

**LOCATION:** Mineous Hundred,  
Daenshire,  
Kingdom of Kandy  
**STATUS:** Manorial Fief  
**GOVERNMENT:** Sir Rembold Murel  
**LIEGE:** Sir Dirithon Murel  
**POPULATION:** unknown

## History

Pagel is a small hamlet that gives home to a handful of runaway serfs and outlaws. A self-appointed “captain” rules the settlement from a fortified manorhouse. Since the Warden's foresters spot the hamlet in 714 TR, the inhabitants were forced to pay “dues” to the men. In 720 TR, Sir Rembold of Murel reported the presence of the Hamlet to the Sheriff of Daen, who created a new manorial fief of 1.600 acres and granted it to Sir Rembold Murel, adopted son of Sir Dirithon Murel, the Warden of Mineous and Lord of Murelno.

## Present Situation

## Politics

## Economics

## Local Map

## Pagel Map Key

**I** “**PAGEL MANOR**”. Damatan (49) and Filiro (42) of Chergohel hail from Horkand Hundred in Erynashire. In 698 TR, they overcame a nobleman in the woods and robbed his purse. By chance, they were recognized by their victim and caught by his companions. During the trial for robbery at Hork/Erynashire, they managed to escape and set over the Eryn to hide in the forest. After a few years striving through the woods, they settled down in 703 TR, next to the log cabin of Kedeel of Anucal [4]. They constructed two large huts and surrounded them with a 7' palisade wall. The buildings have flat roofs with wooden battlements, making the structure

defendable.

**[A]** Farmer/Brigand – Damatan of Chergohel;  
**[B]** Woodcrafter/Brigand – Filiro of Chergohel.

**2 HUNTER - KHAINR OF SPAKEF.** Gamaur is

## Credits

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Manor-Spreadsheets by Jocke Andersson

### References

Please visit the websites at

[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)

the latest settler who arrived at Pagel in 717 TR. He fled from Calhyn/Teba hundred, after being repeatedly and seriously beaten by his lord. Sir Porsadyn is still searching for his serf. Khainr hopefully will clear enough land to support his family (wife and three children) this year. He has planned to fetch his family over next spring or summer. Until he harvests the first time, he has to hunt game and gather wild fruit for food.

**3 HUNTER - GAMAUR OF BENGOFED.** Gamaur is a runaway slave from somewhere in Tharda. He is somehow suspicious and has no one told of his origins.

**4 HUNTER/TRAPPER - KEDEEL OF ANUCAL.** Kedeel (53) has inherited his hut from his father, who already made his life by poaching in the royal forest. Since the Chergohel-brothers brought settlers with them and the Warden spot the settlement, Kedeel has problems with the attention of the foresters. He owns a boat, that he has hid some hundred yards upstream from Jaldaztel's hut. Usually, he travels to Aleath twice a year to sell his pelts. To evade being accused of poaching, Kedeel stores his wares in several earth pits within the forest.

**5 FARMER - RIHEUR OF IKIDEEF.** Riheur and his brother Fevel fled with their families from their lord's land in 705 TR. After some months of roaming about the streets of Aleath, they were invited by Filiro of Chergohel to settle down at Pagel. They soon agreed, having problems to feed their families.

**6 HERDER - FEVEL OF IKIDEF.**  
(see [5]).

**7 HERDER - RIDAZTAN OF OLHAF.** Ridaztan is a thug who fled Dyrisa after a deadly conflict with one of the lieutenants of the Lia-Kavair. He joined the Chergohel brothers in 707 TR and settled down at Pagel after having abducted several sheep, goats, pigs and a woman from nearby settlements.

**8 FISHER - JALDAZTEL OF GAKED (OFF-MAP)**

Jaldaztel's hut lies at the southern terminus of Pagel Trail, off the local map. He owns two boats and lends them to the other settlers.

## Adventure Ideas

### Farmer/Brigand Damatan of Chergohel (m)

HGT 63" WGT 133lbs FRM AVERAGE  
CMX FAIR EYES GREY HAIR BLONDE

BIRTH 01/09/671 (TARAEL)

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

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

|            |    |             |    |
|------------|----|-------------|----|
| Condition  | 76 | Roundshield | 68 |
| Dodge      | 80 | Shortbow    | 69 |
| Initiative | 75 | Spear       | 79 |
| Mobility   | 63 | Falchion    | 72 |
| Unarmed    | 83 | Survival    | 54 |
| Awareness  | 56 | Stealth     | 53 |
| Intrigue   | 45 | Sheepcraft  | 45 |
| Ritual     | 19 | Cattlecraft | 56 |
| Hârníc     | 74 | Agriculture | 52 |

### Woodcrafter/Brigand Filiro of Chergohel (m)

HGT 66" WGT 130lbs FRM AVERAGE  
CMX DARK EYES BROWN HAIR BLONDE

BIRTH 29/04/678 (AHNU)

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

Religion: Peoni (21 PP)

Insomnia [07]

|            |    |             |    |
|------------|----|-------------|----|
| Condition  | 67 | Buckler     | 67 |
| Dodge      | 75 | Dagger      | 64 |
| Initiative | 65 | Mankar      | 69 |
| Mobility   | 65 | Stealth     | 72 |
| Unarmed    | 82 | Rhetoric    | 56 |
| Awareness  | 76 | Metalcraft  | 30 |
| Intrigue   | 67 | Carpentry   | 52 |
| Ritual     | 14 | Woodcarving | 39 |
| Hârníc     | 74 | Agriculture | 48 |
| Climbing   | 71 | Jumping     | 68 |

### Hunter/Trapper Kedeel of Anucal (m)

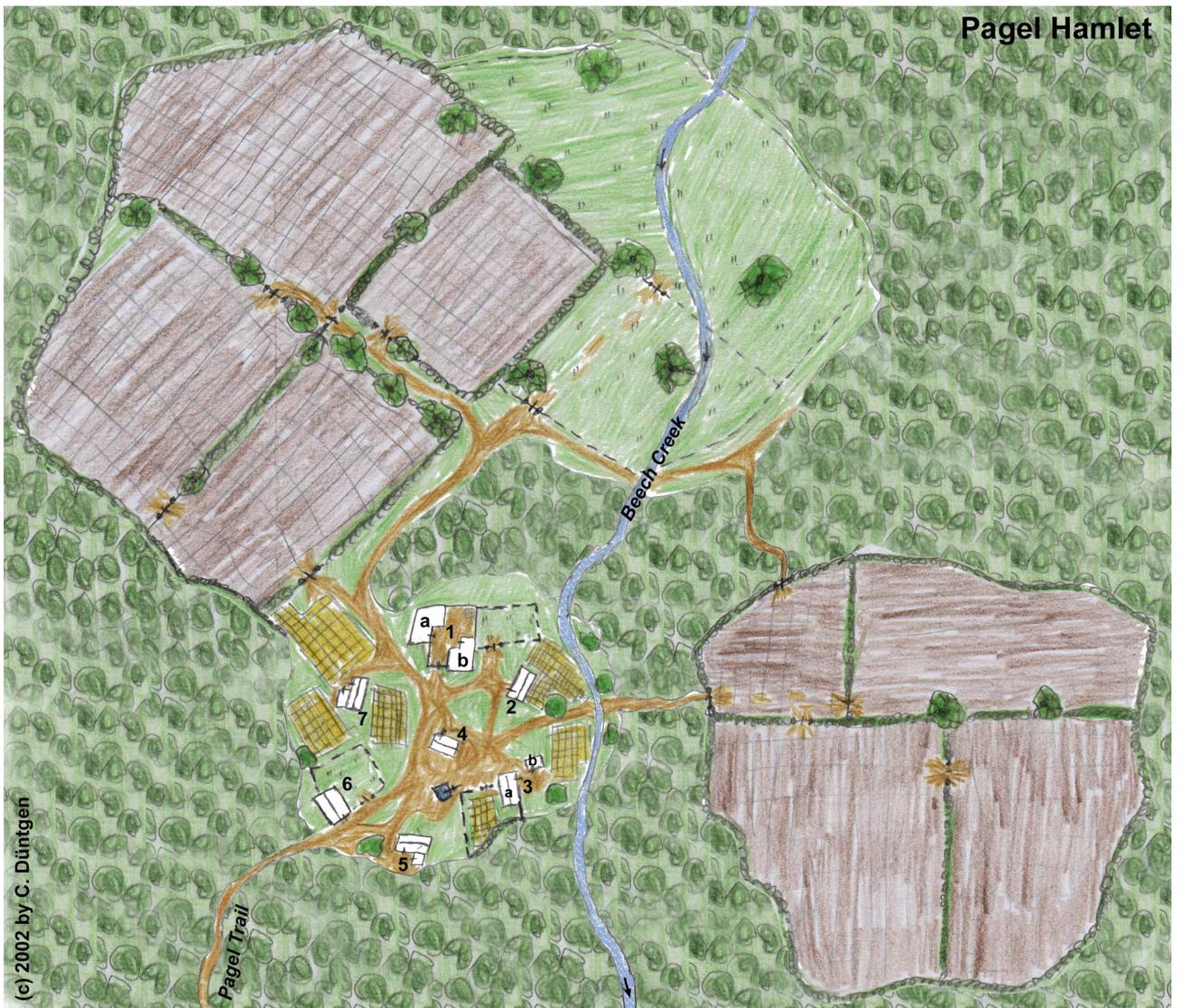
HGT 73" WGT 158lbs FRM LIGHT  
CMX MEDIUM EYES BROWN HAIR BLONDE

BIRTH 24/12/667 (LADO)

|        |        |        |
|--------|--------|--------|
| STR 17 | INT 18 | EYE 15 |
| END 15 | AUR 15 | HRG 13 |
| DEX 16 | WIL 15 | SML 14 |
| AGL 20 | MOR 11 | TOU 14 |
| SPD 16 | COM 12 | VOI 14 |

Religion: Ilvir (13 PP)  
Double Jointed (legs)  
Xenophobia [12]

|            |     |             |    |
|------------|-----|-------------|----|
| Condition  | 75  | Javelin     | 86 |
| Dodge      | 100 | Hatchet     | 71 |
| Initiative | 82  | Climbing    | 62 |
| Mobility   | 80  | Jumping     | 62 |
| Unarmed    | 60  | Stealth     | 48 |
| Awareness  | 86  | Seammanship | 43 |
| Intrigue   | 48  | Weatherlore | 37 |
| Ritual     | 15  | Tracking    | 87 |
| Hârníc     | 66  | Survival    | 72 |
| Foraging   | 46  | Hideworking | 42 |
| Fletching  | 39  | Piloting    | 42 |



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