

LOCATION: Mineous Hundred,
Daenshire,
Kingdom of Kanday

STATUS: Illegal settlement within a Royal Forest

GOVERNMENT: Sir Dirithon Murel/Pelna of Forute

POPULATION: 14 households, 19 families, 45 persons

Preliminary Note

This article is part of the *MINEOUS FOREST HUNDRED* series. There may be references to other articles of this series, especially to “*MINEOUS FOREST*”.

History

Maerlith was founded in 631 TR by Kaled of Khenoum, a Peonian priest from Forute Monastery, when he met starving serfs on an errand through Mineous Forest. He guided them to a sheltered place and instructed them to build huts. Then he left the fugitives but soon returned with two fellow Ebasethes and a wagon with provisions, tools and seeding.

The three Peonian clerics thought the former serfs to clear the wood and cultivate the land. They promptly constructed the chapel, and the Pelana (abbot) of Forute consecrated the sanctuary in 632 TR. The abbot and Kaled also managed to convince the Warden of Mineous to tolerate the settlement, as an act of charity.

Today, Maerlith has nearly 500 acres of arable land and supports 19 families. The inhabitants still stand under the guidance and protection of the monks of Forute. The abbot has occasionally petitioned the Sheriff of Daen to make Maerlith an ecclesiastical manor, but those requests were politely “deferred”.

In 719 TR, five new families arrived at Maerlith. Until new cottages are build, they have found shelter at some of the established inhabitants.

Economics

When the village was founded, it fully relied on supplies from Forute. The abbey usually produces large enough surpluses to feed Maerlith. But with the time, the village became more independent and nowadays is able to produce the largest part of its demands by itself.

Credits

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References

Please visit the websites at
www.lythia.com
www.kelestia.com
www.columbia-games.com

The main problem of the village is the constant change of its population, since inhabitants tend to come or leave. The two Ebasethes delegated to support to community try to convince everyone to stay, but often fail.

The village has 500 acres of arable land, its own chapel, mill and smithy. While the smithy is operated by a guildsman, the miller and woodcrafter aren't guildmembers, a fact they may give reason for future disputes between the Mangai and the Pelana of Forute Abbey.

A trail connects Maerlith to the King's Way and Forute Abbey, but due to the marginal expectation of winnings, only few peddlers travel it to offer their wares in Maerlith. The remote location prevents any regular traffic and only occasionally the hamlet is visited by foresters or travellers. Therefore, the villagers send a small crew to Dyrisa - usually twice or thrice a year - to purchase their basic needs.

Politics

The hamlet's status is that of an illegal settlement on King's Land. De facto, it is tolerated by the Warden of Mineous and the Sheriff of Daen, who keep the Pelnala of Forute responsible for it. Since neither the Pelnala, nor the Irreproachable Order is actually enfeoffed with the land, the abbot has no mean to righteously command any person besides the Peonian monks. As the remainder of Mineous Hundred, Maerlith is subject to forest law, and hence to the Warden's and Sheriff's justice. Due to its remote location and apparent lack of interest in the hamlet, its inhabitants are left to take care of most of their affairs on their own.

The Warden of Mineous, Sir Dirithon Murel, has persuaded the Sheriff, Sir Crasel Avandar, to tolerate the settlement in order to form an outpost of civilization, whose proximity to the Tharic border might gain it strategic importance sooner or later. Also, Sir Murel esteems the Peonians' capability to integrate individuals of suspicious background into a stable and prospering community. He hopes, that their influence will finally create and stabilize a mesh of social relations between the wood-dwellers of the surrounding areas and finally lower the risks induced by banditry. Because both noblemen dislike the monks' practice to harbour potential criminals and runaway serfs, they by now hesitate to meet with the Pelnala's wish to acknowledge the settlement in some form.

Due to the given circumstances, there is no official and formal government in Maerlith. All public affairs are dealt with on moots held after each Lesser Sapeleh (peonian service on the 4th, 12th, 20th, and 28th of each month) within the chapel or on the common around Maerlith Pond. Tasks are usually assigned to persons based on their skills. The Ebasethes' advice is often sought. In law cases the priests act as accepted mediators between the opposing parties. Brute force is not an accepted mean in Maerlith. The Peonians insist on finding peaceful solutions - and the monks of Forute are not only reknown for their colonial skills, but also for their stubbornness. In the rare cases where no settlement can be achieved at the moot or by negotiation by the Ebasethe, the parties will be sent to the Pelnala (abbot) at Forute, to whom they also may "appeal".

The Peonian monks are widely respected and accepted due to their neutrality and for both their spiritual and mundane competence in dealing with the community's affairs and problems. They treat all inhabitants equally as freemen.

As a beneficial side effect of the hamlet's current political status, the inhabitants do not have to pay any taxes. A drawback is that - theoretically - they could be evicted from their lands at any time by the royal foresters.

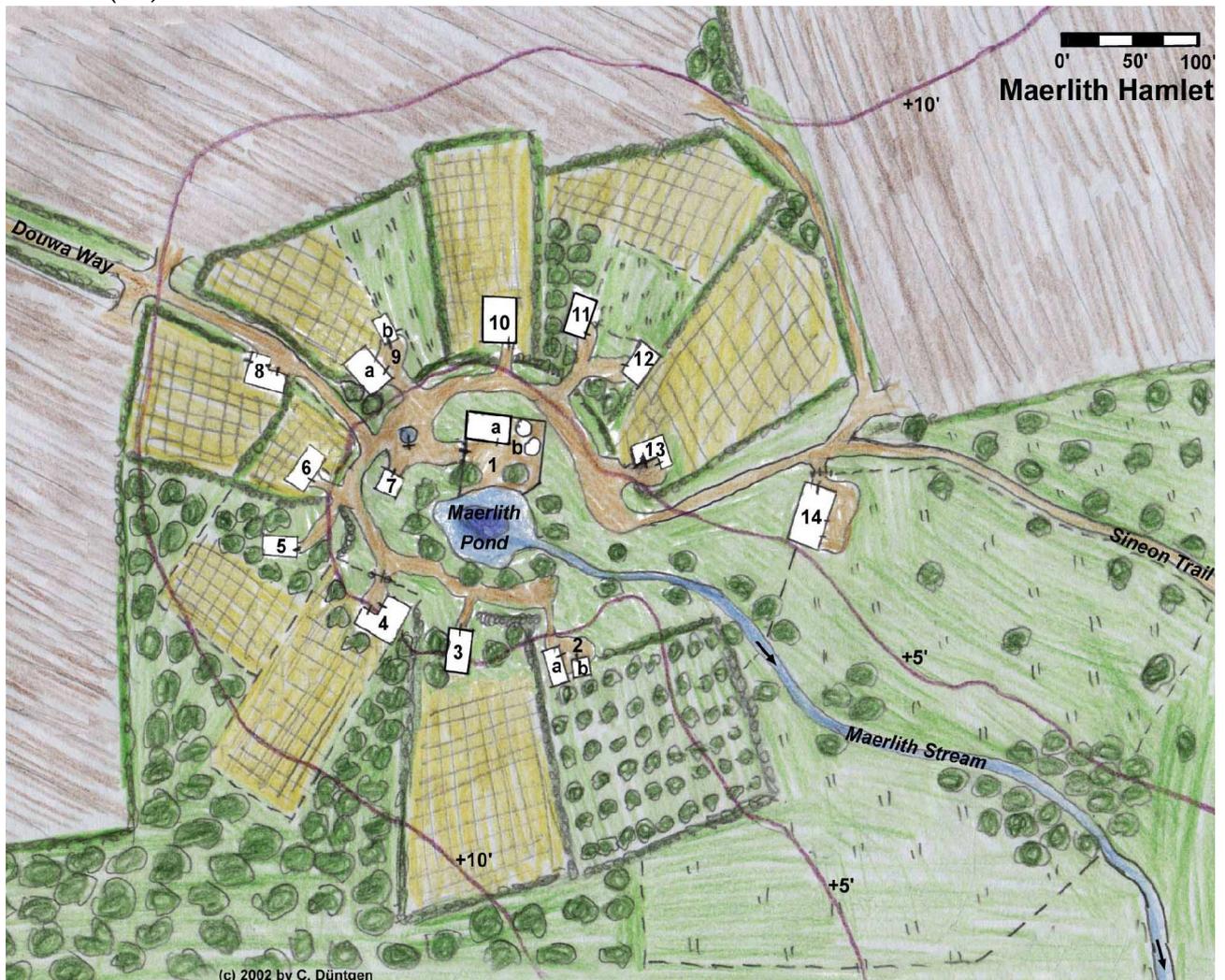
Local Map

Maerlith - Map Key

1 CHAPEL OF PEONI. Ebasethe Maerlon of Habal (62), Ebasethe Volpen Delourne (52, a cousin of Sir Arino of De-

lourne, the Warden of Mimea Forest) and Reslava Garelo of Weldek (39, a former Lia-Kavair from Golotha who received a divine vision to change his way). The chapel is a simple, but stable wooden construction. A palisade encloses a courtyard with two granaries. The clerics of the Irreproachable Order studied at Forute and are highly competent in colonization and agriculture. Besides their pastoral duty, they also act as judges for the small community. They hold regular contact with the parental branch of their order and regularly report to the Pelana of Forute.

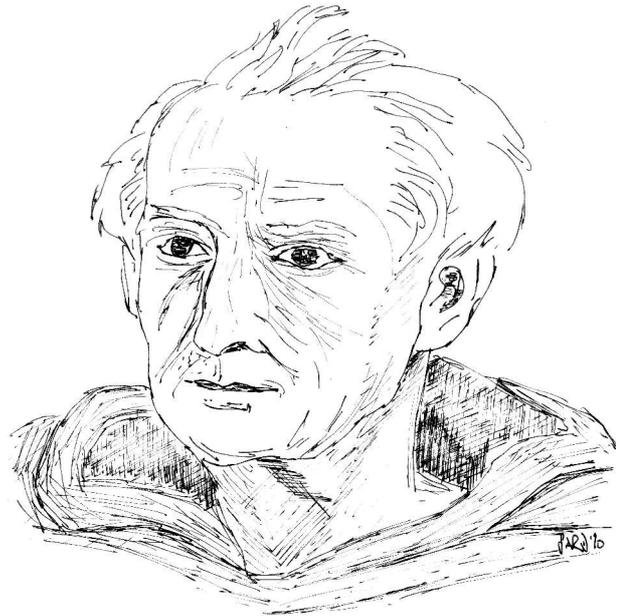
2 FRUIT GROWER/APIARIST - TAGEL OF PERGOM. Tagel (41) started to plant fruit trees in 701 TR. He has also captured some swarms of wild bees and now



can harvest honey and wax. Tagel is married to Sunita (37) who bore him 2 daughters and a son. The girls (19 and 16) have become skilled apiarists and are renowned for their courage and climbing skills. They also share a strange interests in all kinds of insects. Most neighbours complain about their habit to “shamelessly sit within the trees and present their underdresses even to the faithful young men” while hunting for unknown bugs and spiders. Their mother gets regular visits by the priests, but ignores the matter denying any influence on the girls. Their younger brother (15) is becoming a strong but simple young man. He helps his father in the orchard, but his more interested in some of the hamlet’s girls, especially in Femeanone [see 11].

3 FARMER - LAGOST OF GURDES. Lagost is a calm man of 36 years. His sons Heggeth (17 years old), Frageeth (13) and Joggeth (9) are known for their stubborn thoughtlessness, as spurring the village’s children to abduct some sheep, or diving into Maerlith Pond as a test of courage. Their sister Meya (11 years old) is no better. Only the oldest daughter Chantael (14) has inherited the more concerned and stern traits of their mother Nagia (33).

4 FARMER - HELDEM OF OLDEK. Heldem’s grandfather fled his native village after being chased of witchcraft. In fact, he wielded some psionic abilities, which were inherited by his offspring. Heldem (27) managed to keep his talents a secret, but now he gets problems with concealing the abilities of his five year old daughter Tamael, who inherited this trait. Heldem’s wife Linriola (28) expects her second child in spring and is supported by Heldem’s widowed mother Pradia (60), whose other sons (26 and 23) left



Ebasethe Volpen Delourne

Maerlith 5 years ago, after their father’s death, to make their luck in Dyrisa. All since then, Pradia has been waiting for a sign of life. She regularly joins the village’s commission to Dyrisa and has already requested help from Ebasethe Maerlon, but even the monks could not find out about the boys’ whereabouts.

5 FARMER - GELDON OF SAMETH. Geldon (38) was left by his wife three years ago. She took their two children and left for her parents’ village. Now, Geldon gives shelter to the family of Aldaztel of Jureg (29), who has a wife (28) and two girls (5 and 1 year old).

6 HUNTER/TRAPPER - LADIS OF LOUV. Ladis (37) has some skill in tanning and hideworking and he supports the community with leather goods. In his youth, Ladis has tried to explore the Blackwoods thrice. His first attempt was stopped due to a sudden change in the weather. A sudden storm with heavy rainfall hindered him in proceeding further than a mile into the dark wood. His second attempt was stopped by a falling branch, severing his left leg. His last try (in 717

TR) finally cured him from his folly: after two days in the wood with nights haunted by nightmares, he reached the western bank of Lake Kaloun. That evening he heard a loud howling, and spotting across the lake, he figured a pack of large wolves and a giant human figure moving along the opposite shore. Well aware of the tales about the hostile giant, he seized the opportunity and escaped to the north, followed by the howling wolves. Before reaching the safety of Mineous Trail, he once turned his view and saw into the glimmering eyes of his pursuers. He has sworn never to return into this cursed part of the forest.

7 **MILL - SELMEOL OF JADOST.** Selmeol operates the ox-powered mill of the village. She is a proud, strong and unmarried woman of 27.

8 **FARMER - IIR OF PERGOM.** Iir (49) is Tagel's senior cousin [see 2]. His wife Fiona (51) is a gossip, as are his son Kainard (29), and his daughter Sanoua (23). The younger son Alifaua (21) is very different, a calm and introspective man, that has become an acolyte at Forute. He is often visited at the monastery by his chatty family - much to often from his perspective.

9 **WOODCRAFTER/FARMER - ORADEL OF OLDEK.** Oradel (56) has reasonable talents in carpentry and woodcarving, acting as the village's woodcrafter. His house is the transient home for Mainot of Nariail and his wife. Due to his violent temper, Oradel regularly gets in conflicts with his neighbours, but soon regrets his affects and prays to Peoni for forgiveness.

10 **FARMER - ULSO OF KAREDOM.** Ulso (53) once was the captain of a small band of brigands operating from a hiding-place in the Douwa Downs. The band collected some of their most valu-

able loot for later times. Their last attack on a caravan failed, and the bandits were captured by the caravan's mercenaries; only Ulso escaped. He returned to their hiding and carried away the loot in fear of betrayal by his comrades. Then he left the Downs and settled down at Maerlith. He still has excellent knowledge of the Douwa Downs and waits for a good opportunity to raise his treasure and get off to spend the evening of his life in a better place. Ulso was convinced by the Ebaseshes to house Alaga of Restel (25), one of the newcomers.

11 **FARMER - GEMAEI OF TERED.** Gemael's grandfather was among the first settlers of Maerlith. He used to be his lord's woodward before and cleared large parts of what nowadays are Maerlith's fields. Gemael (42) keeps this tradition upright. He is widowed, but has two daughters, Tamael (21), and Femeanone (14) and a son, Reiot (19). Reiot is likely to continue his father's business. He is a skilled carpenter and woodcarver and his wooden amulets, rings and figurines are popular with the local girls and women. He also produces small but elaborated figurines and occasionally travels to Cedredar's Shrine or Forute to sell them as votive offerings to pilgrims and passing travellers, thus earning some extra-silver for the family. His skills make Reiot also an attractive marriage candidate for many of the hamlet's unmarried women, who often stop by to admire his handiwork.

12 **FARMER - VARDEN OF TERED.** Varden (37) is Gemael's brother and unmarried. He has taken in Urdelyn of Jasrel, a widowed refugee from the Kandian-Rethemi border and her children. It seems as if she will stay with him some longer...

13 **METALSMITH - PETHIS OF HALEMEK.** Pethis (29) has taken a vow for being saved from a danger. He was sent to Forute by his local Peonian priest, but the Pelana decided that he should serve the goddess by supporting the settlers of Maerlith with his craft.

14 **HERDER - FERIN OF SAMETH.** Ferin (31) tends for the villagers' sheep and cattle. He is supported by Jasha and Someth, his herding dogs. Jasha is a crossbreed from several races. She is small, but extremely clever. Someth is a large Kaldorin. Over night, the animals are flocked together in the large stable for shelter from wild beasts and bandits. Since last year, Ferin also shares the stable with the family of Weldon of Hadel (26) and his wife Clara (28), who have 2 small boys and a girl.

MAERLITH POND. The Pond is about 21 feet deep. The water is fresh and cold. It has a colour of light green to deep blue, originating from the chalk that forms its basin. The pond is fed by an underground stream, running down from the Douwa Downs between two impermeable strata. At the ground of the pond, the water ascends to the surface under pressure. A few days after heavy rain in the Downs, the inflow increases by far. The ground

of the pond gives access to an extended system of underwater caverns. Due to the strong current of inflowing water, exploration is only possible during dry summers. The village well also ends up in one of these caves, but this fact is unknown to the villagers. The pond is the source of Maerlith Stream, which is called Desina River after the union with several minor streams.

SINEON TRAIL. The way proceeds along Maerlith Stream through the community's rich pastures. Ferin of Sameth can often be seen here with his dogs, looking for escaped sheep or goats. After roughly 500 fathoms (1 km) the trail crosses Maerlith Stream atop a small wooden bridge and fades out to a simple cart trail, following the stream southwards. After 5 leagues (20 km) it meets the King's Way at *DESINA FORD*. The King's Way leads west to Forute and Dyrisa, and eastwards to Iben's Lode Mine and Ibonost.

DOUWA WAY. This way continues for some hundred feet, until it forks several times to provide access to the hamlet's acres. One of these trails heads on to a small quarry at the foot of the Douwa Downs, that was used to break limestone for the foundations of the hamlet's chapel and mill.

NSC-Stats

Ebasethe
Maerlon of Habal (m)

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

BIRTH 10/01/658 (ULANDUS)

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

Religion: Peoni (59 PP)

Condition	70	Staff	64
Dodge	55	Knife	52
Initiative	65	Rhetoric	66
Mobility	65	Oratory	66
Unarmed	45	Singing	59
Awareness	68		
Intrigue	73	Engineering	46
Ritual	61	Carpentry	52
Hårnic	63	Masonry	55
Emela	23		
Khruni/sc	83	Weatherlore	98
Lakise/sc	83	Agriculture	112

Ebasethe
Volpen Delourne (m)

HGT 63" WGT 146lbs FRM HEAVY
CMX MEDIUM EYES GREY HAIR BLONDE

BIRTH 20/08/668 (TARAE)

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

Religion: Peoni (69 PP)

Claustrophobia [08]

Condition	60	Staff	72
Dodge	50	Dagger	56
Initiative	60		
Mobility	65	Oratory	72
Unarmed	39	Rhetoric	76
Awareness	64	Survival	63
Intrigue	72	Foraging	96
Ritual	76	Herblore	86
Hårnic	84	Physician	87
Emela	52	Pigcraft	76
Khruni/sc	82	Cattlecraft	93
Lakise/sc	82	Agriculture	94

Reslava
Garelo Weldek (m)

HGT 71" WGT 184lbs FRM HEAVY
CMX DARK EYES BROWN HAIR BLACK

BIRTH 16/04/681 (AHNU)

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

Religion: Peoni (14 PP)

Dyslexia [18]

Condition	83	Crossbow	76
Initiative	86	Taburi	92
Mobility	81	Stealth	81
Unarmed	94	Acrobatics	71
Awareness	75	Throwing	83
Intrigue	83	Climbing	74
Ritual	43	Jumping	82
Hårnic	62	Legerdemain	87
		Lockcraft	34
Sheepcraft	43		
Agriculture	46		
		Hex	16

Metalsmith
Pethis of Halemek (m)

HGT 66" WGT 160lbs FRM HEAVY
CMX MEDIUM EYES GREY HAIR RED

BIRTH 25/06/691 (NDAI)

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

Religion: Peoni (16 PP)

Birthmarks

Hypnophobia [07]

Condition	80	Roundshield	65
Dodge	70	Spear	76
Initiative	71	Mineralogy	26
Mobility	70	Metalcraft	52
Unarmed	42	Weaponcraft	26
Awareness	52	Dogcraft	53
Intrigue	39	Sheepcraft	48
Ritual	21	Agriculture	67
Hårnic	61	Hex	14

Trapper/Hunter
Ladis of Louv (m)

HGT 64" WGT 123lbs FRM LIGHT
CMX MEDIUM EYES BROWN HAIR BLONDE

BIRTH 10/04/683 (AHNU)

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

Religion: Peoni (23 PP)

Birthmarks

Condition	70	Javelin	73
Dodge	80	Shortbow	68
Initiative	68	Club	76
Mobility	60	Tracking	60
Unarmed	42	Survival	48
Awareness	60	Foraging	42
Intrigue	42	Hideworking	26
Ritual	27	Fletching	24
Hårnic	73	Alchemy	15
Medium	16	Psychometry	16

Farmer/Woodcrafter
Oradel of Oldek (m)

HGT 74" WGT 217lbs FRM MASSIVE
CMX FAIR EYES BLUE HAIR BROWN

BIRTH 12/08/664 (TARAE)

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

Religion: Peoni (11 PP)

Colour Blindness

Violent Temper [16]

Condition	70	Roundshield	59
Dodge	60	Glaive-Bill	64
Initiative	64	Handaxe	82
Mobility	60	Carpentry	72
Unarmed	42	Woodcarving	46
Awareness	56	Metalcraft	24
Intrigue	42	Hideworking	33
Ritual	14	Timbercraft	42
Hårnic	72	Agriculture	56
		Sheepcraft	48