | 100 | 60 d | 31 d | |
| 34 | Yeoman (MF) | Y | | Anmiel | Ledais | 5 | 2 | | 2 | 1 | 75 | | 23 | 0 | 83 d | 29 d | |
| 35 | Farmer | F | | Uvdazr | Felthein | 4 | 3 | 1 | | | 70 | | 40 | 0 | 300 d | 46 d | |
| 36 | Cottar | S | | Almakte | Nariail | 5 | 1 | 1 | 1 | 2 | 75 | 4 | | 16 | 60 d | 10 d | |
| 37 | Farmer | F | | Timakol | Didaas | 11 | 2 | 2 | 4 | 3 | 60 | | 30 | 0 | 240 d | 36 d | |
| 38 | Villein | S | | Fimakim | Kaldro | 4 | 2 | | 1 | 1 | 75 | 23 | | 92 | 60 d | 29 d | |
| 39 | Metalsmith | C | | Ishedden | Zeheim | 3 | 1 | 1 | 1 | | 92 | | 25 | 0 | 210 d | 31 d | 144 d |
| 40 | Bowyer | C | | Basilius | | 2 | 1 | | | 1 | 85 | | 5 | 0 | 90 d | 11 d | 144 d |
| 41 | Innkeeper | C | | Frega | Sunddred | 6 | 1 | 3 | 1 | 1 | 87 | | 10 | 0 | 120 d | 16 d | 213 d |
| 42 | [Barn] | | | Clasweg | Murel | 0 | | | | | | | | 0 | 0 d | 0 d | |