

**LOCATION:** Mineous Hundred,  
Daenshire,  
Kingdom of Kanday

**STATUS:** Manorial fief  
Liege: Sheriff of Daen

**GOVERNMENT:** Clan Murel

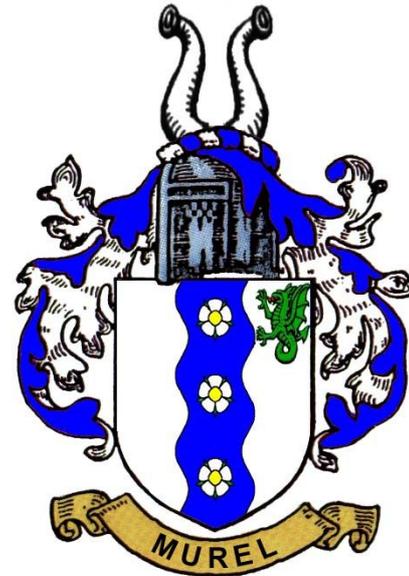
**POPULATION:** 218 (41 households)

## 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.

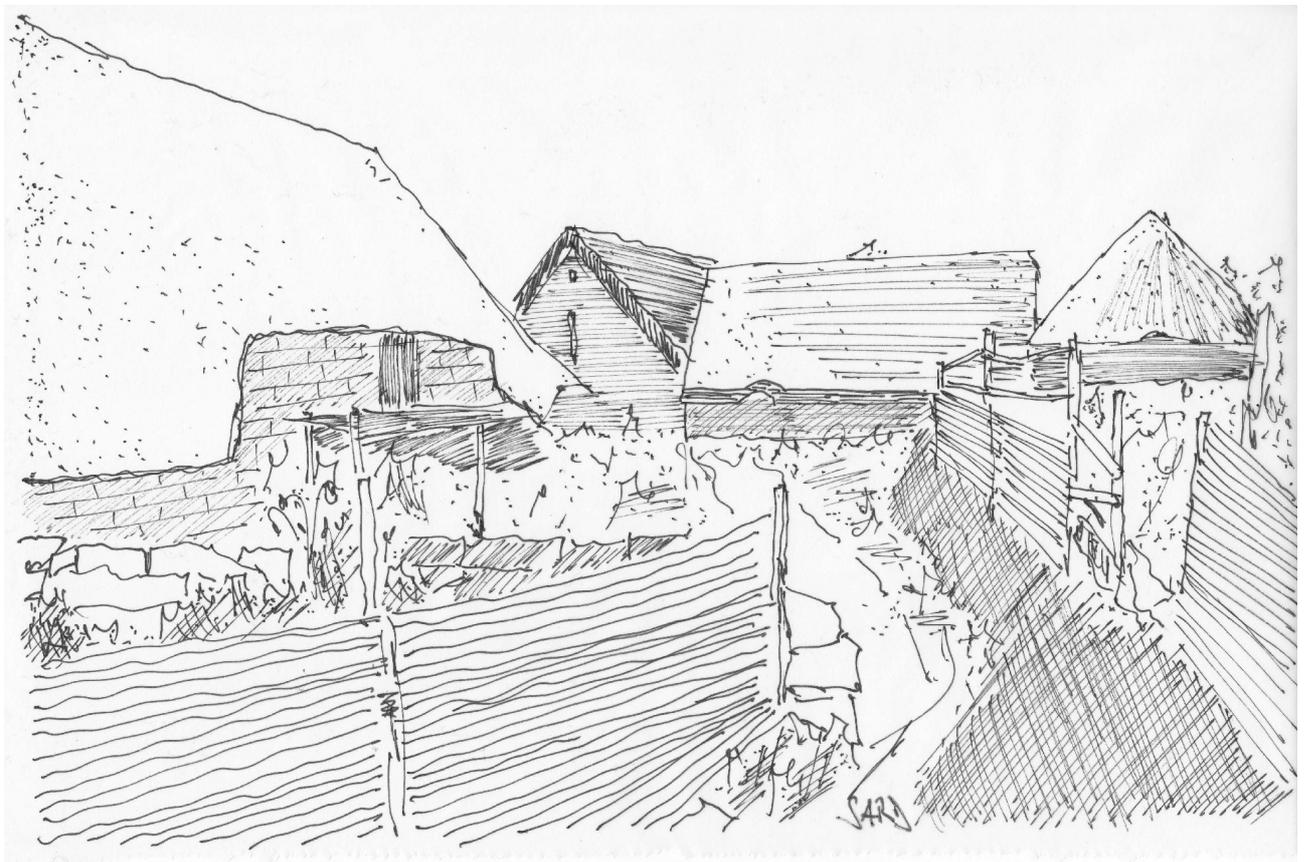
Due to its isolated location on the bank of Eryn River, the lords of Murel were forced to fortify their seat from an early date. Construction of the present keep was started in 385 TR, replacing an older structure of unknown age. The keep was finished in 437 TR.

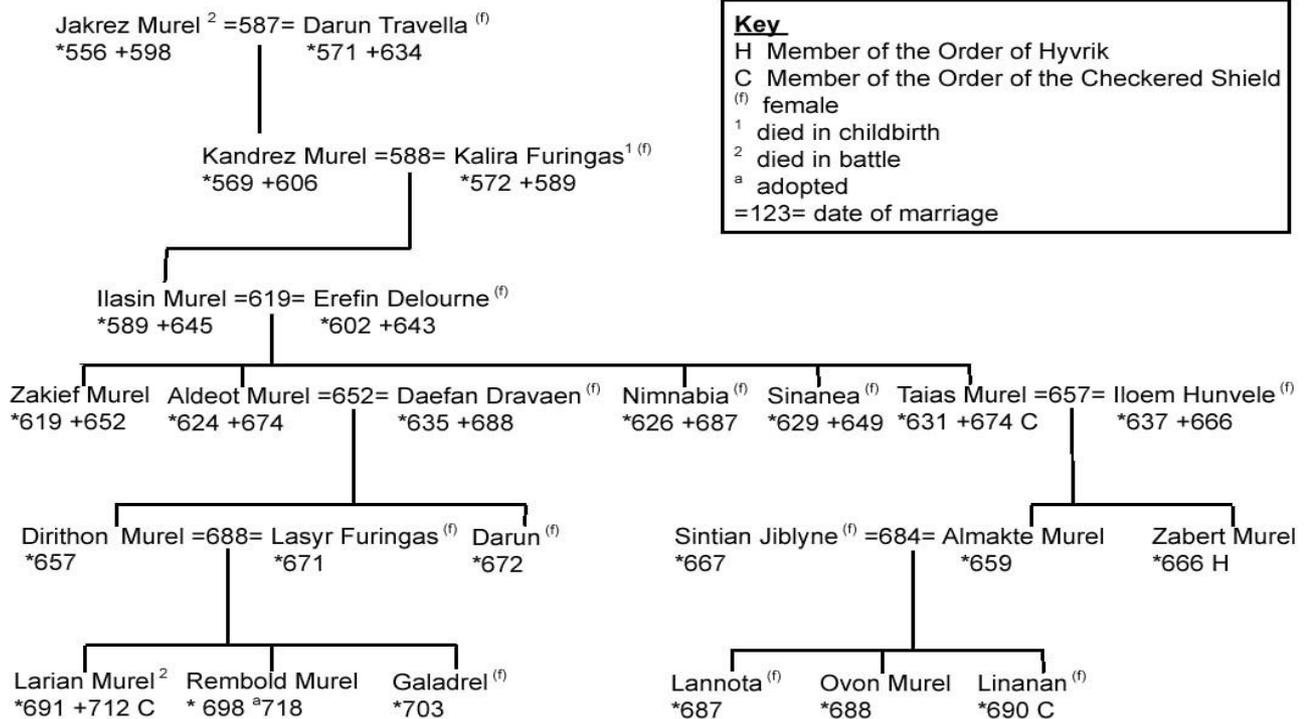
During the THEOCRACY OF TEKOS (569-588), most of the population of Murelno fled



**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.





Key	
H	Member of the Order of Hyvrik
C	Member of the Order of the Checkered Shield
<sup>(f)</sup>	female
<sup>1</sup>	died in childbirth
<sup>2</sup>	died in battle
<sup>a</sup>	adopted
=123=	date of marriage

## 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 Kanday 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 Kanday.

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 Dyrisa. 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 Sunddred 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).

## Credits

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## References

Please visit the following websites:

[www.lythia.com](http://www.lythia.com)

[www.johalla.de/EHG](http://www.johalla.de/EHG)

[www.kelestia.com](http://www.kelestia.com)

[www.columbia-games.com](http://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.

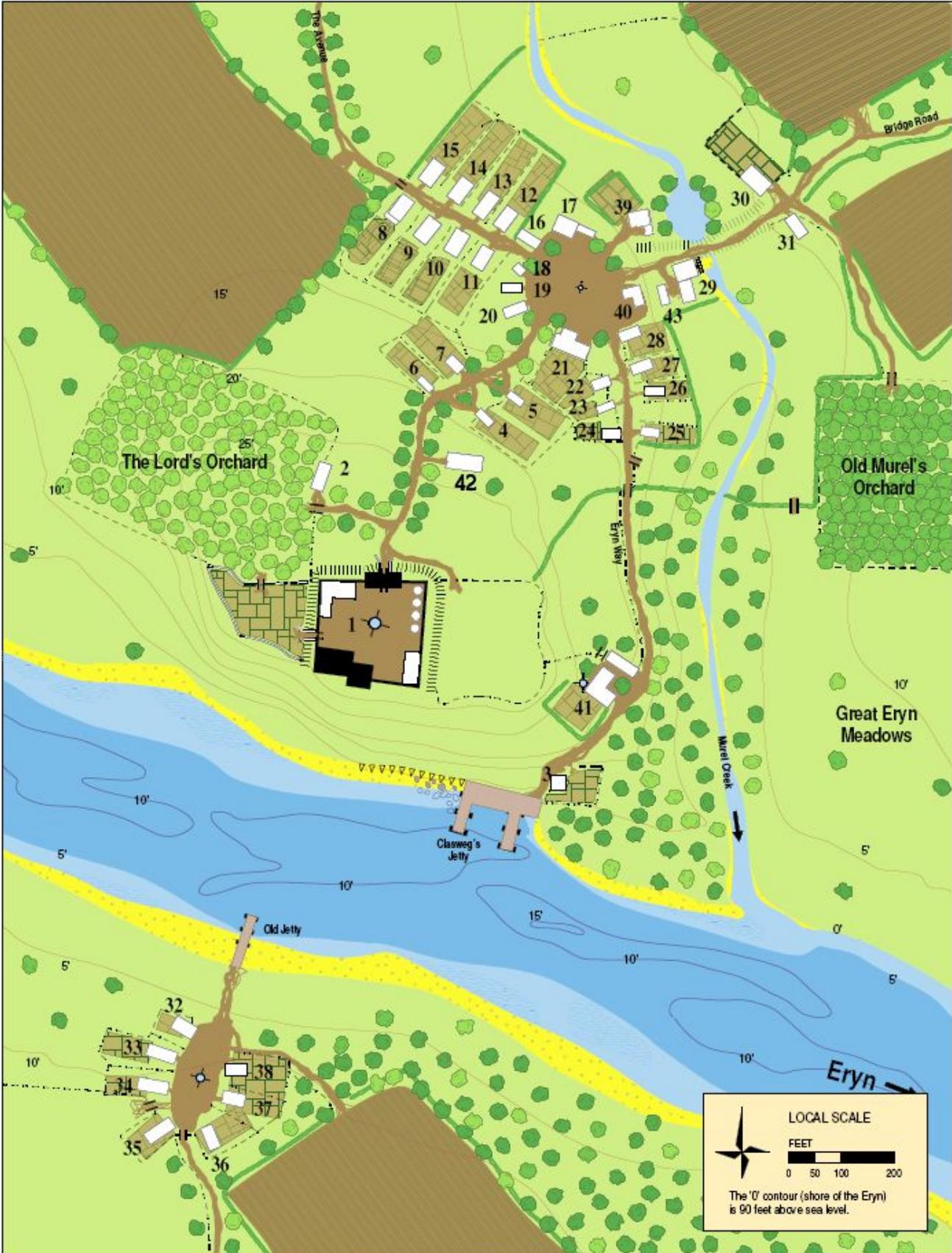
A graveyard lies in the centre of a small grove. It can be reached by following the trail, known locally as "The Avenue", 500 yards to the north of the village. The graveyard has a small chapel. Both the chapel and graveyard are used by Peonians and Laranians (Clan Murel in particular).

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).

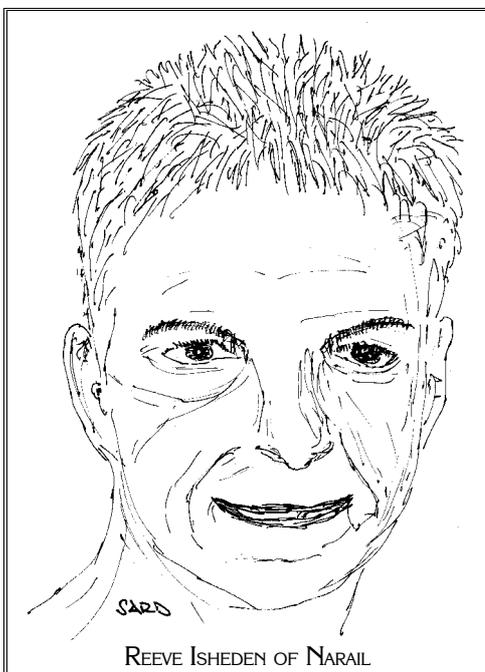
### **13 COTTER – RIDARD OF EVELIAS\***

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 closer 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 Cynndra (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



CYRNDRA MYRNDRON – JOURNEYMAN APOTHECARY

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  
Maeaeer'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: Maeaeer (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.

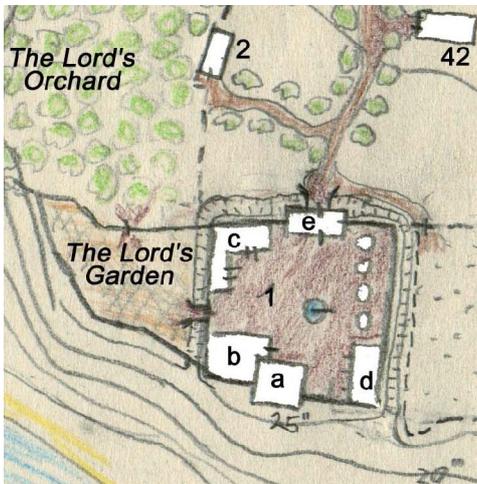
CLAN	MEMBER (CLASS)	OFFICE	ACRES (SERF/FREE)	FAMILY SIZE
Murel		<b>4</b>	<b>661</b>	<b>9 (3/6/0/0)</b>
	Almakte (N)	[knight]	---	2/2/0/0
	Dirithon (N) *	Manorial lord	(661)	2/3/0/0
	Linana (N)	[knight]	---	0/1/0/0
	Zabert (N)	[priest]	---	1/0/0/0
Myrndron		<b>1</b>	<b>(23/120)</b>	<b>13 (8/5/2/4)</b>
	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		<b>3</b>	<b>121 (76/45)</b>	<b>11 (7/4/5/4)</b>
	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		<b>2</b>	<b>100 80/20)</b>	<b>18 (9/9/5/5)</b>
	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		<b>0</b>	<b>68 0/68)</b>	<b>4 (3/1/2/2)</b>
	Anmiel (Y)		0/23	2/0/2/1
	Zeattel (F) *		0/45	1/1/0/1
Akasas		<b>4</b>	<b>76 (76/0)</b>	<b>11 (5/6/2/2)</b>
	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		<b>0</b>	<b>44 (4/40)</b>	<b>8 (4/4/3/0)</b>
	Taias (C)		4/0	2/3/3/0
	Uvdazr (F) *		0/40	3/1/0/0
Cafidyne		<b>3</b>	<b>53 (53/0)</b>	<b>7 (3/4/4/3)</b>
	Eehtel (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		<b>0</b>	<b>50 (28/22)</b>	<b>6 (4/2/6/2)</b>
	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		<b>0</b>	<b>20 (20/0)</b>	<b>8 (4/4/3/3)</b>
	Himiel (S) *		16/0	1/2/1/0
	Rideef (S)		4/0	3/2/2/3
Gedoilm		<b>0</b>	<b>21 /0)</b>	<b>7 (5/2/2/3)</b>
	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 asterix (\*).*

## 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 *TIVLOAN AKASAS*, the alewife *LINMINE NIRIAIL* and the gardener/apiarist (beekeeper) *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 sallyport 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.

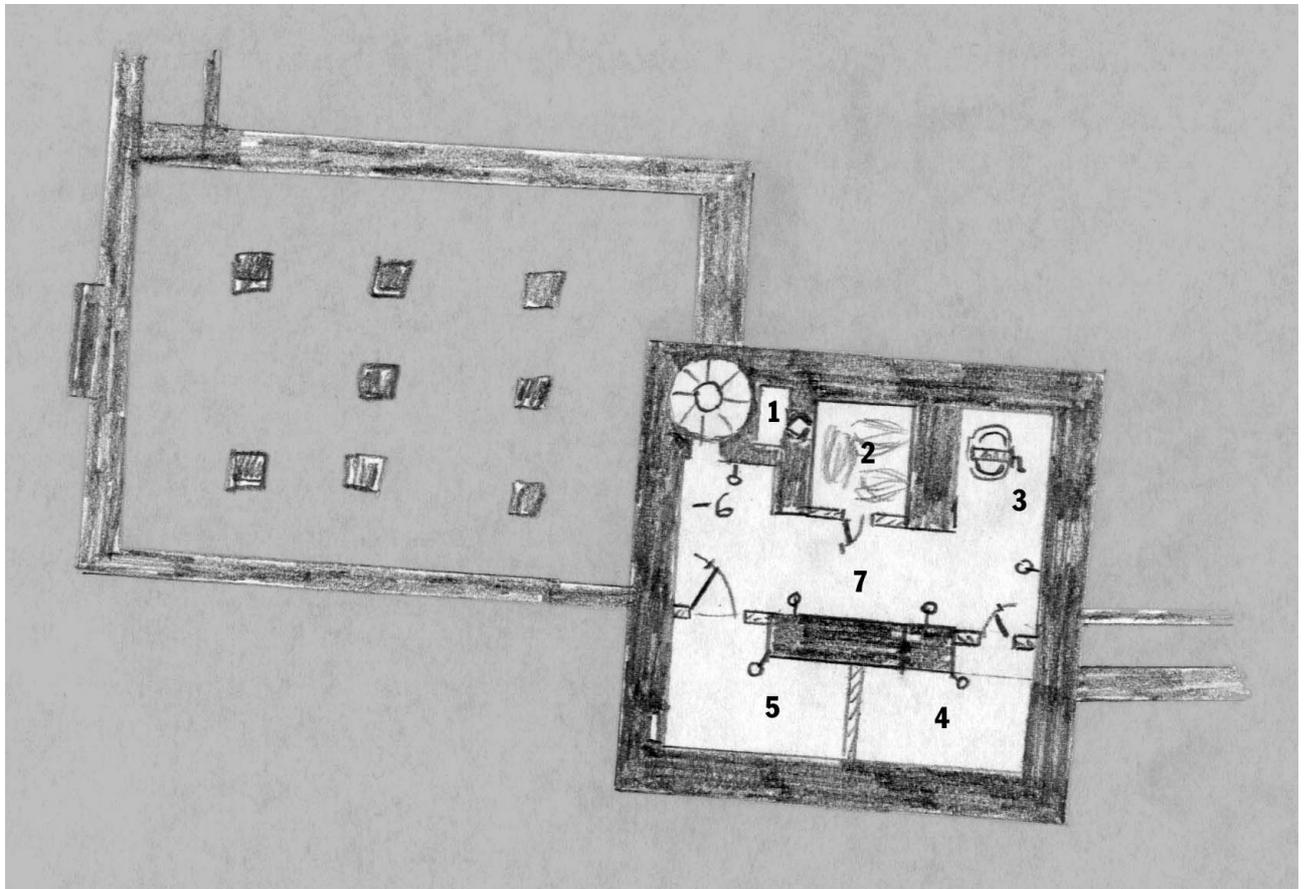
**4** **WINE CELLAR.** A small stock of wines is kept here for the lord's household. The rest of the room is used to keep provisions.

**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.

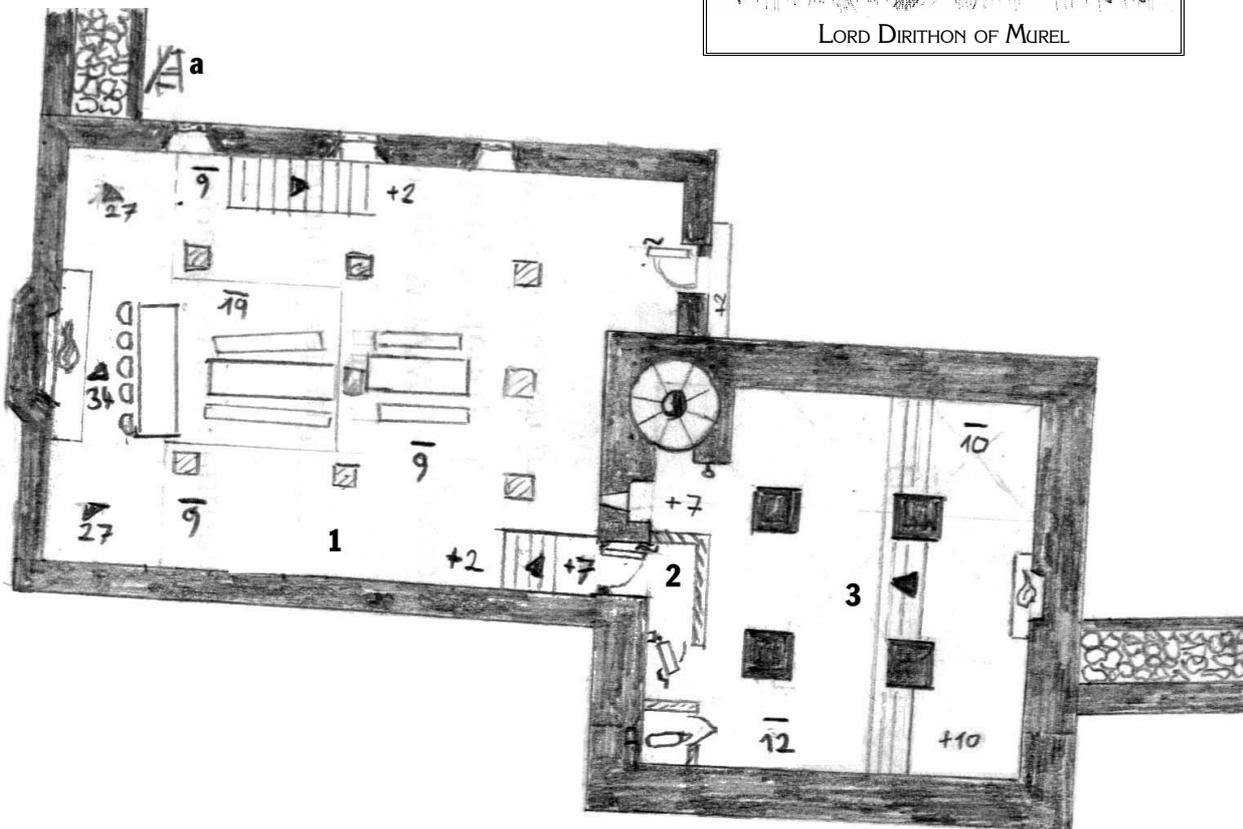
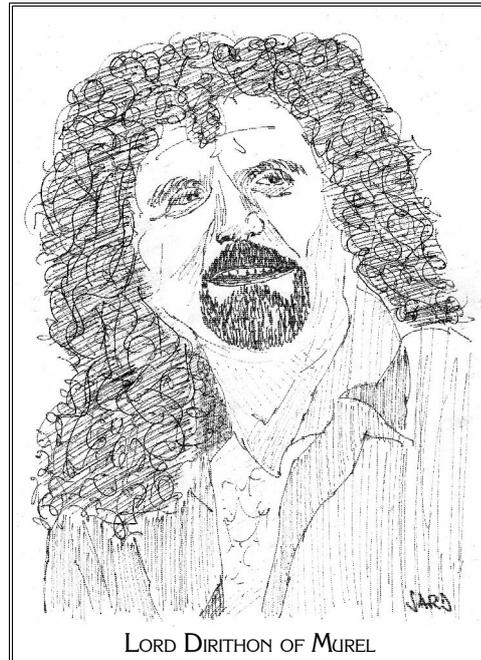
**A** **ACCESS TO THE BATTLEMENT PLATFORM.** A ladder leads up to the battlement platform on the wall.

## 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.



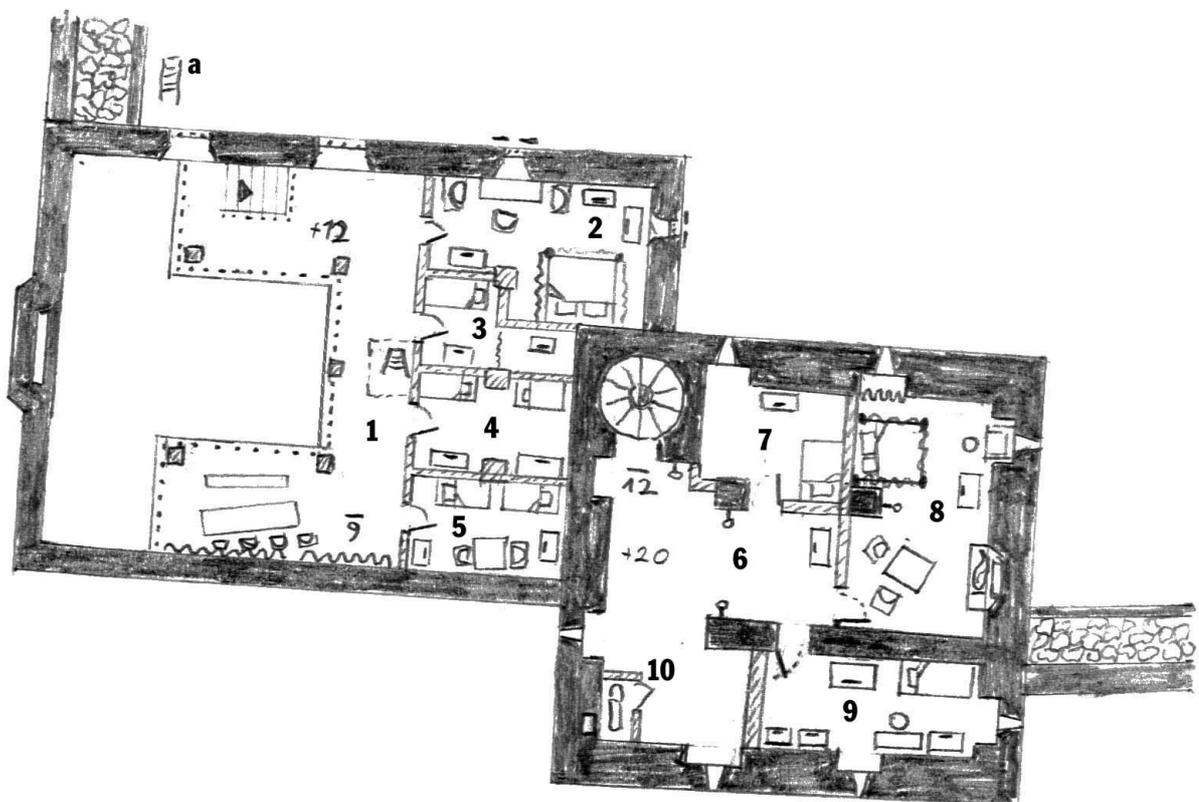
*Ground Floor. Surfaces within the Great Hall are wood, within the Keep stone.*

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 Cynndra 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.



**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 Bodoie 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.

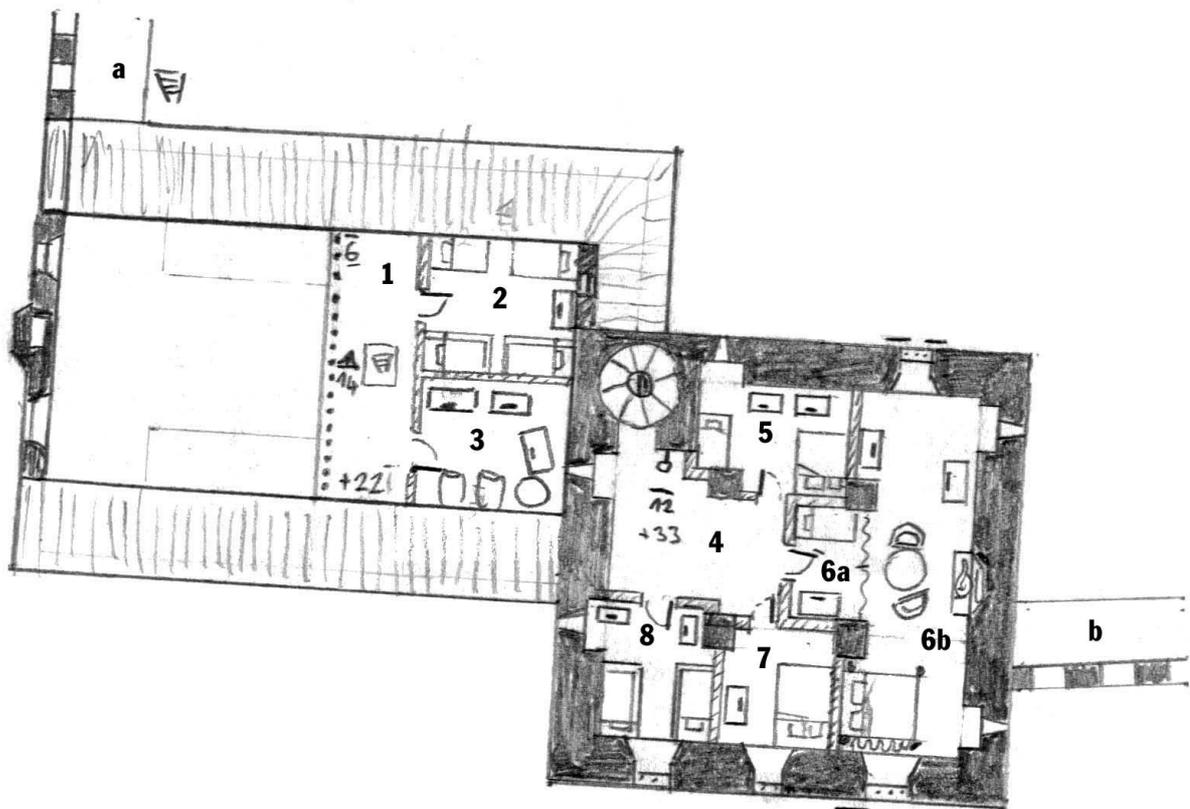
### Third Floor

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

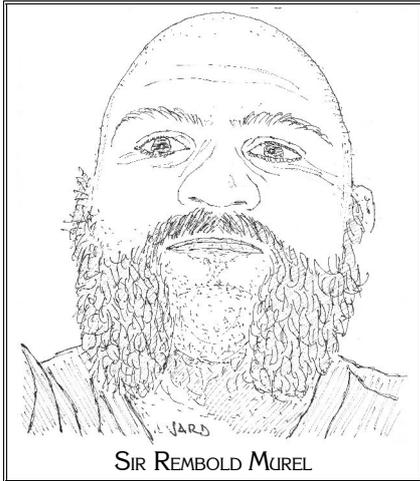
**2 SERVANTS' QUARTERS.** Six servants share this room. Among them Lady Lasyr's maid Zamiard Didaas, the Lord's chamberlain Geoffrey Akasasand and the herald's servant Medef Gedoilm.

**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 *SEDRON 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.

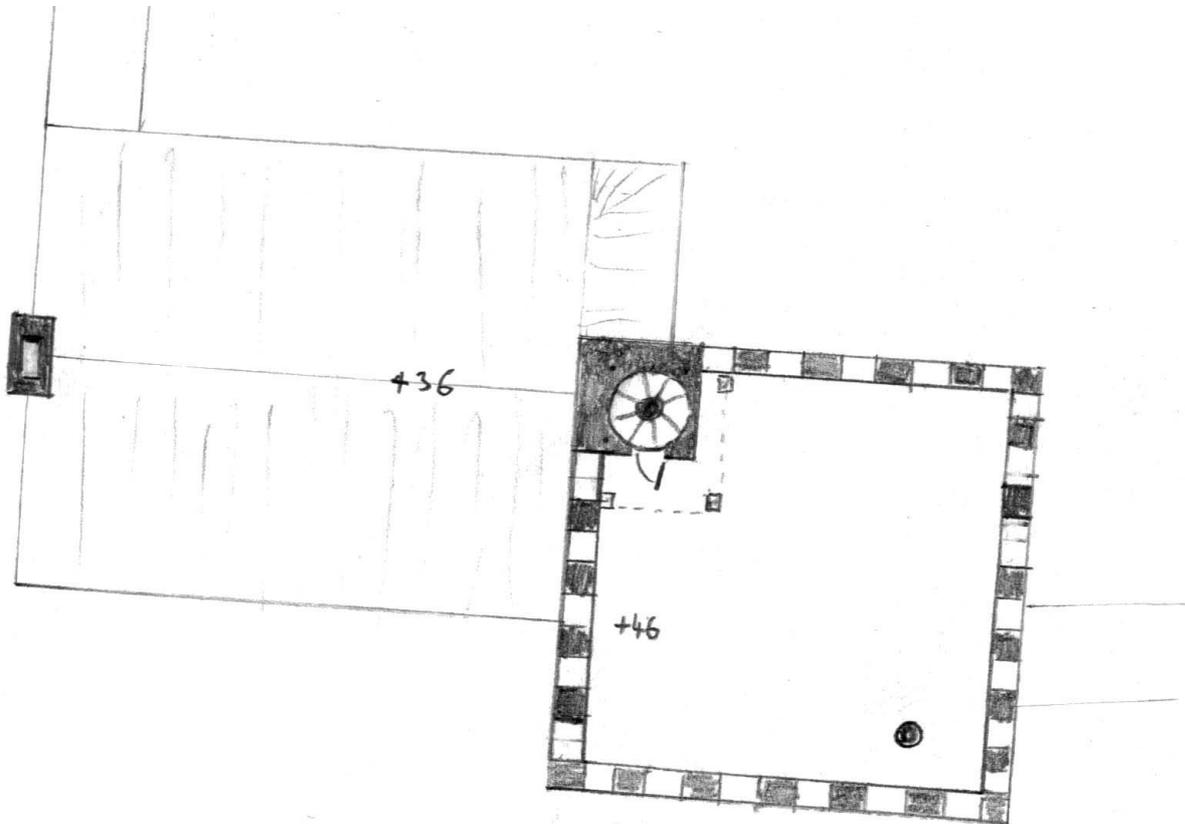
**8** **GUEST ROOM.** Noble guests may be quartered here.

**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.



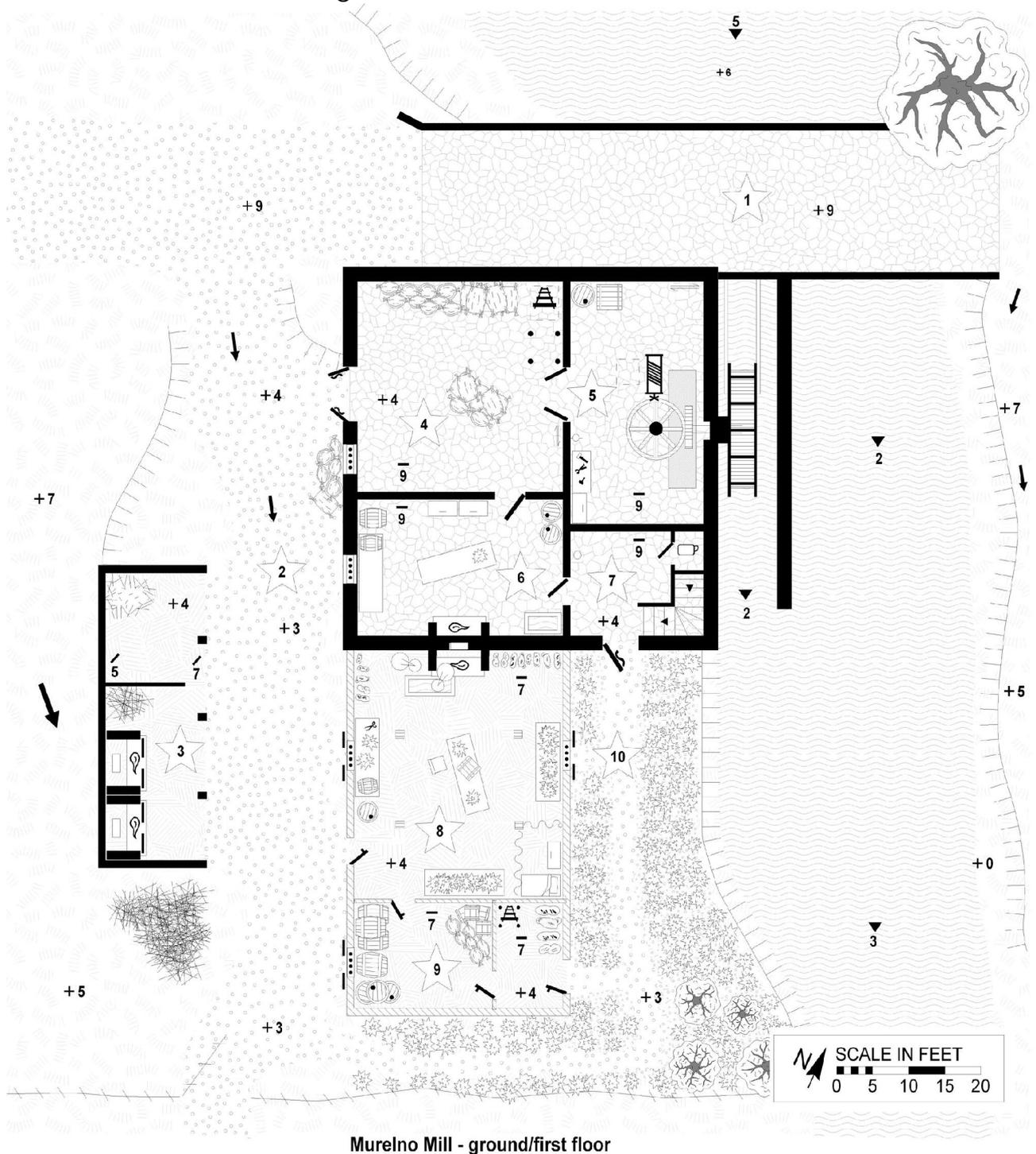
*Roof. All surfaces stone unless otherwise indicated.*

## 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 waterwheel. The weir can be operated by a lever from inside the mill. This mill was financed and erected by the powerful clan of Myrn-dron, as the Millers' Guild was unable to invest sufficient funds right after the liberation



Murelno Mill - ground/first floor

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.

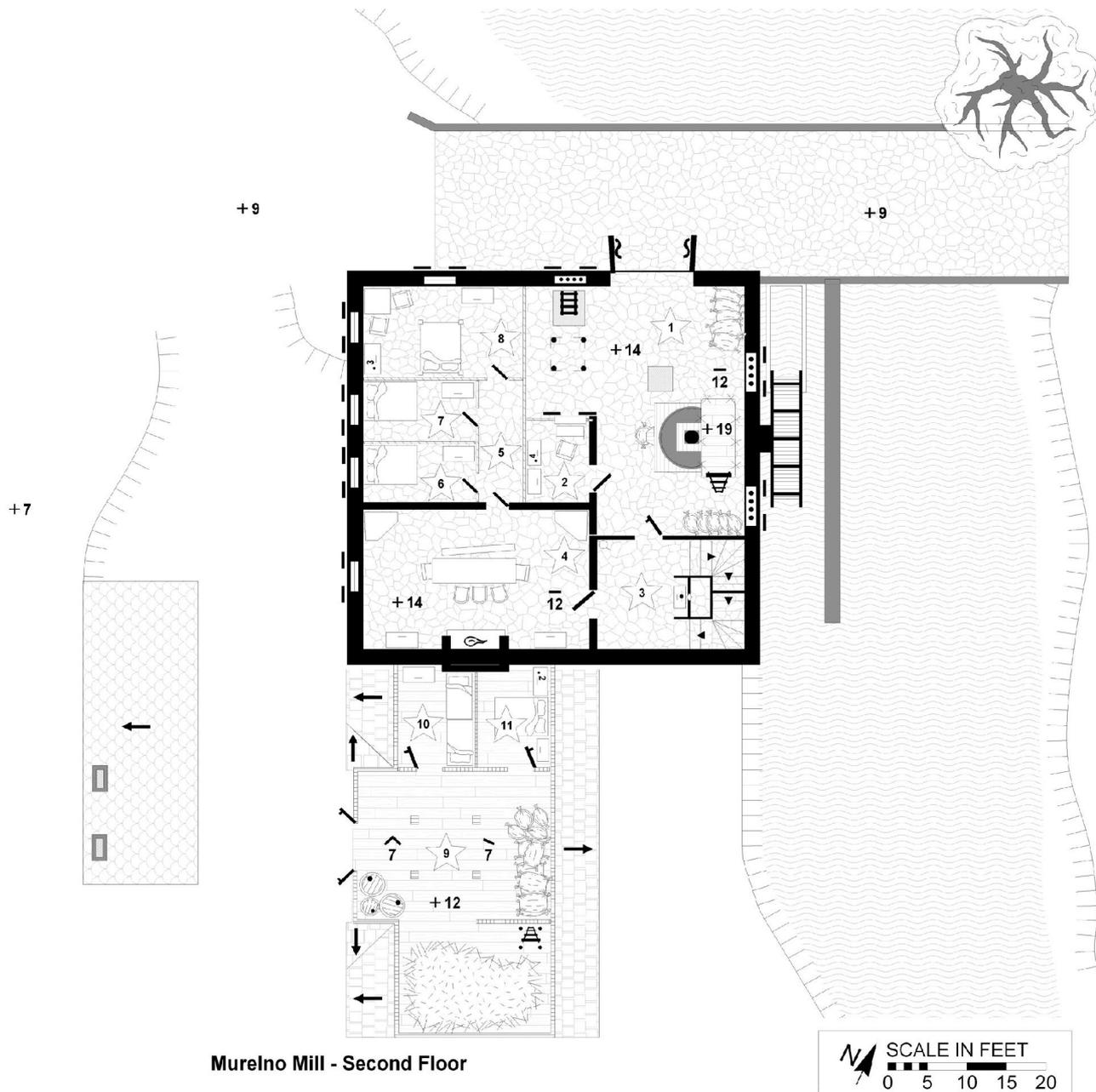
**5 MACHINE ROOM.** This room holds the gears used to turn the milling stone and the hoisting winch: The water wheel is connected to the comb wheel running in the wheelpit inside of this room, which drives a large lying wheel mounted on the

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, Cyndra 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.

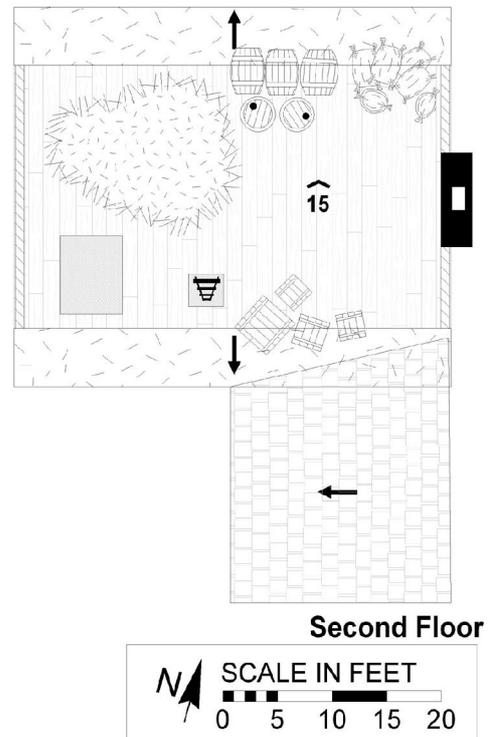
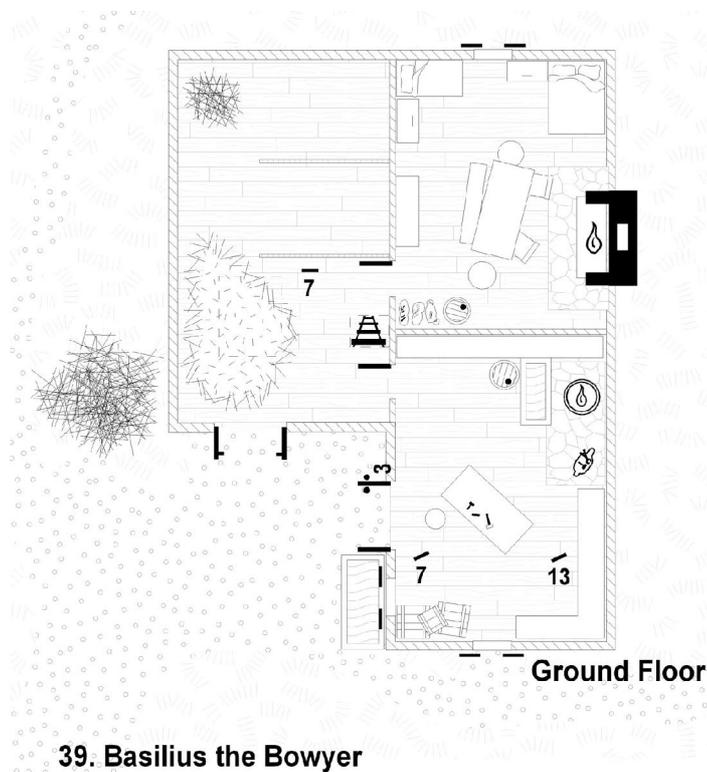
The stable houses two dozens of chicken, several pigs, two cows, four goats and six sheep. Agricultural tools are stored here as well. Two openings in the ceiling and a ladder provide access to the hayloft on the second floor.

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 construction 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<sup>ths</sup> of any profits.

### Prices

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

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

**LEIFHULDA\*** (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

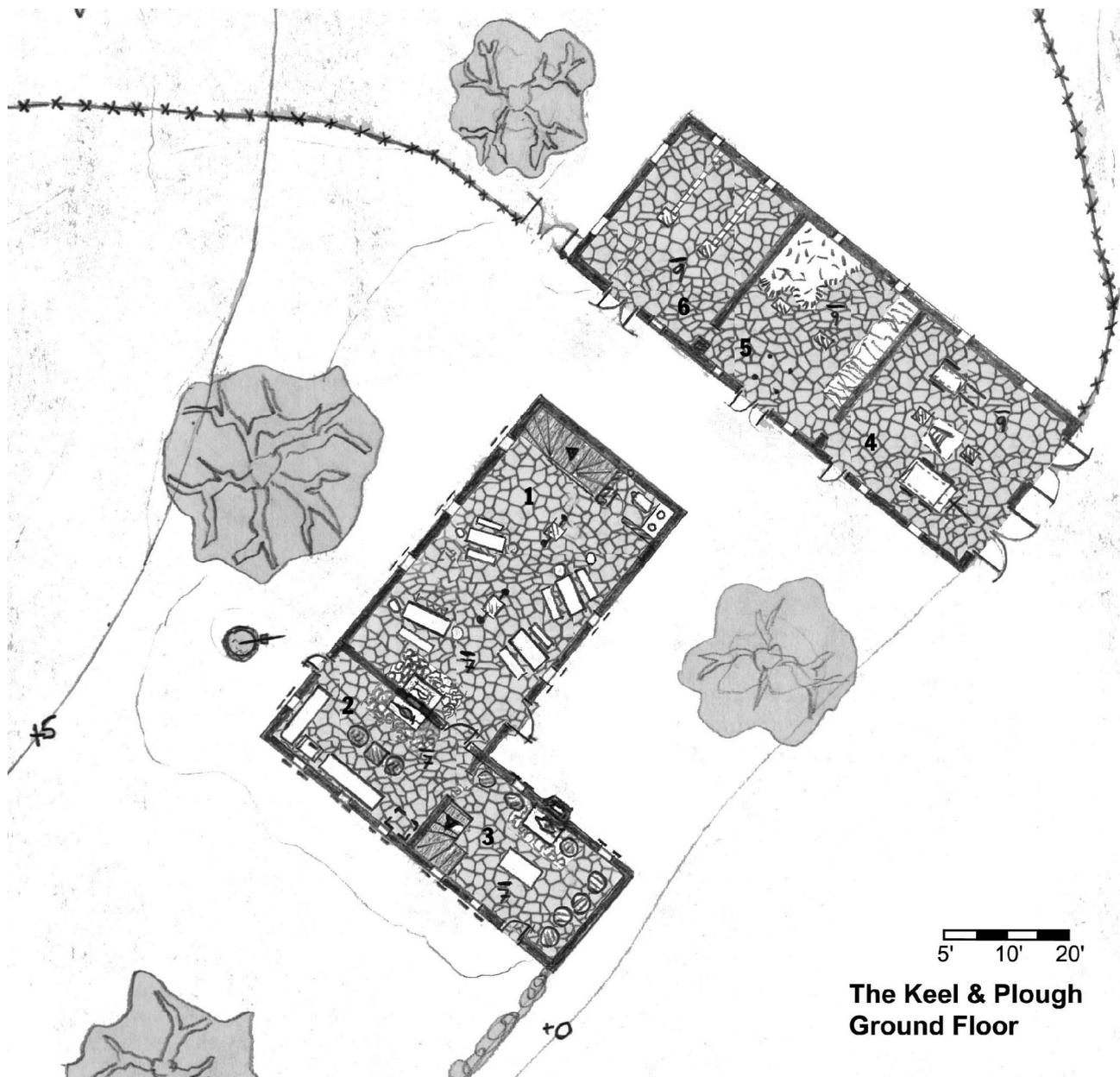
pile in the northern corner. A trapdoor provides access to the hayloft on the second floor above.

**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.

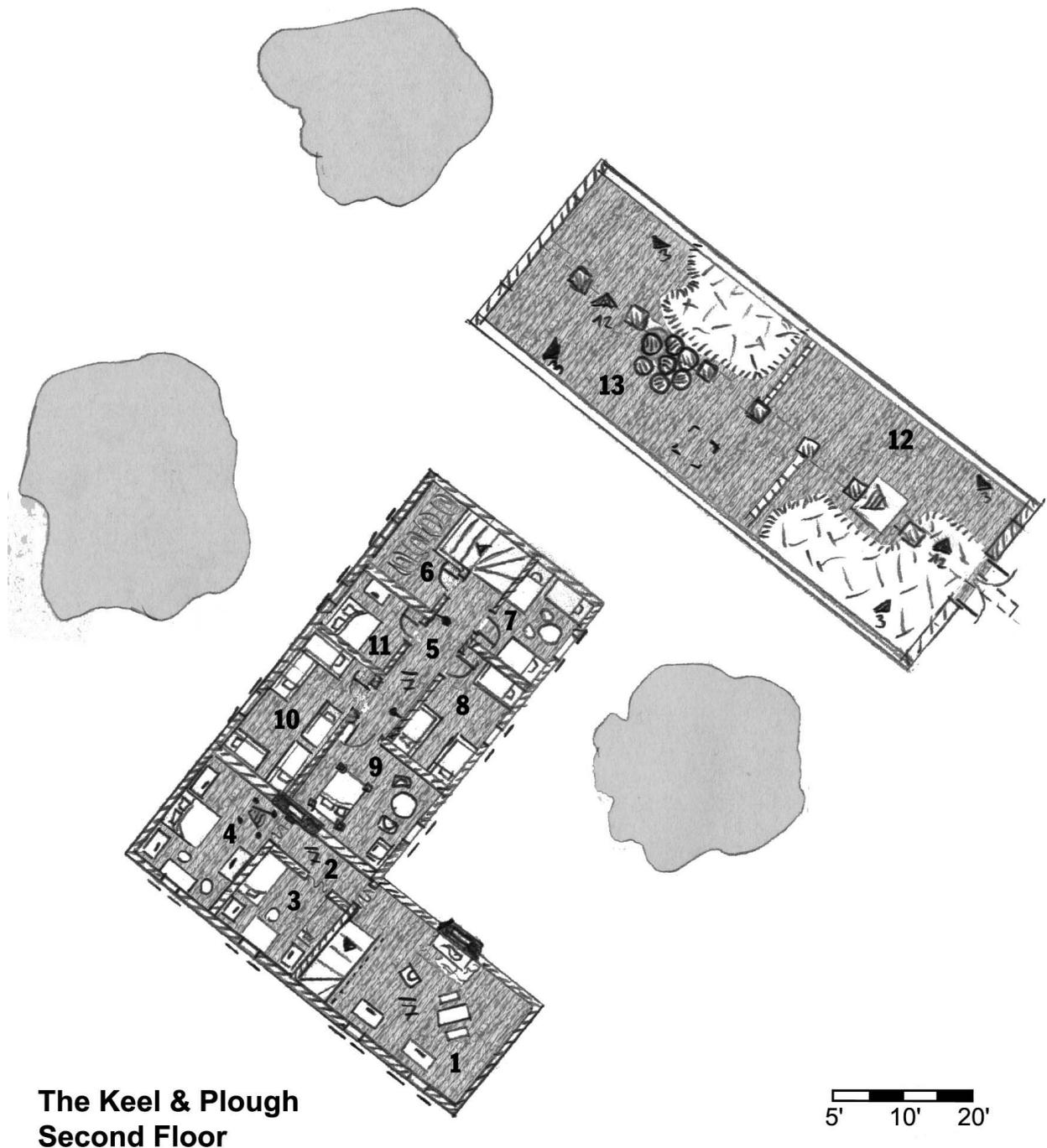
**2 CORRIDOR.** This narrow corridor connects the private rooms.



**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



**The Keel & Plough  
Second Floor**

5' 10' 20'

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 grasp-

ing 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 1<sup>st</sup> of each month) and Yelah (full moon, the 15<sup>th</sup> 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 AGR 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
Hårnic	63		

### *Master Woodcrafter Hemakef of Lavol (m)*

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

BIRTH 19/02/685 (ARALIUS)

STR 16 INT 09 EYE 13  
END 14 AGR 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
Hårnic	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 AGR 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
Hårnic	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 (ARALIUS)

STR 10 INT 13 EYE 15  
END 16 AGR 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
Hårnic	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 AGR 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
Hårnic	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 AGR 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
Hårnic	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  
SSP 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 (ARALIGS)

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 (ARALIGS)

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	Chickencraft	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  
Aldazel of Akasas (m)**

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

BIRTH 16/01/686 (JLANDUS)

STR 13 INT 14 EYE 13  
END 12 AGR 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 (ARALUIS)

STR 15 INT 12 EYE 11  
END 15 AGR 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 AGR 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 AGR 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 AGR 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 Sundred (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 AGR 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
Hârníc	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
Hârníc	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
Hârníc	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 (NADA)

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
Hârníc	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.-ÜLA.)

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
Hârníc	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 (TA)

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
Hârníc	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	Legerdmain	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 BLJIE 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 Sickness

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 (TARAEI)

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 (AHINU)

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

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

Topography	ed Meadows
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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%

Land Quality	0.94
Fief Index	1.00
Trade Index	0.90

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	

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		
<b>TOTAL HARVEST</b>		<b>14736</b>	<b>121.643 d</b>
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 Timberwrioth (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	
<b>FIEF INCOME</b>		<b>19913</b>	<b>97.141 d</b>

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	1.400,0 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
<b>TOTAL INCOME</b>		<b>68.214 d</b>
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
<b>TOTAL EXPENSES</b>		<b>66.425 d</b>

<b>LIFESTYLE</b>	Frugal	£ 277
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<b>PRIVY PURSE</b>	1.789 d
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## 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
<b>TOTAL/AVG</b>	<b>1</b>	<b>1.00</b>		<b>58,3 d</b>	<b>9,9 d</b>	<b>4944</b>	<b>48.838,6 d</b>

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
<b>TOTAL/AVG</b>	<b>1</b>	<b>1.00</b>		<b>98,4 d</b>	<b>8,0 d</b>	<b>7356</b>	<b>59.064,9 d</b>

HEAD COUNT	HEAD	
	SUM	WIN
Oxen	59	59
Cows	59	30
Goats	0	0
Sheep	531	212
Swine	1770	177
Horses	10	10
<b>TOTAL</b>	<b>2429</b>	<b>488</b>

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
<b>TOTAL</b>					<b>440</b>		<b>1.320 d</b>

**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 Niriail (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	
<b>TOTAL:</b>				<b>30</b>	<b>43.228 d</b>	

\*: Resitents 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	Nariaial	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	Nariaial	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	Nariaial	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	Nariaial	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	