



NOTE: The map has a typo. It's not the *Country* of Meratt, it's the *County* of Meratt.

Nestled just south of the Verduran Forest, the county of Meratt sprawls across the Tandak Plains, which stretch northeast of Cassomir. The land here is pastoral, with rolling hills and pockets of verdant forest. The World's Edge Mountains to the east occasionally rise into view, creating beautiful vistas for travelers cresting the rising plains. Noble estates, hamlets and villages, and farmland of all sorts knit the countryside together like a familiar and comforting quilt.

Travel through the county might attract far more sightseeing Taldan nobles were it not for the area's pervasive pall of economic mediocrity. Meratt was once a shining jewel of peaceful, slow-paced luxury, but that was long ago. Generations of greedy nobles' mismanagement has slowly bled the locals' pockets dry through bureaucracy, taxes, and tithes of locally produced resources sent to more voracious urban centers. As a result, when visitors examine the county closely, behind the beautiful scenery they find magnificent manors with drooping roofs, towns with broken cobblestones, canals with rickety pumps, and the farmers and herders wearing little more than darned rags.

Once, the county of Meratt was an elite holiday destination for high-ranking nobles who sought to escape the punishing rhythms of urban Taldan life. Estates were grand and well staffed, and a hum of activity belied prominent families' eyes toward improving their holdings and adding even more luxurious features. The towns and hamlets that grew around these elite estates had the most exquisite shops and the coziest taverns and restaurants, and farmers and artisans used the finest supplies - and even magic - to ensure that their crops and goods were of a quality to keep visiting customers coming back. Even the Stavians,

Taldor's current ruling family, kept a gorgeous estate in the county. Life here was quaint, privileged, and sheltered, with all of the benefits of wealth balancing out the drawbacks of a rural locale.

However, as Taldan fortunes in general began to wane, the county's opulence and economic success began to falter. The area stagnated as fewer and fewer of Taldor's richest came to visit, and the quality of the crops and goods produced here dropped as a result. Now, the county of Meratt is in an obvious state of decline, though glimpses of its former greatness are still evident in its once-grand estates, the care with which some nobles continue to cultivate their grounds, and the family recipes and techniques used to produce the county's exports.

Some rare Taldans who live in the area haven't seen hard times (or at least not as bad), but they keep their wealth to themselves as to not draw too much attention. Visitors are generally welcomed here, though the locals are either a bit too eager to please or resentful of their presence, depending upon their take on the county's economic reality. Adventurers who travel in Meratt might find a plethora of rural political intrigue, and they could even discover valuable family treasures if they spend the time and energy to fix up one of the many neglected manors.

Distances from Stachys (miles) (Carriage: 30 mpd, L Horse: 50mpd)

Jambis, area M (37)

Lotheedar, area I (22)

Moost, area L (45)

New Towne, area O (25)

Pensaris, area E (15)

Voinaris, area K (38)

Regional Locations

A) Betony Estate - The group's new mansion in the country.

B) Stachys Village - A quiet little village managed by the party.

C) Stachys Pump House - A pump to help transform the local marshes into useful farmland, managed by the party.

D) The Beggarwood - This old oak forest is a shelter for the poor, mostly residing around Bear Pond in the northern portion.

E) Pensaris Village - Ruled by Baron Okerra, who has an estate in a small but cozy citadel, it is wealthy from pastured goats, and ample fishing in Lake Pensaris.

F) Lake Pensaris - The largest lake in the county, it's also deep. Home to countless fish, including the 'General' a catfish of some 6-10' in length if the stories are to be believed.

G) Lauchen Lake - A shallow plant-choked lake makes it a favorite of water fowl, but few large fish.

H) Palace of Birdsong - Stewarded by Count Lotheed, it's really owned by the Princess.

I) Lotheedar Town - The largest town in Meratt county, supporting a wide variety of industries from timber and brewing to trade and smithing.

J) Sotto Settlement - Little more than a dozen homes and barns built around a common well, residents are stubbornly independent.

K) Voinaris Town - Baroness Voinum's demesne, many of the county's soldiers are drawn from this sleepy town which exports wine and vinegar.

L) Moost Village - Initially largely existing to serve the Crabbe estate, it is now a thriving community only partially dependent on the noble family for support.

M) Ruins of Jambis - Once a prosperous trading town, it has all but been abandoned.

N) Telus Estate - Once a border fort, it is a historical artifact having stood almost as long as Taldor itself.

O) New Towne - Less than a decade old, and struggling to survive, it's located in a nice gentle valley.

P) Gold Canyon - The remains of a strip-mine following a winding vein of gold and quartz for miles which was then mined for granite. A ruined bridge limits passage to foot traffic with shrines to Abadar on each side.

STACHYS (N village) (generates 140gp/month)

<https://www.aonprd.com/Rules.aspx?Name=Settlements%20in%20Play&Category=Urban>

The neglected little farming community has scraped by without any official leadership or infrastructure for over a decade, slowly bleeding off the population. Under new rulership it is on the rebound and growing fast.

Corruption -3; Crime -3; Economy +2; Law -1; Lore +1; Society -1; Danger -1

DEMOGRAPHICS

Government autocracy, Population 514 (346 humans, 34 halflings, 22 half-elves, 6 elves, and 6 other)

NOTABLE NPCS

Onora Piscum - (4th lvl half-elf) Mayor, and Sheriff, as well as owner of the 'best' local pub (the Wolf's Whisker), she rules Stachys in the party's name.

Dilys Llewellyn - (7th lvl human priestess of Erastil) Resident high priest of the Temple of Stachys and religious evangelical.

Julius Iversen of the Nocturnal Order - (2nd lvl human druid) An old man with wild wiry hair and a deep love of the prairie he does all he can to preserve the areas around Stachys and work with the farming community.

Festo Mise - (3th lvl human priest of Abadar) Fiercely loyal to the party, Festo handles the books for the Temple and he assists Dilys in tending to the needs of the community as well as providing banking services.

MARKETPLACE

Base Value 780 gp; Purchase Limit 3,750 gp;

Spellcasting 4th level

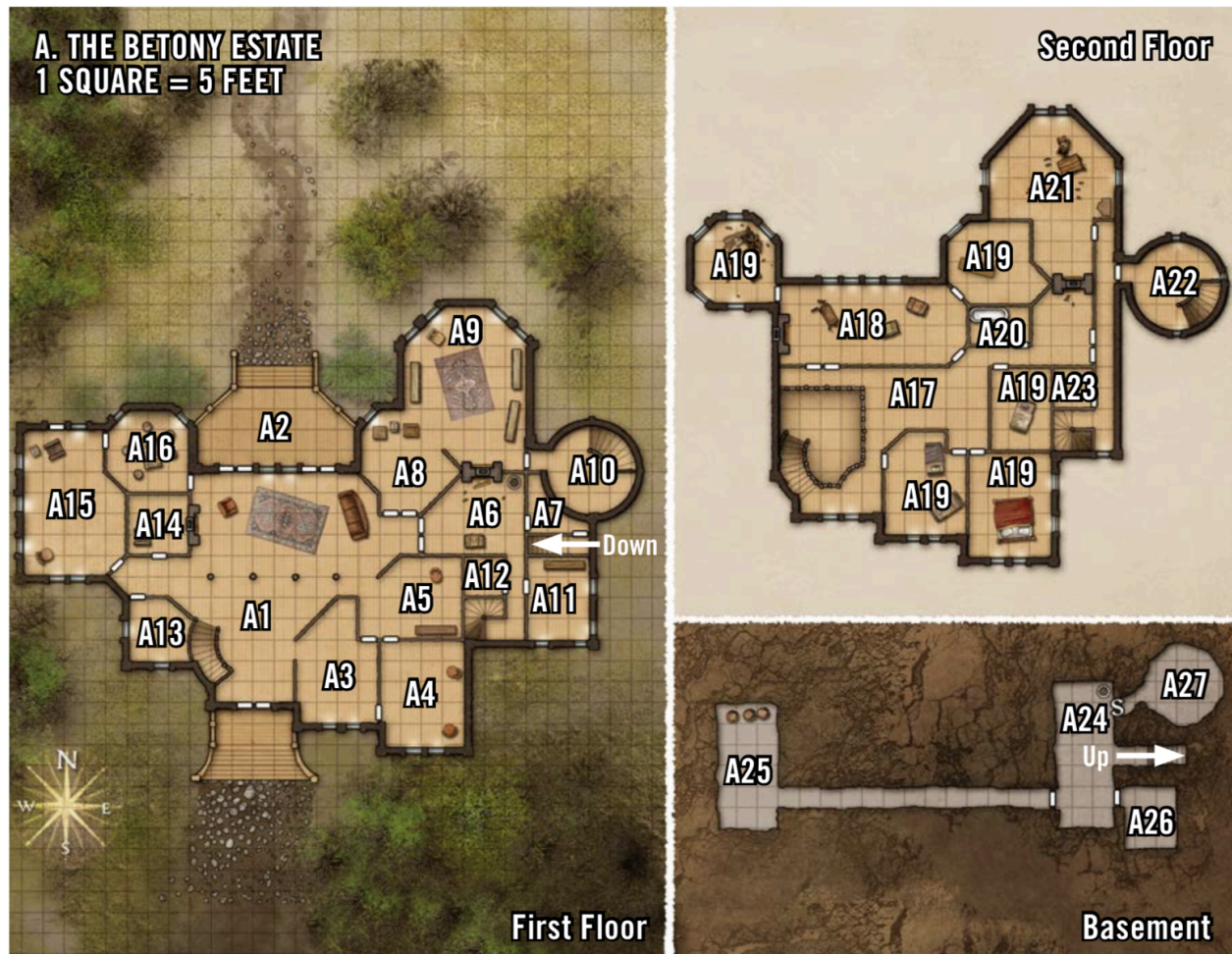
Magic: 2d4 minor items, 1d4 medium items, 0 major items

QUALITIES (2)

Tourist Attraction: The settlement possesses expansive gardens that draw visitors from far and wide. (Economy +1; increase base value by 20% - applied)

Prosperous: Economy +1; increase base value by 30%; increase purchase limit by 50% - applied

Betony Estate



- A1) Foyer
- A2) Garden Porch
- A3) Drawing Room
- A4) Game Room
- A5) Music Room - complete with badly out of tune but functional upright piano
- A6) Kitchen
- A7) Pantry
- A8) Parlor
- A9) Dining Room
- A10) Lower Tower
- A11) Servants Quarters
- A12) Senior Servant Quarters (Cook)
- A12 stairs) Beneath the stairs is another Bath/Latrine for the Servants
- A13) Guest Room
- A14) Bath/Latrine
- A15) Conservatory
- A16) Guest Room
- A17) Landing
- A18) Library - includes a couple hundred miscellaneous books
- A19) Bedrooms

A20) Bath/Latrine
A21) Bedroom
A22) Upper tower
A23) Senior Servant Quarters (Butler)
A24) Cellar & Well
A25) Basement Storage
A26) Wine Cellar
A27) Secret Tower Foundation (Domovoi Quarters)

Carriage House (sw off map)
Stables for 12 horses
Room for 2 carriages/wagons/carts (contains an old but serviceable wagon)
Storage for feed/hay/tack/etc.
Small partition for servants quarters
Small office and separate bedroom (Coachman)

Field rents: 50gp/mo

Possible Expenditures

Here are some things the party has thought of to improve the village of Stachys, along with their possible costs. This list is by no means exhaustive, nor is anything on it required in any way (except as noted). You may also think up inventive ways to defray some of these costs (with spells for example, or other creative ideas). Generally speaking, it takes a week to complete each task, though most tasks can occur concurrently. The party must spend a day organizing any given task before it begins.

Betony Estate Repair (500gp & 1 week 'labor' - **Done**)

Repairing the northwest corner damage, cleaning up the interior, hiring servants, and generally making the estate ship-shape for greeting other nobles and residing in comfort. Until you accomplish this task, you have a -2 circumstance bonus on all social interaction. This is suspended during the Jubilee as you are not expected to have a week's worth of work done in a day, and the other nobles will cut you some slack.

Betony Estate Grounds (1,000gp - **Done**)

On your vast estate are some farmlands - mostly vineyards, but also some rye. However, the land has been fallow for so long it's badly overgrown and in no state for farming. Once you get the farms into shape two things happen. You can rent out the land to local farmers, collecting 30gp per month, and you can complete a trade deal with Baroness Voinum that will result in an immediate gain of 4,000gp worth of infrastructure repairs.

Civic Improvements, Basic (1,000gp - **Done**)

Repairing potholes in the dirt, leveling the streets, and patching up the worst of the buildings. Also the removal of the collapsed building in the town square. Gained 1 loyalty point.

Civic Improvements, Advanced (4,000gp - **Done**) (requires Civic Improvements, Basic)

Investing more money allows Stachys to renovate its waste systems, build new stone or brick walkways, and construct new buildings around what is becoming a thriving town square. Gained loyalty and Stachys expanded to a small town from a village.

Farms, Basic (1,000 gp - **Done**)

Basic improvements include repairing irrigation, pulling stumps, and marking outlying roads.

Farms, Advanced (4,000 gp - **Done**)

With more cash, the community can acquire hardier seed, fertilizer, and even magical renewal for the soil.

Festivals (2,000 gp)

Festivals to mark special occasions and holidays are an easy way to win support and impress the neighbors, but you can't hold more than one festival a month. A festival raises the town's opinion of your group to indifferent if it has fallen to unfriendly. Inviting a noble to visit during a festival grants you a +2 circumstance bonus on checks to influence that noble during the visit.

Fountain (1,000gp - **Done**)

You might consider a statue or two in the town square, maybe a fountain. Something to honor the local culture, the county nobility, or yourselves. Depending on which you chose, you'll get different rewards.

Gold Canyon Bridge (3,000 gp - **Done**)

Rebuilding the bridge over Gold Canyon (see area P) allows quicker travel to Jabris, Moost, and New Towne, and encourages new trade.

Market, Basic (2,000gp - **Done**) (req. Civic Improvements, Basic)

By paving the village square, coordinating with local artisans and neighboring farms, and hiring a few messengers, you can establish a weekly market to attract more wealth. This improvement helps Stachys become more self-sufficient, reducing the base cost of all future improvements by 10%.

Market, Advanced (2,000gp - **Done**) (req. Market, Basic)

Lending some money to establish a new, permanent store in town helps bring new products and luxuries into the community.

Mill (1,000gp - **Done**)

The windmill just outside of town broke down in a storm 20 years ago, and no local has the knowledge or money to fix it. With some small investments in repairing the mill, farmers will no longer need to cart their wheat to Pensaris and back.

Public House / Café (3,000 gp - **Done**)

Onora's original tavern is little more than an oversized home with a dirt floor. Constructing a true public house provides Stachys with a decent gathering space for socializing and small events, as well as room for brewing.

Pump House, Basic (1,000gp - **Done**)

Repairing the pump with a simple, animal-drawn mechanism is enough to start draining the adjoining marsh, solving most of Stachys' insect and mildew problems.

Pump House, Advanced (3,000gp - **Done**) (req. Pump House, Basic)

Repairing the pump's full functionality with a magical (scrolls & other magics) or engineering (animal/wind power) solution (your choice), dredging a portion of the waterway for deeper barges, and establishing a regular ferry service helps connect Stachys to the rest of the county via the canal system. You can now travel along the canals to reach their destinations more quickly.

Re-route Oppara Highway (3,000gp - **Done**)

Shifting the highway a few miles to the southwest, though hilly terrain, to avoid the fey domain surrounding Lauchlein Lake. It will supersede the agreement between the county and the fey, saving the leadership an annual fee. This cost was paid by Princess Eutopia into your general fund, but for this purpose.

Schooling, Basic (1,000gp - **Done**)

The temple has a decent library and some open spaces in the undercroft for a humble start. A couple of tutors are hired to help educate those who come with an interest, especially children.

Schooling, Advanced (5,000gp)

A formal school is established, and education requirements for children start to creep into Stachys. Adult education is also at the forefront, for most of the population can't read. They never had to before. The school itself is a beautiful building, done in stone which has to be hauled from the Gold Canyon area.

Stachys Gardening, Basic (2,000gp - **Done**)

Doing things like planting rows of trees along the main road into and out of Stachys, preparing gardens along the canal near the town, and generally sprucing up the region, you can obtain 2 loyalty points.

Stachys Gardening, Advanced (2,000gp - **Done**) (req Stachys Gardening, Basic and Civic Improvements Advanced)

Building a fountain to go with the Statue (see below), expanding the basic gardening done previously, and really building more in the way of gardens than the region has seen in decades.

Temple, Basic (4,000gp - **Done**)

Stachys has a small shrine to Abadar, Erastil, Iomedae, and Shelyn, and with expensive construction this can be transformed into a small temple to all of these gods. Festo Mise, third level priest of Abadar, currently runs the church providing free spellcasting services to the Nobility, and discounted services for the populous.

Temple, Advanced (8,000gp - **Done**)

With a sanctified altar, expanded library, and charitable infrastructure, Stachys develops one of the nicest temples in the region, providing free education, food, and shelter for locals.

APPENDIX I:

Elen's scribbles:

- *Marchesno -- villiger in Stachy's who kept attempting to rile up the courtroom occupants*
- *Festo Mise priest of Abadar found in Gold Canyon, was attacked by Gold Pebble, leads holy celebration for Abadar on East side of canyon. Sent by Archbanker Lady Paril of Lotheedar*
- *Embeoa -- stoic remote woman lead of Sotto town?*
- *Walter - the closest thing to a mayor that Sotto has (missing)*