

MONTHEL

MONTHEL 1

MONTHEL

Location: Kingdom of Orbaal
Status: Seat of Clan Aeryn
Government: Eldmain Aeryn
Population: 297

History

Monthel is not an ancient settlement. In the winter of 600 TR the Anoa had a particularly bad time, while the resident population in the vicinity of Leriell wasn't off too bad. The prince of Leriell was eager to expand his holdings and took advantage of the situation. Many Anoa succumbed to the peaceful campaign he started and settled down. The ranks of the willing Anoa were filled with other settlers and work commenced.

The fields that were made arable turned out to be of high quality even though they are in hilly terrain. The settlement soon prospered and slowly a few farmsteads developed over time to yield food for even more people. At about 650 TR the prince infiefed Clan Aeryn with the settlement, who have held it ever since. A brother of the Lord of Gwaeryn was the first to rule here.

When the Ivinians conquered Jara and turned it into Orbaal Monthel almost took no note. Only when Leriell bowed to King Alegar there was a small commotion as the Lord Aeryn did not favor such a move, believing that the inland location would prevent any bold Ivinian action. The Jarin rebellion was fostered by clan Aeryn and the elder brother of Eldmain was killed in the action at Lorkin, a younger brother has lost an arm in the fight and now serves as bailiff to Eldmain. When the rebellion was finally subdued, the Aenghysa was supported financially. Officially this was denied but the Prince of Leriell finally took exception to it and asked for this behaviour to stop.

Late in the late fall of 719 the mill burned out and took the life of the miller and his wife during a particularly violent storm. Monthel is presently without a mill and miller. All residence are levied for extra work-days to reconstruct the mill while the lord is trying to find a new miller.

Government

Sir Eldmain is a just ruler of 45 years. He is involved in local politics and also manages his holding capably. He has several goals he hopes to achieve during his lifetime. He is also a distant nephew of the Lord of Gwaeryn, which aids his plans.

He plans to expand his territory and has received unofficial permission by the prince in Leriell. He also tried to contact the Anoa about it, not seeking to endanger relations with the people that are the stock of at least half of the fief's population. He would sub-infief any new village to his younger brother who already is considered bailiff.

He also favours the Jarinese resistance movement and wishes to support it. His liege forbade this, but will probably turn a blind eye as he always has. There was only a single move of opposition to this and that was several years ago, when the rebellion was just subdued. Open support is thus not possible but covert is. His personal suspicion is that another rebellion will fail at this time, but he still wishes to see Jara rise again and his younger brother, who bares deep hatred for the Ivinians, will influence Eldmain wherever he can.

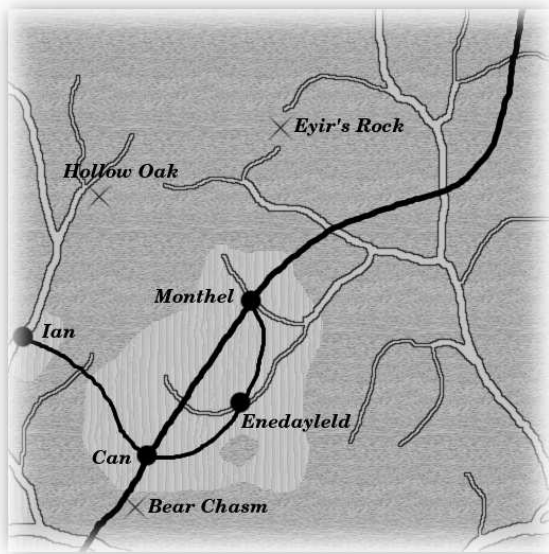
Clan Aeryn governs a clan oriented fief, where feudal relationships are just emerging. While Sir Eldmain and his liege support feudal law, there is strong opposition. Many households listed as villein will not consider themselves so. They are free by Trehaen law but are de facto serfs. Only few would dare oppose a ruling by the lord because of their freedom - the local Trehaen being one. Conditions are peaceful however, since the lord is more interested in gaining land than forcing feudal law. Eldmain has to tread a careful path.

The land Sir Eldmain claims extends from Bear Chasm westward up the streams to Ian, upward to Hollow Oak and then eastward to Eyir's Rock. From there down the river arm once more until it joins the Anoth. The southern border is completed by a westward leg towards bear chasm.

Economics

Monthel is a standard rural village, whose populace lives of the land. Travelers along the fur road seldom stop, but if they do, they strengthen

MONTHEL 2



the local economy. The mines in the north also account for a bit of traffic, but the major road yields surprisingly little for Monthel.

Taxes

Taxes are the same as for Leriell. The Anoa that visit Monthel once in a while are exempt from bonding taxes. They generally don't have enough merchandise to warrant such tax anyway.

Religion

The religious climate is tolerant, although almost all inhabitants worship Peoni, including the Aeryns themselves. Conversion of the nobles to a more "chivalric" religion is difficult as Laranianism is officially prohibited and Agrik isn't really an option. Ilvirianism is not widespread, possibly a paradox considering the proximity of the Hârníc primate and the Anoa roots of the population.

Local Map Notes

Monthel

Monthel was only the second town to be founded after Can. When the grandfather of the present lord found that the site at the river a bit more uproad was to be preferred, he moved his manor

after a few of his folks took up residence there. Soon an innkeeper took up business here and Monthel now was the door to the wide world.

A The manor-house proper has a wooden palisade around it and is two stories high. It is kept in good shape. All of the manor-lord's household have permanent quarters here, with exception of the domestics. The domestics, who are all young, sleep with their respective families and only stay overnight when needed after dawn or before dusk.

B This building represents the kitchen and bakery. Both the cook and the baker live here. See the interior map for details.

C Ruins of the former mill. The stone basement may be reused, if a mason can be found to salvage the structure.

6 Jeryl Haman, the Innkeeper holds his establishment since five years ago, when his father died. Jeryl is 33 years old. He has many friends in the villages but little relationships. He is the prime source of gossip for villagers who want to breath a bit of air from the wide wild world – and for strangers gleaning a glance at the local kaleidoscope of affairs.

7 Pac Onus (50) has seen better days. His eldest son Varyn (19) is helping as best as he can, but he has a lame leg and is slightly retarded (consider him mentally a 14 year old). His second son Jeroli (17) doesn't really carry his weight for a boy his age Pac thinks. But Jeroli is a good-looking, charming boy and aware of the fact. Since fathers keep a tight control on their daughters, he stalks for their wives instead, who will have their way. He currently has an affair with Martha [8].

8 The household of the timber-wright Maron Peycys lives here. The timber-wright is well respected and could probably double his income if he had enough hands. He is very in favour of increasing the lord's holding. Maron is the Gelfein of clan Peycys. Clan Peycys has become very influential by having four servants in the house of the lord. Maron believes that in the near future some of his clansmen may become noble, when opportunity presents itself. Maron is working hard for that. His time for domestic affairs of his household proper is scarce. His wife Martha has an affair with Jeroli from [7].

11 Halg Loran is the Reeve of Monthel. He is a respected man of 52 years. He does not hold the most acres by far, but he is also the

Gelfein of his clan which has several wealthy members (see [26, 38, 56]). His clan shows consequence in submission to the lords of Aeryn and Sir Eldmain grants them a favour once in a while.

14 Otho and Gesta live a standard peasant life. Gesta is 26 years of age and likes Jeroli [7]. Presently, she only aids Martha in her endeavour. Gesta is the younger sister of Ilse [22] and also likes to make friends. She is well acquainted with Laren [16].

16 Yulan Reagin is a Yeoman equipped as light foot. He is balding and age 42. He still has skills at arms but would rather pay scutage than go to war should an occasion arise. Fortunately for him there is no sign of organized violence. He has considerable Anoa blood and is proud of it. His wife Laren is age 29. A few months ago, she had the favours of Jeroli [7].

21 The smithy of Ilog Guthro is not the best around. Metalwares are mostly bought at Leriell, when the merchants stop over. He thus only repairs broken wheels and some such and isn't very capable of producing his own items. His son at age 13 is more promising but needs to learn elsewhere to bring his talent to blossom. He is beginning to be aware of that. Ilog is also the Gelfein of clan Guthro.

Can

Can was the first village of the fief. It was chosen as the crossroad of the fur road and and Anoa hunting trail. This was said to bring good fortune. And so it did. When the fief grew larger and independent and a miller was required the focus turned slowly to Monthel. Late in his reign the grandfather of Eldmain moved his residence.

22 The home of Ilse Todosabe. She is a likable person and people ask her advice in personal business. Since Ilse is very bright and knows when to talk and when to keep quiet, she is also privy to almost everything that is going on in the four small towns. Her husband has died two years ago, but she has not found a suitable replacement yet. She has two sons (14, 12), which earn most of what little this family has, and a daughter (7). With Ilse's shrewd management they get along, but the situation is slowly deteriorating.

25 Olithay Reagin is a Yeoman equipped as light foot. He is a younger cousin of Yulen [16]. He is proud of his Anoa heritage and often objects to trespassing of Trehaen law by the lord. His oath still binds him but there has yet to come a feudal law down against his clan.

26 Hener Mulren household consists of himself, his wife and a daughter of age 13. Her fourteenth birthday is just 3 months away. Hener is now 38 and it doesn't look like his wife will have another child. He himself expected to have a large family and has worked hard for that and is now a full Villein. Lately he became moody since his only child will probably leave him soon. He is a good drinking buddy and often seen at [6].

28 Valyt Guthro is a Yeoman equipped as light horse. He has strong ties to the lord, as he was given this position by Sir Eldmain himself six years ago. Before that he was man-at-arms to his father. Valyt is easily influenced and since his independent status was gained, his clan has gained more control of him.

30 Toryld Peycys is a licensed charcoaler, who sells his wares to the surrounding villages and occasionally beyond. Just as the timber-wright he could do more business with more hands. His prices are fair, but Toryld is prone to haggling.

33 Alysha Hohnroth is the fief's priest and of age 25. She is not the only priest resident here and shares her work with Pado Peycys. Poverty in Monthel is rather low, so she seeks to aid other districts. But it is hard to gain alms from the locals for people in need elsewhere. Pado is in a better position, when the lord is in a spending mood. Alysha also has to obey the Gelfein of her clan [55], who sometimes has different opinions regarding welfare as she does.

Enedayleld

This village was built near a now forgotten sacred Anoa grove. The grove burned down a hundred years ago. The residents today trace their roots to those Anoa that did not want to stay too close to the fur roads with all its bad influence. Enedayleld is the most reclusive of all hamlets.

40 Frelan of Myrn (21) has fled from Lorkin with his wife and child two years

MONTHEL 4

ago. He was constantly being harassed and ridiculed by the Ivinian rulers - Frelan lisps. Since he otherwise is a hard-working, energetic man, he took his chances. With a bit of help by the Anghysa the escape was a success. In late spring last year, his wife Arena bore him a daughter. To his chagrin, an Anoa party abducted his wife late that year and she has been missing since. There is neither any sign of life from here. Frelan is currently stuck with a 9 month old daughter and a 3 1/2 year old son. All his hard work can't help him now and he has petitioned the lord for some sort of relief.

Ian

The last village was built 30 years ago and is still young. The strategy of gaining more land started to develop within clan Aeryn and Ian was a test. For the Anoa as well as for the liege of the Aeryn, Both reacted neutral, so no conjectures on the future could then be gained. The inhabitants of Ian live very close to the Anoa and have many things in common with them. A thing the lord is not aware of and wouldn't be pleased to learn.

47 The small, young family of Toral Peycys lives here. Toral has recently been wounded during assart work for the lord. While immediate treatment was applied, the wound is infected. Since Toral is a good worker and the Peycys are an important part of the Lord's household, Sir Eldmain has agreed to pay part of a physician's fee.

55 The Trehaen Eadyrth Hohnroth tries to preserve the Jarin Heritage, against Lord Aeryn's ambitions. Most people still believe in this tradition and his word carries considerable weight. Eadyrth is aware that the lord is trying to shift the power balance, sometimes using his sister Aysha [33]. By giving her alms for the poor of Monthel he seeks to further his aim with an easily beguiled woman. He is the Gelfein of the clan and she will obey him, but objects his rejection of the lord's "good will", which he sees only as "political expense" on the lord's part. Eadyrth is 55 and still in reasonably good health. But he is already looking for a successor, as Trehaen law isn't learned overnight.

58 Foran and Elyan of Gorahn have the largest family in Ian. Their second and third sons (17 and 15) will soon need to suu-

port their own and there is not enough acreage around yet. The sons have an attitude to hunting in the woods and the foresters have noted their tracks. While the lord would most probably not tolerate trespassing on his feudal rights, the Gorahns style themselves as free and by "ancient custom" the woods can be foraged by any who are in need.



Interior Map Notes

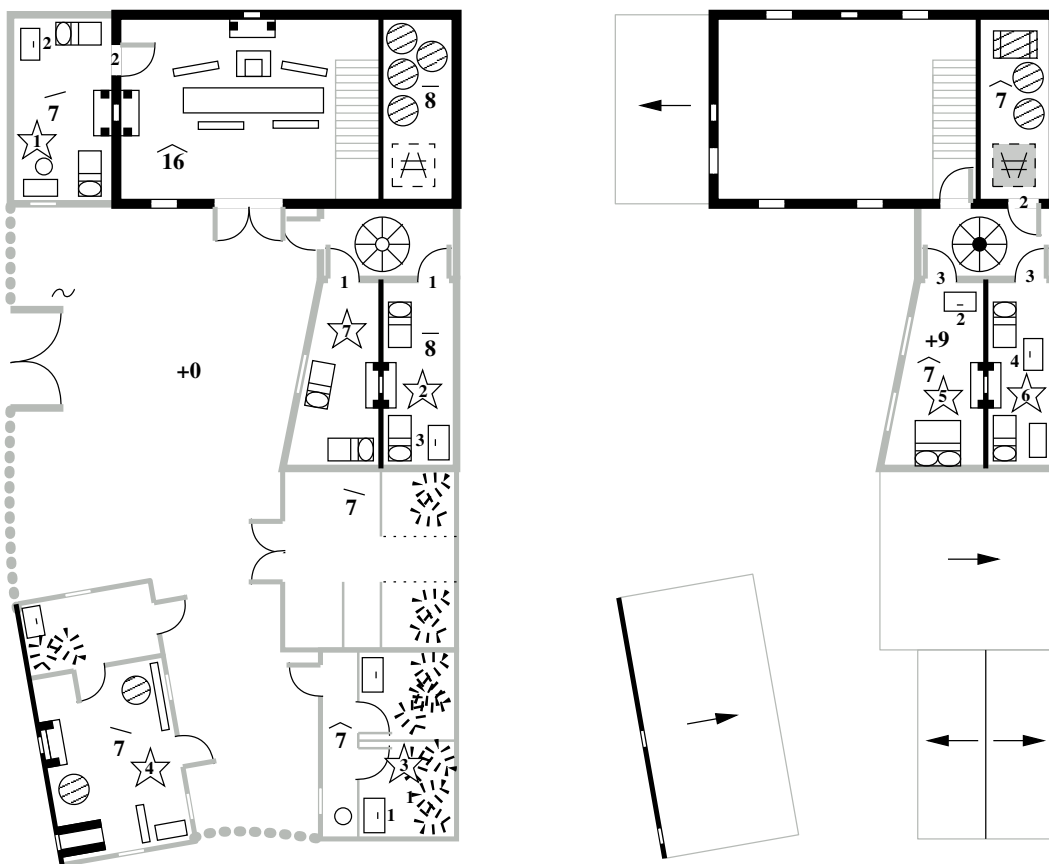
1. The chamberlain Darin Aeryn is a cousin of the current Lord. After some years of journeying through Hârn, Darin returned home to work for in his family estate. He has visited Araka-Kalai and is the only Ilvirian in Monthel. He tells stories about his journey on long winter evenings. Darin can still wield a weapon if threatened but he doesn't practice much anymore. The real reasons for this dangerous mission or of his return remain unclear. Maybe he just was an adventurer or he just wanted to settle down. He remains a bachelor of age 36. He has detected and fostered the musical talent of Kindyn, Sir Eldmain's second son.

Eldmain has a prestige object: that is his priest. Eldmain is not overly religious. Pado knows that and is on leave most of the time. At times Pado will get the lord in a spending mood and delivers some alms to Alysha [33], who is Pado's superior. Pado sometimes conducts private debates with nature in that things are not the way they (morally) ought to be.

2. Currently Lesly Aeryn is the only resident in this chamber. He is called the bailiff of the realm. Lesly has lost an arm in the

MONTHEL 5

1 mm = 1 Foot



INTERIOR MAP

MONTHEL 6

battle of Lorkin, when the Jarin rebellion failed. He bears a deep hatred for the Orbaalese. He is charged with the management of the outlying village of Ian and helps in management with the fief in general as a bailiff should. Ian is to become the bridgehead for a new settlement of which he hopes to be in charge soon. Inofficial inquiries in that respect with the prince of Leriell have been met with approval. Lesly also exerts as much pressure on his older brother Eldmain as he can such that he will advance the cause of the Jarin rebellion.

3. Stuff that is needed for wilderness travels is stashed here, if anything at all. Rewey Peycys is often away policing the fief's lands. He knows the Anoa and deals a lot with them. Careful negotiations have lead to a situation where Sir Eldmain thinks he is in full control of his lands, when it is actually mutual agreements between the foresters and the barbarians that rule the forests. Rewey can be seen at the inn [6], when in town.

Secondary forester Morwan Peycys shares most traits with Rewey. The most notable exception is that he will never be found in the inn. He is more easily angered and has dared to speak up against the lord. Eldmain is considering action against him, but so far the benefits from Morwans work outweigh his lousy habit.

Timara Peycys shares her spartan quarters with others from her clan. She is one of a few women trained in arms. She is responsible for keeping order in the fief and collecting the fines imposed at the hall-moot. Timara is a silent woman in here late twenties. People that try to be smart with here will find out that she can be pretty nasty.

Zeph Peycys is another silent servant. Witty at times, he will mostly lead the men-at-arms duo. His responsibility are strangers and other external contacts as far as they need no attention from the lord. He sometimes works for his clan on the side, which profits greatly from his position. The lord turns a blind eye, as he needs a witty person that is trusted by the clans that still yield power.

Additionally the clothier Adren Loran (23)

is in the employ of the lord Aeryn. He also finds his bed here. He isn't thrilled sharing the roof with the rougher crowd which also hales from the the same clan. Adren stays with his uncle [11] whenever he can afford it. He also has asked the lord for a change; he is considering moving in with the baker and cook.

4. Since the bakery and the kitchen came under the same roof, the father of Sir Eldmain decided to give the building a stone wall to reduce the chances of fire. Stones come from a nearby quarry and are inexpensive. The alewife is married to the cook and shares the chamber adjacent to the work-room with him and the baker. All three are friendly people, which is obvious from the fact that the children of the town gather around the only window on the outside of the manor on the ground floor.
5. Mira of Sald is 37 and the first wife of Sir Eldmain. She has given the lord five children: Armyn (18), a boy who is currently a squire to a her older brother some 5 leagues to the east; Urlan, a boy who has died at the age of 10 five yars ago from pneumnoia; three younger children that are still at home.

The lady-in-waiting Alymia that attends Mira and here siblings is a niece of the prince of Leriell and age 17. She expects to marry the eldest son of Felan Weymyss from Pethwys soon and wants to get out of these "backwaters" real fast.

6. The private chamber of Sir Eldmain Aeryn. The fiefholder carries out most business in the great hall and only very private issues are pondered here. He plans a lot and acts as if an architect of a new "Jara", although he will never admit it - not even to himself. This has caused a slight misconception of the state his fief is in, a misconception his brother Lesly fosters. Eldmain does not police his fief as often as he should. Sir Eldmain is always fair, even friendly with his people and his anger when aroused by the "Trehaen people" quickly subsides. His eagerness to be friends with everybody has blinded him to the fact that others may take advantage of this fact.

Lord Aeryn shares this room with his squire

Joselyn (14). Joselyn has move a lot around the manor, as Sir Eldmain couldn't find a spot just right for his social status. Presently she resides here. Joselyn isn't very good at arms but gives his best. He will meet the standards to be knighted but will never win a tournament. On the other hand, he is smarter than average and his father is the lord of Orp, a fief, which is a half a days travel to Leriell. Joselyn's father thinks his second eldest son should rule a fief (and Joselyn would be capable of that) and is also in negotiations with the prince - something Sir Eldmain doesn't know. Joselyn suspects his father's scheming and isn't very happy about his situation.

7. Maebra (11), the lord's only daughter, over-see the younger children. Kindyn (9) and Llod (5) share a bed, although it is becoming crowded. But Kindyn is soon to become a squire and will leave the manor. Kindyn is also very talented in music, which has been noted by minstrels coming this way. In this household nobody except Darin, Eldmain's cousin, cares for that.
8. The ostler Mengrain Toradhain has been in the employ of the Lord for 15 years. He is very pleased with the warhorse he has chosen for his lord three years ago at the fair in Leriell.

One of the latest members of the household, the falconer has only been here for 3 months. Another member of the Pécys family whose first task is to establish the falconry of Sir Eldmain.

Adventures & Legends

Many adventures lie in the wait. Intelligence operations in Anoa territory, dealing with the new expansion are some obvious choices. Will the Anoa be pleased as with the last settlement? Will they turn hostile? Do they take bribes? The prince of Leriell is the Liege who may expect some "political" expense. Will the Prince finally give his approval but expect some quest from his vassal's men? Who really kidnapped Frelan's wife [40] and is she still alive?

The mill needs to be rebuilt. A miller has to be found who is willing to take the place. What if

the rebuilding isn't as simple as thought? A mason may be needed, even be required. Work may be sabotaged by Anoa tribesmen who believe the settlers to be the reason for some late misfortune.

The death apparent of Jeroli¹

A member of the Pécys clan in Ian is badly injured and Maron as Gelfein of the clan has requested the service of the physician Wyllin of Meyse from Leriell. The physician has come and prepared the operation in Maron's house. Among other things this includes an anaesthetic potion, which the patient is to drink. This will enable the physician to operate on the unconscious patient who will endure the painful process. However, the physician forgets his potion and leaves the house late in the afternoon. The potion is on the premises.

That night, when Maron Pécys isn't home and attending the operation in Ian, his wife has a rendezvous with Jeroli at her house. Either Martha doesn't know of the potion or she is not present when the accident happens: Jeroli drinks the potion. It is a clear potion that has only a light sweet taste. It only takes a minute for Jeroli to become lifeless. Martha need to find out a way to remove the seemingly dead body. As Maron will return later that day, Martha has the ruins of her life before her eyes and she confides with her next door neighbour Gesta.

Gesta quickly thinks of a solution. Jeroli is hidden in a trunk Maron built earlier that day and has standing outside the door. The trunk is most probably not opened in the near future. In case Jeroli is dead, anybody may have hidden the body there and Martha can have alibis for most of the time. In case Jeroli will wake up by himself, he can escape at an opportune moment in the night.

However, two strangers in a drunken mood decide to take a chance and steal the box in the night. After everything has settled, Maron has returned home long ago, they get to Maron's house. They are surprised to find it so heavy. Indeed stumbling and staggering with the heavy load brings the attention of a man-at-arms making his round. Before he is close enough to apprehend the thieves, they decide to flee and drop the chest. The chest opens and out plunges

¹Idea from Boccaccio's Decamerone

MONTHEL 8

Jeroli, slowly awakening. He is stunned and the only one left at the scene of the crime. When questioned he can only mumble because he is still drugged and has no clue on how he got here. The man-at-arms didn't actually see Jeroli emerge from the trunk, so he assumes that he was part of the theft. Of course, Jeroli will not say anything. If he were to reveal the truth his (and Martha's) punishment would be much the worse. The strangers will probably not appear again and unless pursued quickly will be lost. Gesta (and Martha from behind the scene) will try and free Jeroli by some trickery. Gesta might even attest that she had a date with Jeroli that day to save Martha – making Otho pretty mad. Maybe she can entice Otho to cover the story, even though he knows(!) Gesta has an alibi. Maron and the officials will have no clue as to why someone would want to steal such an ordinary chest.

The physician missed his potion during the operation, but he was able to perform his job without the drink. He may or may not have told Maron Peycys of his loss. He will either want it back or may not deem it worthwhile. He could send someone else to pick it up or just wonder what happened to it.

The players can be any of the involved parties or their friends. They may be engaged to help clear up the issue or they may foster a solution that will clear Jeroli without clearing up the truth. Particularly relatives of Jeroli themselves will find that while clearing up things, they are getting more than they were looking for.

A Trehaen on leave

Late after the last hall-moot Eadyrth Hohnroth leaves for his home in Ian. He should have arrived there just when dusk sets in, but he never did. In fact he was met by some Anoa in the woods who persuaded him to come with him. The reason they gave him was that their own Trehaen died and they are in need of one. Of course, the Trehaen will not leave his people just to wandering in woods.

The Trehaen's reasons to join the Anoa are manifold. One, by refusing to join he might have endangered his own life. Second, the Anoa are not that distant relatives of his and apparently in need. Third, they will accept his judgment and the Trehaen can be flattered (although this is his last motive). Fourth he will give the "pre-

sumptuous" lord a lesson with this. For one, the lord could be happy when the Trehaen is gone, as the keeper of traditions has always given him a hard time. But the fief would be near ungovernable, if he didn't go after the Trehaen as one of the most important persons in his trust. There is also none in his employ that would enact or endure that the Trehaen has "accident" in the woods.

In short, Eadyrth decided to help out the Anoa for a short time, maybe select a promising man has a successor to the deceased keeper of traditions from the Anoa tribe. Even the lord would profit from a closer relationship with the Anoa in the vicinity.

The players can be hired by the lord to find the Trehaen or asked by his wife to do the same. They will, of course, be joined by the foresters if they look for him officially. Or they can be Anoa who try to prolong the stay of the Trehaen by obscuring his trace. (The Anoa know that the Trehaen will not tolerate violence on his people and that Eadyrth cannot be constrained and still function.)

Ambles & Ilogald

Late last year two minstrels past Monthel on their way to Araka-Kalai, one a Jarin, the other an Ivinian. This is the story that is told about them.

In the summer of 719, Ambles fell in love with a woman in Lorkin. He wanted to marry here, but before the marriage could be conducted, ill fortune befell the couple. The woman was falsely accused of murder by the lords of Lorkin and was to be hanged one morning. The night before, Ambles sang his lament.

*Now after morning there comes an evening,
And after evening another day.
And after false love there comes a true one,
I'll have you listen now to what I say.*

*My love she is as fine a young lass,
As fair as any the sun shone on,
But how to save her, I do not know it,
For now she is accosted to be hanged.*

*As she was walking through the streets of
Lorkin,
I'm sure she walked up right manfully.
And much more like a rightful Afysah²,
Than ment to die upon the gallows tree.*

²An early female equivalent of the Trehaen, a wise woman.

*“What keeps my love, he’s so long a-coming?
Oh what detains him so long from me?
For does he think it’s a shame or scandal,
to see me die upon the gallow’s tree?”*

*She looked around and she saw him coming
As he walked up with the Vandawyn³,
I’ll let them see that they dare not hang you,
And’ll crown my love with the Huncheon-
weed⁴.*

The Jarin in Lorkin were so aroused by the song that all marched behind Ambles to the gates of Lorkin castle to demand the release of the falsely accused. The lords were hushed by the courageous and graceful music and the swell of the rising Jarin. Fearing a another rebellion, they renounced their false doing and freed the woman. Later Ilogald, an Ivinian skald, asked Ambles the Jarin minstrel, whether he would teach him the arts, such that he could learn from a man that had awed even the cruel Geldestaars.

The truth is much more prosaic. The woman was indeed falsly acussed. But some Orbaalese who had more interest in the misdeed than for a scapegoat the Geldestaars supplied solved the crime. At the time they confronted the Geldestaar clanhead with the truth, Ambles and a few foolhardy friends made an appearance in front of the gates of Lorkin castle. Taabri wanted to make an example out of these pretentious Thralls. But one of the men involved in solving the crime was Ilogald, a famous Skald among the Ivinians and he eloquently talked Taabri out of this and promised to get Ambles out of sight. Ilogald then headed further inland for reasons unknown and took Ambles with him – who might be of aid to him in Jarin dominated lands. When they reached Monthel, Ambles told a story more likely to meet local expectations.

Eyir’s Rock

After the first Ivinians struck Jara, some ventured inland and a brave few came as far as Leriell. One such adventurer was Eyir. His band came up near the small river arm of the Anoth near present-day Monthel. Here he was met by Anoa who challenged their passage. A battle ensued in which Eyir’s band was vanquished. Eyir

himself and a few comrades were caught. In a tribal ritual they were cast down a steep cliff some 50 feet. Those that did not die instantly were left there to die a cruel death.

This rocky cliff is today known as Eyir’s rock. The spot is marked as a place were Jarin heroes fought and prevailed against the invaders. Some say the lament of those left to rot among the rubble can still be heard there.

³Legendary heroes from the Atani wars, symbol of reinforcements at the last moment.

⁴An early flower, symbol for eternal love and reincarnation.

MONTHEL 10

GENERAL DATA

TOPOGRAPHY: Highland	
Gross Acres	2360
- Wood Acres	472
= Cleared Acres	1888
- Tenant Acres	1151
= Demesne Acres	737
Labor Pool	29000
Labor Obligation	2852
Land Quality	1.05
Fief Index	1
Trade Index	1.30

LORD'S HOUSEHOLD

NAME/OCCUPATION	ML	EACH	#	Total	Loyal
Fiefholder	80	3000	1	3000	-
Spouse	65	2000	1	2000	66
Lady-in-waiting	80	1500	1	1500	66
Offspring	70	1000	3	3000	66
Chamberlain	100	800	1	800	61
Cook	60	400	1	400	73
Alewife	85	500	1	500	64
Domestic	100	300	5	1500	76
Squire	80	1200	1	1200	67
Baker	80	400	1	400	66
Clothier	65	900	1	900	63
Bailiff	95	2000	1	2000	63
Falconer	50	400	1	400	62
Ostler	70	1300	1	1300	74
Forrester		800	2	1600	
Man-at-arm		576	2	1152	
Priest	75	2200	1	2200	60
Warhorse	-	1800	1	1800	-
Palfrey	-	900	8	900	-
TOTAL				26552	

MANOR BUDGET

WEATHER INDEX: 1		ACRES	LABOR	KIND
FIEF BUDGET	1 Woods	Yield 19	472	1416 + 8968
	2 Crops	Yield 63	944	5664 + 59472
	3 Pasture	Yield 95	944	9440 + 89680
	4 Waste		0	
	5 Total Harvest		= 16520	= 158120
	6 Crop Seed		944	- 11328
	7 Winter Feed		944	- 11328
	8 Fief Maintenance	1888	5664	- 11328
	9 Assart	9	270	+ 1080
	10 Fief Income		= 22454	= 125216
LORD'S BUDGET	11 Demesne Income			+ 48879
	12 Tenant Rents & Fees			+ 7467
	13 Glebe Revenue			+ 2908
	14 Taxes & Tolls			+ 3744
	15 Amercements			+ 1450
	16 Feudal Income			+ 0
	17 TOTAL INCOME			= 60704
	18 Household			- 26552
	19 Feudal Payments			- 7080
	20 Tithe			- 6074
	21 Labor Hired			- 3044
	22 Political Expenses			- 2360
	23 TOTAL EXPENSES			= 40017
	24 PRIVY PURSE			= 17935

CROPS

CROP	YIELD*	ACRES	LABOR	KIND
Rye	47	188	940	8836
Barley	50	0	0	0
Oats	44	94	470	4136
Hay	42	188	940	7896
Vegetables	84	94	752	7896
Flax	69	0	0	0
Wheat	76	94	564	7144
Fruit	95	282	1974	26790
TOTALS		940	5640	62698

LIVESTOCK

HEAD	YIELD*	ACRES	LABOR	KIND
Oxen: 95	137	189	1615	13015
Cows: 47	197	94	940	9259
Goats: 188	42	94	940	7896
Sheep: 1410	35	470	4230	49350
Swine: 940	16	94	1880	15040
TOTALS		941	9605	94560

* Yields are modified by LQ, FI, and WI.
When using the optional detailed rules, replace LABOR and KIND totals in the Manor Budget with the Crop and Livestock totals above.

MONTHEL 11

TENANT HOUSEHOLD Name/Occupation		ML	Size	ACRES Serf Free		Labor Days	KIND Rent Fees		Notes
Monthel									
1	Cottar	75	3	5	0	20	60	11	
2	Half-Villein	90	4	18	0	72	60	24	
3	Cottar	65	2	4	0	16	60	10	
4	Half-Villein	110	5	19	0	76	60	25	
5	Villein	55	6	14	15	56	150	35	
6	Innkeeper	75	6	0	30	0	240	252	fees include license
7	Half-Villein	65	5	13	0	52	60	19	
8	Timberwright	75	2	0	10	0	120	232	fees include license
9	Villein	50	10	20	0	80	60	26	
10	Villein	60	3	27	0	108	60	33	
11	Villein	55	8	28	0	112	60	34	
12	Cottar	75	1	4	0	16	60	10	
13	Half-Villein	65	6	11	0	44	60	17	
14	Villein	85	3	13	0	52	60	19	
15	Villein	80	3	12	0	48	60	18	
16	Yeoman (LF)	65	2	0	15	0	75	21	military service 60-90 days
17	Cottar	80	1	3	0	12	60	9	
18	Villein	80	4	11	0	44	60	17	
19	Cottar	55	5	1	0	4	60	7	
20	Half-Villein	85	4	15	0	60	60	21	
21	Metalsmith	65	5	0	10	0	120	160	fees include license
Can									
22	Cottar	105	4	1	0	4	60	7	
23	Villein	70	3	16	0	64	60	22	
24	Villein	55	5	11	0	44	60	17	
25	Yeoman (LF)	70	6	0	19	0	79	25	military service 60-90 days
26	Villein	85	3	30	0	120	60	36	
27	Cottar	95	3	1	0	4	60	7	
28	Yeoman (LH)	60	4	0	69	0	129	75	military service 60-90 days
29	Half-Villein	85	4	20	0	80	60	26	
30	Charcoaler	90	9	0	30	0	240	216	fees include license
31	Villein	80	8	28	0	112	60	34	
32	Half-Villein	55	5	18	0	72	60	24	
33	Priest	75	5	0	45	0	0	0	5815d Glebe
Enedayleld									
34	Farmer	75	5	0	25	0	210	31	
35	Villein	60	4	19	0	76	60	25	
36	Cottar	60	4	3	0	12	60	9	
37	Villein	95	7	13	25	52	210	44	
38	Villein	70	11	28	0	112	60	34	
39	Cottar	90	2	0	0	0	60	6	
40	Cottar	75	3	0	0	0	60	6	
41	Villein	75	5	24	5	96	90	35	
42	Villein	65	4	29	10	116	120	45	
43	Half-Villein	65	5	16	0	64	60	22	
44	Villein	55	5	17	0	68	60	23	
45	Half-Villein	90	6	19	0	76	60	25	
Ian									
46	Half-Villein	95	3	17	0	68	60	23	
47	Villein	85	3	24	0	96	60	30	
48	Cottar	75	2	4	0	16	60	10	
49	Half-Villein	95	4	20	0	80	60	26	
50	Villein	60	8	16	0	64	60	22	
51	Villein	70	6	21	0	84	60	27	
52	Villein	95	8	23	10	92	120	39	
53	Villein	85	3	21	0	84	60	27	
54	Villein	85	4	27	0	108	60	33	
55	Farmer	80	3	0	45	0	330	51	Trehaen
56	Villein	100	8	29	0	116	60	35	
57	Farmer	90	6	0	25	0	210	31	
58	Farmer	75	10	0	50	0	360	56	
TOTALS			276	713	438	2852	5263	2204	