

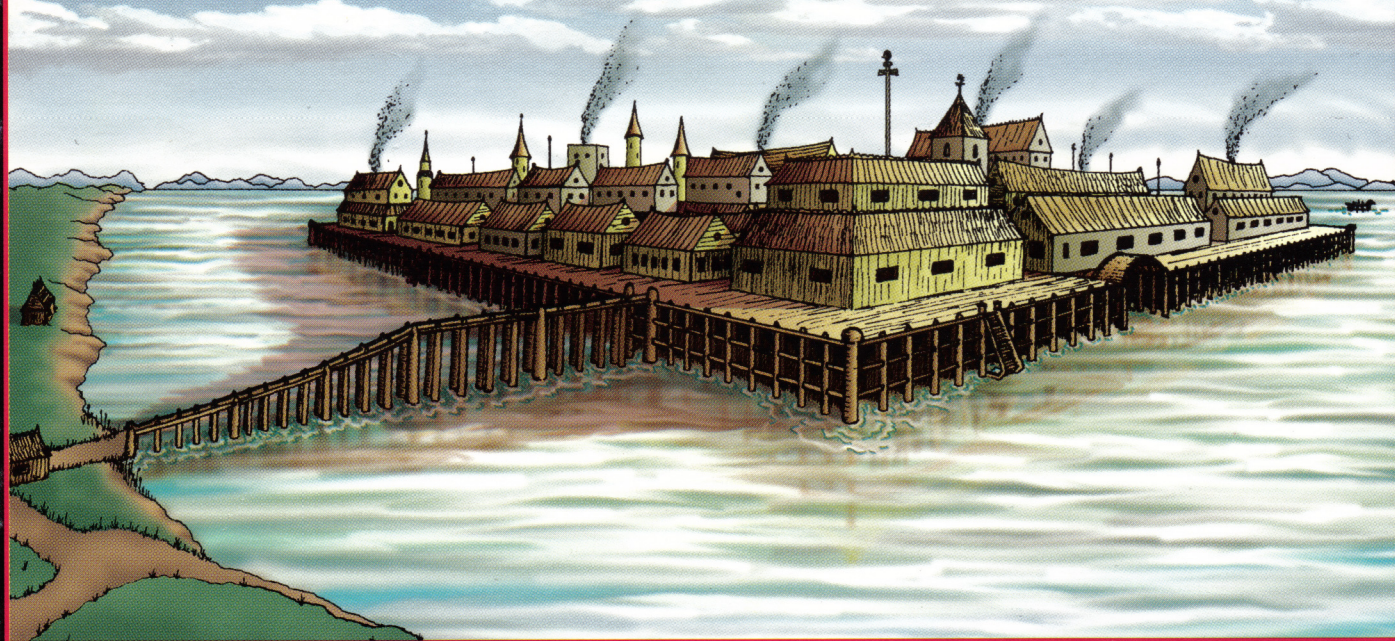


Citadel

#2016



LAKE-TOWN™



Based on J.R.R. Tolkien's THE LORD OF THE RINGS™



LAKE-TOWN™

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I.0 INTRODUCTION

"The sun had set when turning with another sweep towards the East the forest-river rushed into the Long Lake. There it had a wide mouth with stony clifflike gates at either side whose feet were piled with shingles. The Long Lake! Bilbo had never imagined that any water that was not the sea could look so big. It was so long that the opposite shores looked small and far, but it was so long that its northerly end, which pointed towards the Mountain, could not be seen at all. Only from the map did Bilbo know that away up there, where the stars of the Wain were already twinkling, the Running River came down into the lake from Dale and with the Forest River filled what must once have been a great deep rocky valley. At the southern end the doubled waters poured out again over high waterfalls and ran away hurriedly to unknown lands. In the still evening air the noise of the falls could be heard like a distant roar.

"Not far from the mouth of the Forest River was the strange town he heard the elves speak of in the king's cellars. It was not built on the shore, though there were a few huts and buildings there, but right out on the surface of the lake, protected from the swirl of the entering river by a promontory of rock which formed a calm bay. A great bridge made of wood ran out to where on huge piles made of forest trees was built a busy wooden town, not a town of elves but of Men, who still dared to dwell here under the shadow of the distant dragon-mountain. They still thrive on the trade that came up the great river from the South and was carted past the falls to their town; but in the great days of old, when Dale in the North was rich and prosperous, they had been wealthy and powerful, and there had been fleets of boats on the waters, and some were filled with gold and some with warriors in armour, and there had been wars and deeds which were now only a legend...."

— *The Hobbit*, Chapter X

I.1 ESGAROTH ON THE LONG LAKE

Perched astride the Long Lake, on a platform atop thick piers driven into the lake bottom, Lake-town, Esgaroth-upon-the-Water, rests just off the gently-sloped western shore. The Wilderland trading town of the Lake-folk is now beginning its rise as a major commercial and cultural center. Carved, stained, and painted timber buildings line its narrow, windy streets. Rising one to three stories above the stout town wharfs, they are graced with broad eaves, ornate balconies, and prominent upper stories noted for their overhanging galleries. Rain barrels stand on every corner, a testimony to the area's wet and cloudy climate.

Mobs of rangy, bearded Northron dockworkers load and unload Esgaroth's seemingly endless flow of merchant cargoes. They wear grooves in the numerous wooden stairways and ladders leading down the ten feet or so to the lake's surface, where countless clinker-built boats are moored to the settlement's supports. Still more oared watercraft ply the cold waters in and around the town. Lake-town's two large Market Pools are especially crowded, elevating navigation in the city-center to a sometimes dangerous art.

Quays bordering these hubs of activity are alive with tall, fair-haired merchants and artisans hawking their wares. They trade off the back of wains, from small make-shift booths, and through the doorways of more permanent structures. Comically dressed acrobats and jugglers vie for the attention of market-goers. Meanwhile, scruffy scops lament the recent victims of the Great Plague in lyrical rhyme to passersby. They belt out bawdy tavern jingles to crowds of drunken revelers and pantomime epic lays of fierce warriors to eager children.

Everywhere, the air is thick with sounds of singing, yelling, and laughter. Their calls mingle with the twitter of songbirds in thatched eaves, the quacking of ducks and crakes afloat on the lake, and the incessant dull clatter of baby storks in nests atop the town's stone chimneys. A



5

Esgaroth





light breeze—tainted faintly with the odor of mannish bodies, manure, and fresh fish—blows steadily across the town from the distant northeast shoreline. There, newly-green oak, ash, and elm trees nestle amidst the rocky shale cliffs. They loom over their reflections in the rippling dark blue depths of the Long Lake (S. “Annen”).

1.2 USING LAKE-TOWN

Before reading *Lake-town*, take a look at the eight-page map insert accompanying the module. One side contains a two-page color map of Lake-town (with a matching key in 11.0), which may be used by players and gamemaster alike. Section 12.0 details specific buildings in the settlement. The same side of the insert also contains a two-page color “player map” of the region of Wilderland around Lake-town. A black & white version of this terrain map in Section 4.2 is tied to a keyed description for the gamemaster.

The other side of the insert is comprised of layouts of other important settlements nearby Lake-town. These include the town of Dale (circa T.A. 1640), the near-deserted ruin of Londaroth-by-Lindal, the local village of Cotstow, and the Lake-folk trading town of Buhr Chep. Keyed descriptions to these places can be found in 4.3-4.6.

Lake-town is designed as a useful tool for gamemasters who wish to run role-playing adventures in and around Esgaroth-upon-the-Long-Lake. Of course, everybody and every building in the town cannot be completely detailed, so we carefully describe those structures that player characters are most likely to visit (e.g., taverns, inns, gambling houses, supply stores, etc.) An attempt has been made to provide a more rounded description of many of the individuals that PCs might interact with, in sections 14.0 and 19.0, in order to encourage role playing interactions beyond simple combat. Although statistics and skills are given in terms consistent with ICE’s *Middle-earth Role Playing* and *Rolemaster* fantasy role-playing games, gamemasters using other FRP systems can still derive a clear understanding of the talents and liabilities of the various non-playing characters. Section 18.0 provides guidelines for adapting the material herein to most other FRP systems.

In keeping with our emphasis on flexibility, the large and detailed herb, beast, and encounter tables (19.3-19.5) also cover a broad variety of scenarios. After all, adventurers might encounter any number of situations in and around Lake-town. They might meet relatively benign creatures, stumble upon valuable herbs, or be threatened by brigands. They might embark on a hunting or trapping expedition, or simply engage in spirited commerce. The price table 19.6 lists items available in Lake-town and other nearby Northron communities, and includes boat passage costs for adventurers interested in water travel. Given the detailed descriptions of neighboring communities, we provide everything you need to get started on a “Lake-town campaign.”

Of course, *Lake-town* specifically focuses upon adventures. Sections 2.0, 15.0, 16.0, and 17.0 detail four primary adventures, while sections 21.0 and 22.0 contain eleven shorter, ready-to-run scenarios. We also include general suggestions pertaining to adventuring in, or designing adventures for, exploring Esgaroth and its environs.

1.3 THE TEMPORAL SETTING

This module is designed to be useful to a gamemaster running a campaign anytime from the founding of Lake-town at the beginning of the second millennium of the Third Age onwards. Like most of ICE’s other Middle-earth modules, we use T.A. 1640 when a dated passage is required. At that time, Lake-town was just entering its heyday, yet it still held the flavor and excitement of a frontier settlement.

This module frequently refers to the Great Plague. This epidemic was the greatest of many to strike the region, and contemporaries of many of the plagues perceived their own plight as “great.” A gamemaster running a campaign in another era can comfortably refer to the Plague, even if he is talking about another, lesser outbreak of disease. After all, there were many before and after the most calamitous epidemic of T.A. 1635-37.

GMs running campaigns which take place during T.A. 1851-99 should note that Lake-town and Dale, like much of Wilderland, were then overrun by the Wainriders (Sagath). These Easterlings ruled most of Rhovanion as a subject kingdom. Adventures at this time could involve much subterfuge and adventurers could even become involved in the Northron Revolt of T.A. 1899.

Also note that the Dwarves occupy Erebor, the Lonely Mountain, in T.A. 1999. Afterwards, Dale and Lake-town truly enter their Golden Age. This era lasts until the arrival of Smaug the Terrible in T.A. 2770. Dale is abandoned between T.A. 2770 and T.A. 2941; but Lake-town is rebuilt, albeit on a much smaller scale, and life continues in the trading community. After being razed a second time by Smaug in T.A. 2941, the community is rebuilt farther north on the shore of the Long Lake.

2.0 SNARING THE SMUGGLERS

Designed as an adventure, this section should give the GM a feel for life in Lake-town. It illuminates some of the more common attitudes of Esgaroth's inhabitants. Its settings and storyline reflect the flavor the town and its myriad intrigues.

Since the encounters described below are necessarily rather sketchy, however, the gamemaster might wish to forego using this episode before embarking on one of the adventures located later in this tome. (See Sections 15.0, 16.0, 17.0, 21.0, and 22.0.) They employ more linear plots.

2.1 THE BODY IN THE WATER

Hilman settled back into the growing shadows of the overhanging eaves. Scratching nonchalantly at the fleas beneath his dirt-stained tunic, he raised his chin and pantomimed a yawn. Filthy, light brown hair fell forward over his face. The boy leaned back against the painted daub panel behind him and adjusted the crude ash crutch beneath his bony left shoulder. He bent his lean face toward the worn wooden street beneath his good foot, pretending momentarily to study the empty space under his tied-off woolen trouser leg. Two alert blue eyes peaked through his tousled cowl. They darted first left, then right, scanning the late afternoon activity upon the West Wharf for signs of a patrol.

ROLLING BARRELS

Far away to the south, down the row of intricately carved but dilapidated half-timber and plank buildings, a horse-drawn wain turned to enter the yard of the wood-worker Odalinda. Several sellswords in mail shirts raised their drinking horns in salute to the straw-blond rider passing the gate. Another mercenary turned to catcall at a short foreign woman with dark braided hair wearing an odd skirt of grey hide and colorfully patterned wool. She rapped the man hard in the chest with the butt of her spear as he raised his drink to his lips, then swaggered into the Séolfarn Calc before the offender could stop choking and sputtering. His companions laughed. Nearby, four lithe Wood-elves dressed in earth-brown and leaf-green tunics and hose hoisted barrels up a steep stair at the platform's edge.

Hilman could faintly make out their heavily-accented singing. His ear labored hard amidst all the noise. The air was ripe with a chorus of birdcalls, the buzzing of insects, the irregular drumming of feet and hooves upon the wharf, and the banter of voices from inside the neighboring tavern.

Five rangy, well-tanned Northron workmen rolled the barrels the Elves set upon the dock into the alley leading to the Groghuis mead-hall. As the last Northman entered the narrow defile, three figures emerged from the tavern alley. One stumbled clumsily as the trio rounded the bend

and began approaching Hilman. "River Rats," the boy silently surmised, judging quickly from the bowlegged stance of the two heavier-set men and the striped maroon and white cap of the third. Probably recent arrivals to Esgaroth, celebrating their brief respite by spending their earnings on drinking, wenching, and gambling. From past experience, Hilman knew that River Rat sailors, after only a few days in town, had little left to show for their long labors. Lake-town quickly swallowed the earnings of many who spent the better part of their lives upon the Rinnelflóth, plying the trade route to Dorwinion.

The blonde, fuzzy-chinned youth in the striped cap reeled drunkenly. He grasped the shoulder of one of his companions for support. The three Northmen erupted into loud laughter.

The corner of Hilman's mouth twitched slightly as he shifted his weight upon his crutch. The urchin's eyes flitted across several groups of local men, women, and raggedly clothed children and settled just to the north—upon the misshapen figure of Earm the Leper. Draped in loose brown clothing, the cripple dragged a large, bulging burlap sack across the wharf. He moved with a shuffling gait towards a broad stair descending to the lake surface.

THE HENCHMAN

Suddenly, a nondescript figure with scraggly shoulder-length brown hair hurried by Hilman. His head bent to the town platform in thought, he collided with the struggling leper, sending the hunched old man to his knees. "Araw!" cursed the startled stranger in an angry rasp. "*Mind thy path, bréolfá.*" He spit with vehemence and disgust in the hooded face of the downed leper, then briefly glanced in Hilman's direction. The urchin remained motionless.

"Ah, ...*Saewic*," Hilman thought as he saw the eyepatch upon the man's face. "*Saewic, lackey of Hildegripa the Lean.*" The boy prided himself on his familiarity with Esgaroth's seedier, marginal denizens. Hildegripa, the enormously fat slattern proprietress of the Erannun Inn just up the West Wharf, was notorious for her bad humor and vicious dogs. Folk said her two curs were the only creatures in Lake-town brave enough to share a sleeping closet with their foul-tempered mistress. While others nearly starved during the Great Plague, Hildegripa managed to increase her already-ample girth.

The cry of an alarmed thrush sounded from the thatch overhead, stirring Hilman from his daydream. He slowly rescanned the northern end of the wharf and the receding silhouette of Saewic. Satisfied, the keen-eyed lad brushed a strand of hair from his face and delivered a meaningful but barely perceptible nod towards a short, bedraggled waif drifting aimlessly down the street with her hands in her sleeves. The girl subtly quickened her pace and swerved as if by chance to fall in behind the approaching group of drunken River Rats. Her right hand emerged. Something in it flashed crimson in the waning sunlight as she reached for the purse of a stumbling sailor.





Hildegripa the Lean

A DEADLY WAGER

A long-nosed gambling man rubbed his eyes with the back of one calloused hand. He squinted into the dim candlelight of the dingy barroom in an attempt to clear his blurry vision. Taking another pull from his drinking horn, he let out an audible belch and slipped his thumb inside the cuff of his cloak to retrieve the weighted die from its hidden cloth pocket. Already, a sizeable pile of coins lay before the man, gleaming silver in the flickering light.

Three of the original gamblers had bowed out. Two had retired to a crowded sleeping chamber off the tavern common area after losing all their money. The other lay flat on his back on the rush-covered floor across the room, the victim of copious drink, a tipped rough-hewn stool still resting between his outsprawled legs. Now, just four wagerers remained awake.

The man eyed his opponents as he casually palmed the good the in his left hand and cast his special weighted one in its place. Across from him, a lank-haired boatwright named Saewic frowned menacingly at the roll. His companions claimed he had lost his eye to a hot brand after being captured by Easterlings in his youth. They said Saewic never uttered even a gasp when the deed was done. Despite such tales, and all Saewic's menacing curses and snarls, the gambler could see that the old artisan was afraid

of his corpulent companion. Her name was Hildegripa, and Saewic appeared cowed in her presence. He bet conservatively whenever she didn't and deferred to her in conversation. "*Cowardly whelp,*" the dice-man thought to himself, "*I fear no woman, no matter how large.*"

The gambler turned his attention to the ale foam trapped in the dark beard of his ship-mate, the second of his opponents. It dripped slowly onto the gouged oaken table. Outwardly placid, the gambler knew that sailor would murder a cheat just as readily as any of the others.

Finally his gaze came to rest upon the proprietress of this dank place, Hildegripa. "*The Lean,*" they called her, after a joke made by a foolish River Rat about her enormous obesity... a River Rat now no longer alive. Some whispered behind the repulsive woman's back that her mother had become confused while in an ale-induced stupor and conceived a daughter with a Mirkwood Troll.

Hildegripa's notoriously vicious demeanor at times even exceeded that of the two murderous dogs now dozing at her feet. The dice-man grinned cruelly at the thought. As he reached out to gather the additional coins in the center of the table, his eyes met the huge woman's beady, suspicious stare. He scarcely blinked before Hildegripa slammed the back of his left arm down upon the table with a single swift motion. His hand opened with the impact and the good die spilled out into the candlelight

All eyes were upon him as the gambler rose and reached instinctively for the scramasax—the long-knife at his belt—toppling his stool behind him as he stood. Again, Hildegripa struck with surprising speed, and a searing hot pain shot through his belly. For one distorted second he glanced down, at his blood, his innards, and his partially digested supper spilling out onto the pile of coins. The dying dice-man then pitched forward. As he melted to the floor, he felt a dog sink its teeth into the back of his leg. His screams embodied the blinding pain born of the crimson spill bursting from his abdomen.

TROUBLING FLOTSAM

Striding down Bridge Street through the thick morning fog, Chlodimir's heavy steps rang out over the lively dawn conversations of the sparrows nesting beneath the span. Shifting the basket of rolls baked by Egil for the Bridge Guard's morning meal to his left arm, the soldier reached out to place his right hand upon one of the immense piles supporting the Land-bridge. As he strode by the great structure, he glanced momentarily down through the thinning mist at the Long Lake's surface. He stopped short instinctively, his hand searching for his broadsword's enamel-inlaid pommel.

"By Oslac," he swore grimly, "*there swims a fellow whose wairprik is surely yet unpaid!*"

Below, a dark-haired figure floated face-down in the water. The gentle current held his corpse against the north side of a timber pile. His long grey cloak tangled amongst the reeds and lilies growing about the support.

BEADAROF'S DILEMMA

Beadarof the Wendriht paused in front of the cooery at the corner of Wain Street and the Barrel Wharf. Before him the late afternoon shadows grew longer on the numerous merchants ships docked in the southern Market Pool. He watched as the fisherfolk across the harbor moored their small boats for the evening and headed to the Dydapper Inn. Down the lane, a Gramuz farmer with an ash switch in his hand turned onto Bridge Street, walking alongside a horse-drawn wain piled high with empty baskets. The wagoner was en route home after a day of peddling vegetables on the Great Wharf. Close by, the assistant and apprentice barrelmakers of Cooper's Block mingled with the dockworkers finishing their labor for the day. A lake stork perched upon a piling looked up from preening itself to regard the Town Guard Captain as he mused under his breath.

To consult with the old Wyrdwoman or not? The body that one of his men had discovered that morning afloat in the lake still remained unidentified. Beadarof certainly felt that Chlodimir and his twin Chlotar could be trusted, even if, he admitted unhappily to himself, others among his Drihten force could not. If the twins, with their bard-like memories, said they had not allowed that stranger through the Toll House anytime in the previous several days, it must be so. Nevertheless, the Wendriht pondered, rumors of smuggling activity on the West Wharf seemed to be steadily increasing since the resumption of trade south along the Rinnelflôth after the Plague. Beadarof suspected that this body was somehow connected to the illicit trade, and wondered if the corpse was that of a traveler on a smuggler's ship. By uncovering the dead man's identity and the circumstances of his death, the Wendriht knew he might find the jackstraw that would break the marsh pony's back. Were this true, Beadarof considered, tugging at his beard, there was little question that he would need outside help. It would be necessary to hire strangers he could be sure were not taking bribes from smugglers. First, though, he would seek out Bogatung. Beadarof knew that the Wyrdwoman of the Cult of the Fish could advise him, and confirm whether or not the corpse truly was linked with the West Wharf smuggling ring.

"To Bogatung then," he mumbled aloud. Then he wheeled across the bridge over the canal, looking for the hut of the aging seer. "*That the first storm-wave may wash across the bow of the smugglers' contraband ship.*" He winked at a calmly-perched stork and moved with purpose past the half-timbered shops along the Barrel Wharf.

"Smuggler ships," replied the bird, cocking its bald head and flapping off to its chimney nest.

2.2 THE NPCS

Section 14.0 details all of the major non-player characters in this adventure. They include the smuggler Kynoden, his lieutenants, Vogir and Hildegripa, and his henchman, Saewic. Their statistics are accompanied by those of Hurm Watoler, Hilman the urchin, Earm Hréolfa, Viloric, Woedwyn, and their Londaroth thugs. Use the general data in Section 19.2 for any unnamed smugglers.

2.3 THE SETTING

The bulk of this adventure takes place in Lake-town proper. Section 12.2.2 contains a layout of the Erannun Inn, the principal rendezvous point. Note that much of the action may occur on the waterways beneath its platform. The investigation may possibly proceed to the mills and the Citadel of the Master in Londaroth, in which case the gamemaster should refer to Sections 4.4 and 12.7.1.

2.4 THE TASK

The adventurers face the prospect of uncovering one of Lake-town's major smuggling operations.

2.4.1 STARTING THE PLAYERS

A representative of Beadarof approaches the player characters. After tactful inquiries, he arranges a meeting between the Master, or "Maesta," and the PCs. Beadarof initially skirts his reason for summoning the group, preferring to set the tone with some casual talk before he breaches the sensitive topic.

THE PROPOSITION

The Maesta has suspected for some time that much of the widespread smuggling activity in Esgaroth is run under the watchful eye of a single organization. The town Drihten, or Guard, recently pulled a corpse from the Long Lake. Snagged on a wooden pile beneath the Land-bridge, the badly marred Northron body remains unidentified. Beadarof is sure, though, that the dead man is an outsider. He probably entered town just the day before he was slain. If so, he arrived by boat, since neither of the Bridge Guards—Chlodimir or Chlotar (each blessed with an extraordinary memory)—recall admitting him that day.

Beadarof has already consulted Bogatung the Wyrdwoman, who indicated that the murder is connected with smuggling activity in the town. The Maesta now believes the time is ripe to expose the smugglers' ring. He hopes to swiftly bring them to justice, but he needs help from outsiders. He cannot rely on the town Drihten.

THE DECEASED

The dead man was in fact a sailor aboard a merchant ship running smuggled goods between Londaroth and Lake-town. After unloading the ship's cargo, the crew retired to the Erannun's tavern room. Once drunk, the deceased was caught cheating in a spirited dice game. Hildegripa "inadvertently" murdered him in the ensuing brawl.





The inebriated smugglers attempted to dispose of the body by dropping it down one of the unloading chutes in the kitchen of the inn. They feared notifying either of their two leaders, Kynoden and Vogir. Kynoden has since been informed of the episode by Saewic who, as a result of the slaying, is now at odds with Hildegripa. Kynoden confronted and reprimanded the Erannun's huge proprietress. He could do little else, of course, for the town Drihten had recovered the slain body by the time of the confrontation.

2.4.2 AIDS

Beadarof the Wendriht is looking for a varied mix of relatively unknown adventurers. The task requires a tough, mid-level party with a (quiet) reputation for honesty and integrity. Deduction, subterfuge, and fighting skills are all at a premium.

Aside from maps and background information, the adventurers can expect little in the way of significant aid. After all, Beadarof needs proof of illicit activity, not some sort of extra-judicial solution. The party need not slay or capture their prey. They need to focus on gathering evidence and building a case for the Maesta. Both he and his agents must avoid unsupported assertions, which are liable only to damage the accusers' reputations.

2.4.3 OBSTACLES

The wily Kynoden and his henchman Vogir are especially dangerous. Both are intelligent and ruthless. So too is Woedwyn of Londaroth.

When the adventurers feel they have gathered enough information, they can return in good stead to the Erannun. How much the smugglers' ring is damaged depends upon the depth of their investigation. It remains highly unlikely, though, that they will be able to bring down Kynoden on

their own. Even if they can implicate him, any accusation against the Kryn of the Boed-bylgas requires absolutely damning evidence. Beadarof is unlikely to act on anything less.

Meanwhile, Viloric, as a resident of Londaroth, is beyond the grasp of Lake-town's Drihten. While Beadarof will curb the lawless miller's broad inspection exemptions, both he and his compatriots will look toward more illicit profits—as well as a bit of revenge.

2.4.4 REWARDS

Beadarof offers a "head-price" of thirty silver pieces for proof against any given smuggler. He is willing to pay a thousand for an air-tight claim against the ringleader. Additional bonuses, such as tariff exemptions and retail credits, might also be available. For instance, Beadarof could ask Odagavia to waive certain duties for successful adventurers who engage in future commerce.

2.5 ENCOUNTERS

Encounters naturally dictate the flow of most action, and the success or failure of most any adventure. Here, they might also dictate the actors' fundamental fate.

2.5.1 THE CHARNEL HOUSE CORPSE

The adventurers might begin their task with a visit to Vracoth's charnel house, which is situated on the lake shore. There, they can examine and search the victim's waterlogged body. The corpse is covered with small abrasions, including one very heavy bruise on the back of its neck. The cause of death is unclear. Besides bruises, cuts, and a massive abdominal wound, there are several large (canine) bite wounds on its leg and forearm. Further, the inside of its mouth, ears, and nose are caked with ground barley.

Almost all grain in the region is ground in one of the two mills at Londaroth owned by Viloric. He is the richest man in that town. Should the player characters be prompted to travel south to the Town-by-the-Falls, they might uncover valuable clues. They must be careful while poking around Viloric's home territory.

If PCs are too squeamish to search the murder victim themselves, Gristlung—Vracoth's young and foolish son/apprentice—will discover the barley. He will keep the information to himself, for he is an aspiring novice in the Cult of the Long Night and plans to blackmail Viloric. His plot will fail, however, when a fellow Cult member named Woedwyn intercedes. The comely Woedwyn is Viloric's sister. She poisons Gristlung before he realizes her counterplot.

To aggravate adventurers floundering in their investigation, the gamemaster could choose to have Gristlung regret his entrepreneurial venture. The cagey apprentice might send word that he wishes to speak with them shortly before his disappearance/death.

Labyrinth of wooden timbers



2.5.2 THE MILLER OF LONDAROTH

If the adventurers skulk around Londaroth-by-Lindal long enough, they will realize that Viloric employs an awful lot of big, thuggish apprentices. This, coupled with the fact that the riverine town is a small community, means that any extended stay by the adventuring party is liable to alert Viloric. The wealthy miller might then send the adventurers a deadly welcoming party.

Similarly, nocturnal investigations of Viloric's property are likely to result in at least one dangerous encounter with well-armed henchmen. At the same time, though, the party might witness a transaction between Viloric, Vogir, and Saewic. The latter pair often ride south to discuss matters, and the rumors of an investigation backed by Beadarof will invariably provoke a face-to-face meeting. Still, although neither Vogir nor Saewic will be recognizable to the adventurers, at least one party member should notice Saewic's eyepatch.

Should the PCs fail to be especially subtle, the smugglers will temporarily curtail much of their illicit trading activities. They can afford to bide their time until the investigation passes. In such case, Beadarof may grow impatient. He will likely revoke his agreement with the adventurers, preferring a "more reliable" means to try and break the murderous smuggling ring.

2.5.3 QUERIES ON THE WESTORF

The adventurers might decide to begin with an investigation around the Westside Wharf. This will probably alert the smugglers to the party's purpose. They can avoid this pitfall, however, by quickly and stealthily approaching just the right man.

If the adventurers notice that Earm, the garbage collector, spends a great deal of time rowing up and down the west side of Lake-town, they may be prompted to question him. If shown the body, Earm will recall having seen the dead man speak to a fellow with an eyepatch (Saewic). He will reckon their meeting as having transpired on the day before the Drihten pulled the victim from the lake.

2.5.4 SNOOPING AT THE ERANNUN

Queries about eyepatch-wearing thugs should eventually lead the adventuring party to the Erannun Inn. After all, Hurm Watoler, Hydegrip, Saewulf, and most of the urchins in Sculding's pickpocket gang all saw the man with the eyepatch visit the Erannun (although getting them to say so may be difficult). Hilman, the urchins' lame lookout, even knows the man's name.

Adventurers who think to question the stork nesting atop one of the Erannun's chimneys will be generously rewarded. The watchful bird knows

a great deal. He will not only recognize a description of Saewic, but will actually testify to witnessing the dumping of the murder victim's body. The stork stood by on the night the corpse slid down the refuse ramp at the inn.

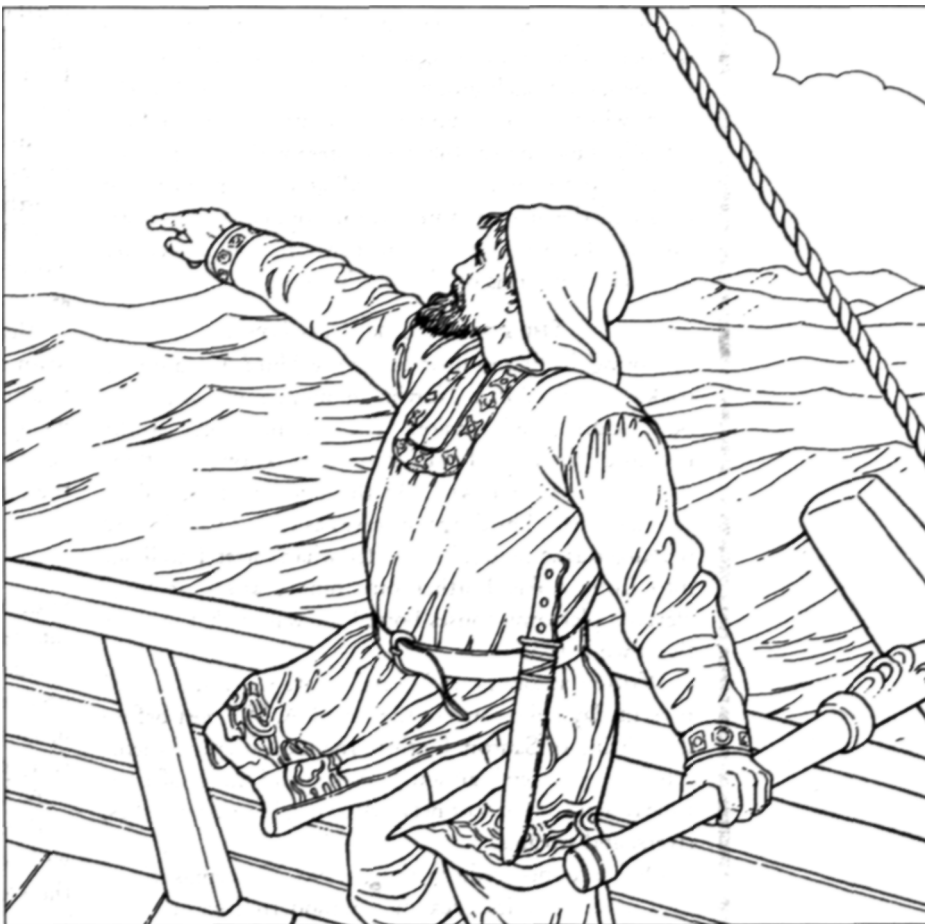
After being thrown out of the Erannun by the enormously fat slattern, Hildegripa "the Lean" (and her two vicious dogs), the adventurers might be encouraged to return. Caution dictates that they should resume their investigation during the wee hours of the morn, under the cover of the thick fog that habitually envelops Esgaroth. Should they stick to their vigil, they will see Vogir, who lives at the Erannun. If they have been to Londaroth, they will then realize a valuable link in the mystery.

The gamemaster should let adventurers spying on the Erannun from the outside witness a boat-borne delivery to the inn. Saewic and company will unload the barrels in broad daylight using a parbuckle. They will lift the goods from a cnearra docked in the Boed-bylgas inlet, placing them directly into a back room at the Erannun. When one of the barrels slips and crashes back down on the deck of the lake-ship, the container splits open. Its contents are revealed as ground barley!

Adventurers who decide to snoop around inside the Erannun face a difficult trial. Hildegripa's hounds are alert, noisy, and mean. Still, the PCs might manage to nose around long enough to notice ground barley and blood covering the floor of the storeroom.



II





3.0 LAKE-TOWN

Esgaroth is the latest in a long line of settlements situated at the confluence of the Forest River and the Long Lake. It commands the junction of two water-borne trade routes and serves as the eastern gateway into the vast reaches of Mirkwood. The well-protected port-town is in every sense at the heart of Rhovanion.

3.1 A HISTORY OF LAKE-TOWN

Seasonal campsites appear near the present sites of both Esgaroth and Londaroth near the beginning of the Second Age. Occupied by Arhûnerin-speaking hunters and fisherfolk called Nenedain (S. "Water-men"), they serve as both refuges and marketplaces. Each grows steadily and, by the middle of the age, takes on a semi-permanent character. Earthworks and stockades replace the rude storm-fences, and stone hearths and furnaces appear by the ancient fire-pits.

THE OLD STILT-HOUSE CULTURE

While a modest mound-village grows up below the waterfall at Lindal, a different sort of settlement evolves to the north at Long Lake. Frequent flooding, chronic raiding, and ample timber supplies contribute to the development of a local "stilt-house" culture. The Nenedain of the area employ designs borrowed from the neighboring Silvan Elves to construct sturdy homes on platforms set atop piers driven into the lake bottom. Their modest collections of inter-connected stilt-houses correspond to the fishing and hunting claims of loosely-allied clans.

The largest such groupings rise above and below the point where the Taurduin empties into the Annen. One actually stands beside the site of present-day Lake-town. While it grows and wanes according to the frequency of fires and the size of water-worm populations, it never assumes the character of a true town. Instead, the center of commerce forms on the marshy shore.

THE FOUNDING OF LAKE-TOWN

During the first millennium of the Third Age, a steady trickle of Eriadoran Northman immigrants swell the population of Rhovanion. The trading center at the mouth of the River Running becomes known as "Buhr Afon," or "Lake-town." By the middle of the ninth century of the Third Age, it serves as both a trading and manufacturing center. Its wooden wharfs stretch well out into Long Lake. Further out, nine clusters of long, elevated platform-houses bound the waters that serve as the town harbor.

Written accounts traditionally date the founding of present-day Lake-town to the year T.A. 999, just before the stirring of Sauron. By then, the local folk call themselves "Lake-men," although they spend much of their time rowing on the vast network of neighboring marshes, rivers, and streams.

Oral accounts credit Frithugar (No. "Peacemaker") as the founder and first Headman of modern Esgaroth. The

second son of a Nenadan chieftain, he was born in northwestern Eriador. He is a "late-comer" to Rhovanion. Leading two score of his people east, he settles among his eastern kinsmen in the Nan Celduin (S. "River Running Valley") around T.A. 998. Denied land and deprived of equal rights, Frithugar and his followers realize that the best course is to build their own settlement. This they do, using the pilings from a ruined Lake-man clan-center.

Frithugar's Folk call their new home "Reed-delving," "Esgaroth" in the Sindarin tongue. It is the tenth permanent village erected near the mouth of the Forest River. Initially little more than a lesser trading center and an outpost of Eriadoran culture, it grows to become a significant fishing and boat-building station. When most of nearby Lake-town burns down in T.A. 1240, Esgaroth absorbs most of the refugees. Years later, the remaining residents of old Lake-town abandon their homes in favor of safer, more civilized platform dwellings. Esgaroth and Lake-town become one.

DEVELOPMENT DURING THE TIME OF THE NORTHMAN KINGDOM

By the time of Vidugavia's rise to power at Buhr Widu (ca. T.A. 1248-49), Esgaroth forms part of a trading league that includes the Dale-men, the Wood-elves of Celebannon, and Northmen of Londaroth and other sites along the River Running. While Vidugavia looks toward ancient Dale as the true center of Hildo civilization in northern Rhovanion, he counts Esgaroth as the northernmost focus of his own Northman kingdom. He looks to Esgaroth's Masters as clients and vassals, and supports their various enterprises.

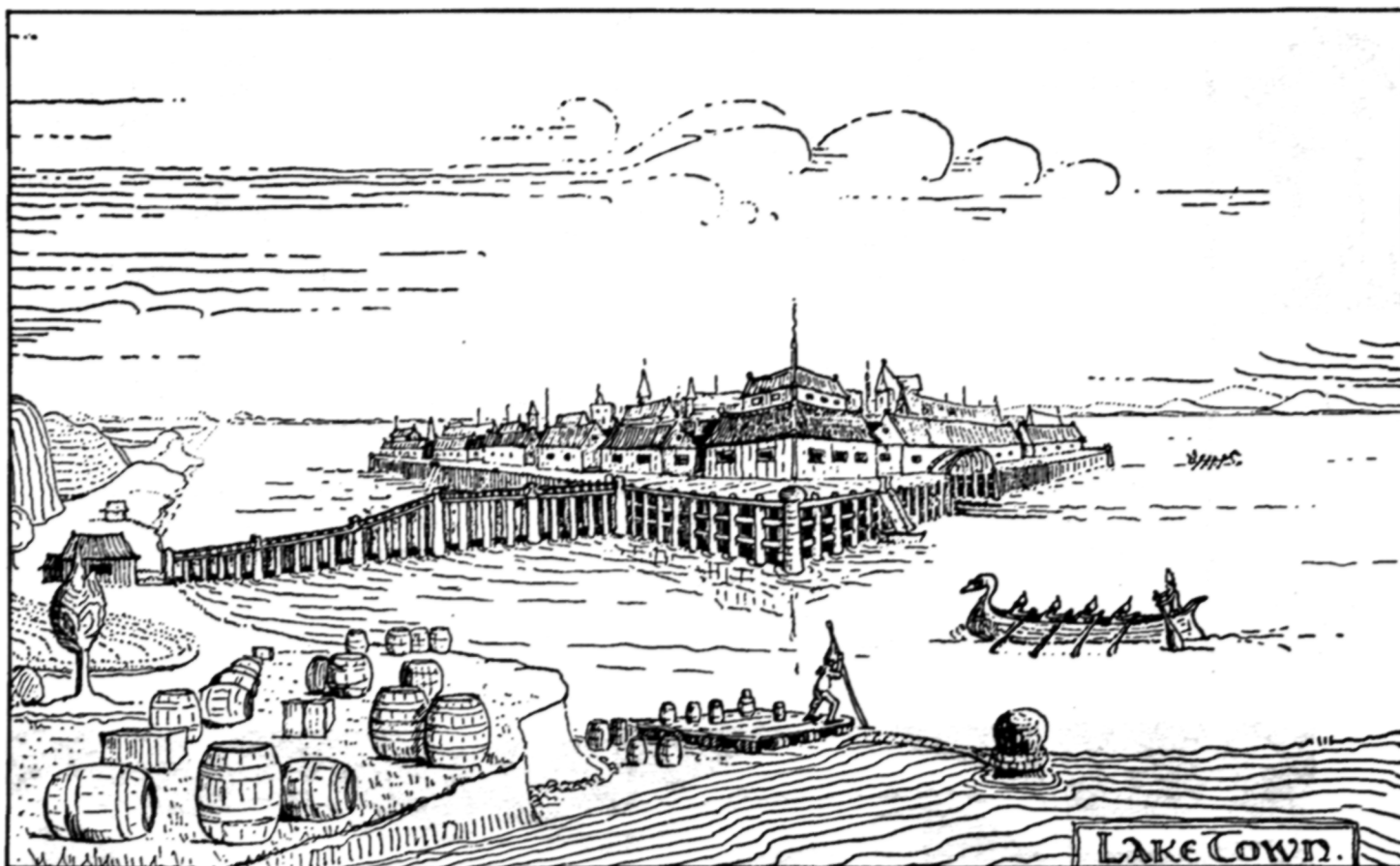
After T.A. 1450, much of Esgaroth's growth comes at the expense of neighboring Londaroth. A steady flow of Northmen migrate northward from their homes below Lindal seeking jobs and security. As they settle in the Town-upon-the-Water, Esgaroth supplants Londaroth as the area's primary Northron population center.

Although the appearance and physical layout of Lake-town changes very little after T.A. 1450, the town Masters preside over a steady series of expansions and refinements. Vodaga, the popular Master who rules for eight years beginning in T.A. 1591, commissions the greatest of these projects, the famed Vodagarazun.

THE GREAT PLAGUE

The Great Plague arrives in Esgaroth only thirty-seven years after the death of Vodaga. Borne by flea-infested rats traveling on a vessel from Dorwinion, the lethal pestilence quickly sweeps through the close-packed long-houses and settlements throughout Rhovanion. Esgaroth-upon-the-Long-Lake proves to be no exception. Some forty percent of Lake-town's population perish between T.A. 1635-37.

Relatively speaking, though, Esgaroth endures the plague with considerable vigor. Only the noble Dale-men weather the storm in better condition. Towns like the already-



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shrinking Londaroth find themselves virtually wiped out. Many inhabitants flee to more rural and remote areas, to avoid the scourge. Trade along the Celduin all but ceases.

Riots break out in Lake-town during and after the severe winter of T.A. 1636-37. Members of the starving and panic-stricken populace fight for precious sustenance, looting many shops and warehouses. Fires consume a number of ships and two sizeable areas of the Cladhor (No. "Clothiers' District"). Burdensome snows in early spring subsequently collapse the main platform beneath one of the burnt-out areas.

A peculiar red tide, never before (and never since) witnessed, accompanies heavy spring flooding in 1637 and washes through the Long Lake, killing many of the fish and shellfish which feed the already famished townsfolk. Townspeople speak of the doom of Middle-earth. The air fills with foul odors as the sickly-sweet reek of Plague-victims' pyres mingles with the stench of the dead fish afloat on the blood-stained lake.

When an angry, hungry mob hangs the Visknakyn priest and the town Master succumbs to the pestilence late that summer, Beadarof seeks aid from a prominent merchant, Odagavia. Together, they strive to keep order. After a meager autumn harvest, Odagavia makes a personal trek to Aradhynd to plead with the Elven-king for aid. He succeeds in obtaining assistance. Soon thereafter, an emergency session of the Atanathrain elects Odagavia Master of Esgaroth.

The Plague subsides by the spring of T.A. 1638, but the Lake-folk retain the renewed, insular sensibility spawned during the pestilence. They erect new buildings to house returning refugees whose homes had been ransacked. Some house refugees from deserted or destroyed communities throughout the Nan Celduin. Their hospitality reflects a newfound traditionalism, as survivors reaffirm their cultural roots. The lays of the scopas are tinged with themes of misfortune and the fleeting nature of existence.

The wet winter of 1638-39 spawns spring flooding in the Lang Marish. While reclaiming peripheral buildings in the village community of Cotstow, the waters never threaten Esgaroth. Instead they give birth to a wet spring, a moist summer, and a rich fall harvest.

When Odagavia is reelected as Maesta of Esgaroth on the last day of 1639, life resounds throughout Lake-town and the surrounding reaches. Hopeful refugees flow into the town. The Gramuz resettle the plain east of the Nan Celduin, and once again numerous traders ply the waters of the River Running.

THE WAINRIDER INVASION AND OCCUPATION

The new peace and prosperity lasts a little over two centuries. In T.A. 1856 both Esgaroth and Dale are overrun and occupied by the "Wainriders," a confederation of Easterling tribes. Many Lake-folk (especially

Lake-town



14

*The coming of the
Wainriders*

those from Buhr Marden and razed smaller villages on the lower Celduin), Dale-folk, and Gramuz flee south. Some eventually travel westward with the Éothraim, finding refuge in the Anduin vales.

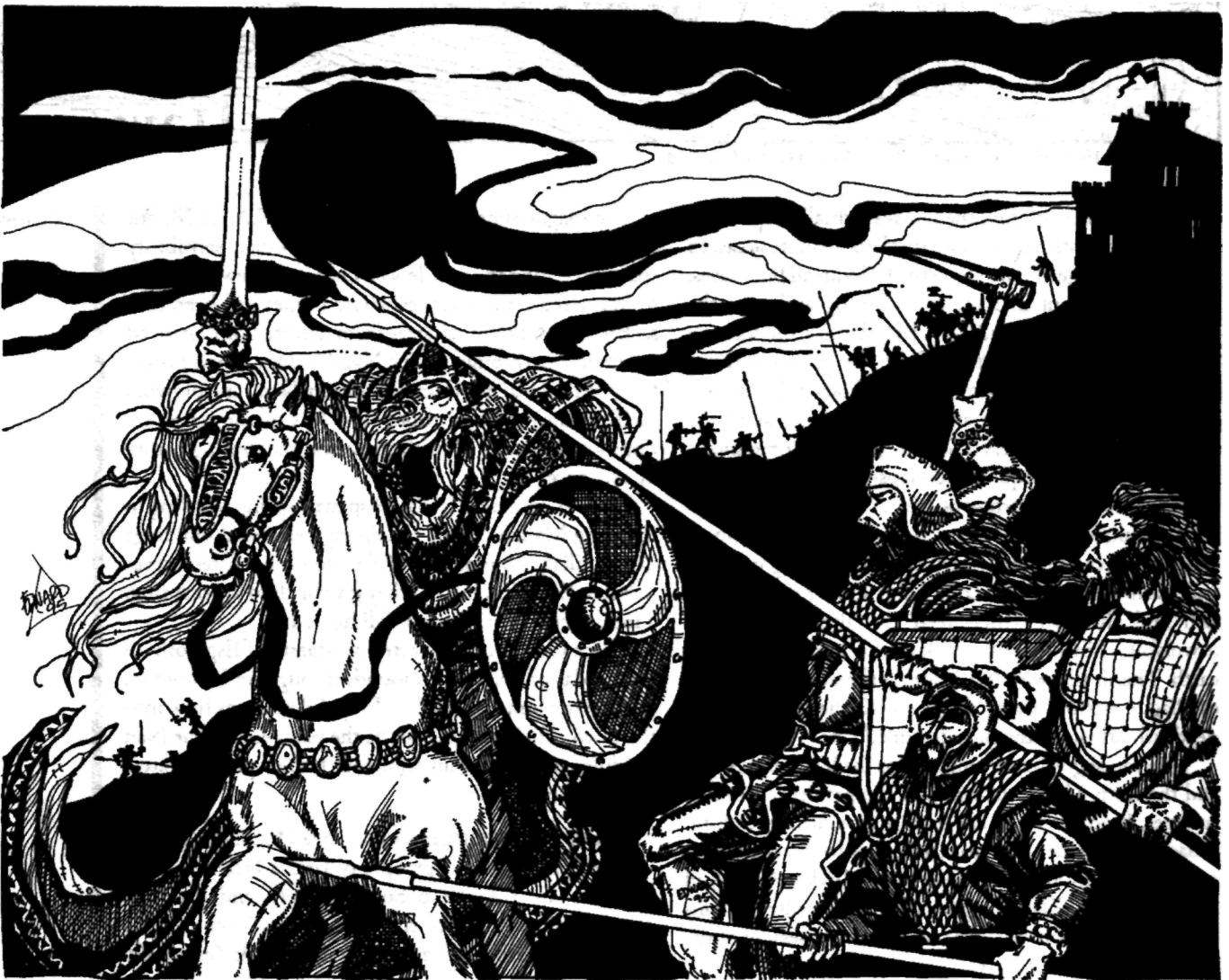
In the aftermath of the Wainrider conquest, life in Lake-town is wild and often unregulated. The new King of Rhovanion fails to provide for local peace, regulate commerce, or administer to matters like the repair of roads and bridges. The Northron residents who remain are often subject to impromptu taxation and unprovoked harassment from their Easterling overlords. Many Northmen are summarily executed in the first few years of the occupation.

Trade continues up and down the River Running, albeit on a much reduced scale, but the Wood-elves retreat into the forest and exchange ceases between the merchants of Lake-town and Celebannon. Throughout the countryside, people nurse their wounds and secretly support a growing resistance movement. The Boed-byrgas smuggling operation in Esgaroth becomes enmeshed in the struggle for Northron autonomy by supplying covert aid to the rebels.

THE NORTHRON REVOLT

After forty-three years of occupation, in T.A. 1899, a rebel force led by Wendeling (No. "Sabotager")—the Dale-man heir to the Krythéod clan—retakes Dale and Esgaroth. Soon, a combined army of Lake-folk, Dale-folk, and Gramuz drive the Easterlings from northern Rhovanion. Further south, in the East Bight and on the Dor Rhunen plain, coordinated assaults by rebellious Northmen and the Gondorian army of King Calimehtar bring about the final Wainrider defeat. The vanquished Easterlings are driven from Wilderland.

The war exacts a modest toll in Lake-town. Although the Land-bridge is destroyed, the rest of Esgaroth is relatively undamaged by the conflict. Families and society suffer more than the town-site. Many dozens are mourned. Over the next year, a number of Northron inhabitants are accused of collaboration, some justly and some unjustly, and hanged for treason.



THE ARRIVAL OF THE DWARVES AT EREBOR AND THE GOLDEN AGE

In T.A. 1999, Thráin I (No. “Obstinate”) of Durin’s line leads a force of Dwarves to Dale. The Dwarves secretly investigate the possibility of building a home beneath Erebor. Once their initial explorations prove promising, the Dwarf King approaches Dale’s Thyn with gifts and promises of an alliance. Dale’s Thyn responds positively to Thráin’s diplomatic overtures, and an alliance is concluded.

Over the next year, as contact between the Dwarves and the Dale-folk increases, each leader attempts to outdo his counterpart by bestowing rich gifts upon the other. Both lords attempt to demonstrate their superior means and position (a common Northron custom). The consequences of the alliance include a well-armored Dale-guard, the acquisition of useable defensive land for the Naugrim, and a mutual respect between the two resourceful peoples. Contact between the Dwarves of Erebor and their kin in the Iron Hills also results in renewed trade between the two regions. Demand for the high quality metal and stonework of the King Under the Mountain’s folk leads to increased commerce along the River Running and across the Long Lake.

Dale nearly triples in size over the next several centuries. Its populace becomes more cosmopolitan, and clan groupings begin to break down. Esgaroth flourishes along similar lines. Its population swells, and toll coffers overflow. The region enjoys peace and prosperity, even after the King of Durin’s Line removes his court to the Grey Mountains (T.A. 2210-2589). Although several Easterling forays briefly interrupt their stable affairs, the Lake-folk, Dale-folk, Dwarves, and Gramuz of central Rhovanion have little trouble defending their wealth and maintaining their comfortable accords.

SMAUG’S DESOLATION

All this changes dramatically in T.A. 2770, when Smaug the Golden hears of the wealth of Erebor and flies south from the Grey Mountains to investigate. Thrór the “Bold”—the “King Under the Mountain”—escapes with Thráin II and Thorin II (No. “Bold One”; later called “Oakenshield”) from the destruction of the Worm, but many other Dwarves perish. The Fire-drake razes and destroys Dale, slays Girion its Thyn, and reduces Esgaroth to a handful of smoldering pilings. Having devastated the area, the dreadful worm gathers all the Dwarven treasure in a great pile beneath the Lonely Mountain. He settles down to a long nap atop the golden heap.

Lake-town’s survivors rebuild their town with the help of refugees from Dale, which remains abandoned. The rebuilt platform-settlement is rectangular and smaller than its predecessor. It harbors a single central Market Pool. Life in Esgaroth slowly returns to normal, although the volume of trade is not what it once was, and folk still speak of the nearby dozing Fire-drake with dread.

THE SLAYING OF SMAUG

The ireful Fire-drake awakens once again in T.A. 1941, wreaking havoc upon Esgaroth. Although the town is largely destroyed, Smaug is slain by Bard (No. “Beard; Scop”) the Bowman, Esgaroth’s Wendriht and a descendant of Girion of Dale. In the aftermath of the worm’s demise, Bard leads the forces of Lake-town north to the slopes of the Lonely Mountain to support the crusade against an invading force of Orcs and wolves. The Lakemen join the Elves and Dwarves in victory at the Battle of Five Armies.

Using his share of the Dragon-hoard, Bard and other displaced Dale-folk refound Dale. His people come to be known as the “Bardings.” Dáin II “Ironfoot” becomes the new King Under the Mountain, and many of Durin’s Folk return to Erebor from the Iron Hills. Esgaroth is rebuilt a third time, further north on the Long Lake, away from the ruins of the previous town and the noxious remains of Smaug, which even the fisherfolk avoid.

THE WAR OF THE RING

Easterlings assail and capture Lake-town during the War of the Ring (T.A. 3018-19). Again, the Land-bridge is temporarily thrown down, but the remainder of the platform-settlement remains intact. The Lake-folk retreat to Dale and, together with the Dale-folk and the Dwarves of Erebor, make a stand against the invaders at the Battle of Dale (on Rething 15-17, 3019). They are defeated and both Brand of Dale and Dáin II “Ironfoot” are slain. The Easterlings then occupy Dale and set siege to Erebor. There, the four peoples—the Lake-folk, Gramuz, Bardings, and Dwarves—take refuge. Bard II and Thorin III finally lead an army out of the Lonely Mountain and succeed in crushing the invaders. The Free Peoples reoccupy Esgaroth and Dale, quickly repairing their hallowed towns. Life continues much as before, for well into the Fourth Age.

3.2 THE TALE OF YEARS

SECOND AGE

- ca. 200-1000 The Nenedain, Arhûnerin-speaking hunters and fisherfolk, occupy river valleys and lake-sides throughout central and northern Rhovanion. Those around Long Lake live in houses erected on pilings set in the area’s plentiful muddy marsh- and lake-beds.
- ca. 800-850 Thranduil, his sire Oropher, and their kin leave western Eriador and move to Eregion. Shortly after, friction with the Noldor causes them to cross the Misty Mountains and settle in Greenwood the Great amongst other Elves already residing there.
- 1375 Galadriel establishes Lórien.
- ca. 1693 The Dwarves of Moria build a bridge, Nogothiant, across the Anduin, linking the Old Forest Road with the Pass of Imladris through the Misty Mountains.





- ca. 2000 Adan folk reside at Dale.
- ca. 2255 Oropher establishes his court at Caras Neldorlas (S. "Moated Fortress of the Beech-leaf), later called Caras Amarth (S. "Moated Fortress of Doom").
- 3430 The Last Alliance of Elves and Men is formed to battle Sauron.
- 3434 The Wood-elves hold the Nogothiant against the Enemy until the forces of Elendil and Gil-galad cross the Misty Mountains and the Anduin. Oropher, Thranduil, and 40,000 Greenwood Elves march south with the main host of the Last Alliance to the Battle of Dagorlad. They are victorious, but Oropher and 25,000 of his Wood-elves perish.
- 3436 Sauron is defeated by the Last Alliance. Many Wood-elves of Greenwood, mourning their lost kin, depart Thranduil's realm.

THIRD AGE

- ca. I-300 First the Dale-folk and then the Lake-folk migrate across the Misty Mountains from Eriador into Rhovanion.
- ca. 100 Celebannon is founded by some of Thranduil's Wood-elves.
- ca. 300-500 The second wave of urban Northron "Lake-folk" who settle the East Bight of Mirkwood and other Northrons who will later become the Gramuz migrate to Rhovanion via the Isen Gap.
- ca. 490-550 Easterlings from Rhûn cross through Dagorlad, but are eventually defeated by Gondor with the aid of Northrons from Rhovanion. Gondor's border extends to encompass Dor Rhûnen.
- ca. 500-850 The Northman marketplace situated at the mouth of the River Running becomes a major trading center. Located on the western shore of Long Lake, it becomes known as Buhr Afon, or "Lake-town."
- ca. 900 Londaroth is settled by Lake-folk.
- 999 The founding of Esgaroth-on-the-Lake. Situated on pilings, the town stands near the older, larger settlement of Lake-town.
- ca. 1000 The Nenadan town of Buhr Maethel enjoys its status as the largest and wealthiest port on the Anduin north of the Pillars of Argonath. Further north, the Estaravë fort of Buhr Wraec is established. Dwarves begin to mine the Iron Hills, delving a capital at Azanulimbar-dûm.
- 1050 Unbeknownst to the inhabitants of Greenwood, Sauron enters Amon Lanc, renaming it Dol Guldur and making it his center of operations. A shadow grows over Greenwood the Great, which many begin to call Mirkwood. Travel along the Old Forest Road grows increasingly dangerous; by T.A. 2000, the thoroughfare is effectively unusable.
- ca. 1050-1100 Thranduil orders a new palace constructed at Aradhrynd, and moves his court there. The abandoned Caras Neldorlas, overrun by the growing darkness of Mirkwood, comes to be known as Caras Amarth.
- ca. 1050-1300 The Hobbits migrate from Rhovanion over the Misty Mountains and settle in Eriador.
- ca. 1100 The Wizard Radagast the Brown makes himself a semi-permanent home at Rhosgobel, beneath the western eaves of Mirkwood.
- 1109 Dale is founded by the Dale-folk at the location of an ancient Adan settlement associated with the holy site of Erebor.
- 1240 A fire sweeps through Lake-town. Most of the residents migrate to neighboring Esgaroth.
- ca. 1250-1300 As Buhr Afon is gradually abandoned in favor of Esgaroth, the latter settlement becomes known as "Lake-town."
- ca. 1248 Vidugavia, Thyn of the Waildungas clan, loosely unites the northern Northron Thyns of the East Bight, the Éothraim (and ostensibly the Gramuz, the Lake-folk, and the Dale-folk). He declares himself King of Rhovanion. His kingdom is short-lived and disintegrates in the years after his death.
- ca. 1248-50 In response to increasingly bold Easterling attacks in Dor Rhûnen, Vidugavia's Northrons ally with Gondor. The Dúnedain and Northmen launch a campaign that eradicates the hostile Easterling presence west of the Sea of Rhûn.
- 1249 Vidugavia establishes Buhr Widu in the East Bight as his capital.
- ca. 1260 Valacar, heir of Gondor marries Vidugavia's daughter, Vidumavi; their son Eldacar is born.
- 1290 Buhr Hléow, a.k.a. Buhr Waldmahr, is founded in the East Bight.
- ca. 1300 The realm of Angmar is founded. Buhr Maethel, the Nenedain capital, reaches its height.
- ca. 1340 Buhr Waldlaes, a.k.a. Strayhold, is established by freed bond-servants and "outcast" East Bighters and Gramuz.
- ca. 1350 Supply trains begin travelling from Rhûn to Angmar along the Men Mithrin during the summer and autumn months.
- ca. 1360 Many Stoor Hobbits recross the Misty Mountains and resettle at Dundok in the Gladden Fields.
- ca. 1370-1395 Attacks perpetrated by Northrons (actually mercenaries in the pay of Arthedain) upon the supply trains of Angmar increase.
- ca. 1380 The Éothraim found Buhr Ailgra.
- 1395 Under pressure from the Witch-king, Gundabad sends the Asharag Goblin tribe to the eastern Grey Mountains to guard supply trains.
- ca. 1400 The seasonal Sagath fort of Lar-huz is founded in the northern Iron Hills.

- ca. **I408** Riavod, on the lower Celduin, is established as the Sagath "capital."
- I432** Eldacar assumes the throne of Gondor. Castamir and the rebel lords, refusing to acknowledge a King who is half Northron, revolt, beginning the Kin-strife.
- I437** Eldacar is forced to flee Gondor. He takes refuge at Buhr Widu, with his mother's people.
- I440** The Dwarves of Moria establish an outpost at Mount Gondmaeglom in the central Grey Mountains called Silverplunge.
- I442** Eldacar's forces begin raiding the eastern borders of Gondor.
- I447** Eldacar returns to Gondor. With both Northron and Dúnadan allies he defeats the forces of the rebel lords and slays Castamir the Usurper.
- ca. **I450** Lake-town's population swells with Northron migrations up the Celduin.
- ca. **I490** Dwarvish settlers from Azanulimbar-dûm in the Iron Hills found the nearby delving Axe Mountain.
- I500-I600** The first of the Dragons begin to stir in the Grey Mountains.
- I503** Buhr Marling, at the confluence of the Celduin and its tributary the Ardruga (No. "Copper Dragon"), is conquered and occupied by the Éothraim.
- ca. **I550** Hyarleuca Dredlic hatches. Under pressure from the Witch-king, Gundabad sends the Larzoguhoth Goblins to occupy and mine the southern slopes of the eastern Grey Mountains.
- I591-98** Vodaga, Kryn of the Wodu-craftas Edfreahar, is Maesta of Lake-town. He uses his wealth and influence to build the Vodagarazun.
- I620** Hyarleuca slays the Beijabar leader Beoryn and twelve of his stoutest warriors.
- I635** Scatha the Worm attacks Silverplunge, making it his lair. No Dwarves survive.
- I635** The Great Plague sweeps through Wilderland, killing man and beast in large numbers. Londaroth is especially hard hit early on, and never recovers. Trade everywhere is disrupted. Wood-elves lie low, offering no help to the suffering Northrons; Dwarves in the Iron Hills hide and wait.
- I636** Refugees of the Plague leave Lake-town, heading west to the Anduin valley or northeast to the windswept hills forming the eastern scarp of the Long Lake and Celduin valleys. The bitterly cold winter sends man and beast indoors, spreading the pestilence faster (although the cold itself destroys the Plague germ).
- I637** Continued chaotic flight to avoid the Plague, which by now has killed nearly half of Lake-town's inhabitants. Riots break out in Lake-town over food, and several areas in the Cladhor are destroyed



by severe fires. Heavy snows in early spring collapse a sizeable area of the main Lake-town platform previously weakened by fire damage. After a meager harvest, Odagavia personally visits the Elven-king's court to plead for assistance. The Wood-elves agree to contribute much needed provisions to Lake-town's starving populace. After his predecessor dies of the scourge, Odagavia is voted Maesta of Lake-town by a skeleton session of the Atanathrain.

I638 The Plague subsides, but its ghastly effects continue to haunt the living. Folk slowly rebuild their abandoned homes.

I639 Heavy spring floods wash out one of the three spans of the Anduin bridge, Nogothaint. Travellers along the Old Forest Road use the Old Ford instead. The Vidu Marish, at the eastern edge of Mirkwood, also begins to encroach upon the Old Forest Road.

I639-I640 To the survivors, the Plague is now a bad memory. The bodies are burned or buried, the disease at rest. Folk return in numbers to their former homes in the towns along the Celduin and the Long Lake, along with many refugees from smaller, now abandoned communities. The Gramuz resettle the plains east of the River Running. Commerce resumes along the rivers. Odagavia is reelected as Maesta.

ca. **I670-I700** The lands immediately south of the Grey Mountains are assailed by marauding Dragons. The Beijabar leave the north, migrating to join their kinfolk in the lower Anduin vales. Buhr Thurasig is abandoned; its inhabitants move south to Dale and Lake-town.

Dale and the Lonely Mountain



- 1854-1856** Easterling victories force Gondor to withdraw its shattered armies from southern Rhovanion.
- 1856-99** The Éothraim are defeated during the Wainrider Wars by a great confederation of Easterling tribes. Esgaroth and Dale are overrun and occupied by these Wainriders. Many Lake-folk, Dale-folk, and Gramuz flee their homelands and are absorbed into the Éothraim, who migrate across the Anduin and settle in the west-central Anduin vales, between the Old Ford and the Gladden Fields.
- 1899** The Wainrider kingdom falls, and the overlords retreat to the east when the successful Northron Revolt drives them out of Rhovanion.
- 1899-1977** In their second homeland, the Éothraim assimilate their compatriots and become the Éothéod.
- 1944** Allied with the Variags of Khand, the Wainriders attack Gondor and Rhovanion. The Haradrim strike Gondor from the south. The Gondorian King is slain, but the invaders are vanquished from the north of Ithilien in the Battle of the Camp. Devastated by war and plague, the Northrons of Wilderland remain free but few.
- ca. 1950** More Dragons begin appearing in the Grey Mountains.
- 1975** The North-kingdom of the Dúnedain ends; the Witch-king's army is defeated, and Angmar falls.
- 1975-1980** With the collapse of Angmar, Gundabad loses its hold over the far-flung Goblin tribes of the Grey Mountains. The Asharag and the Larzoguhoth stop sending tribute to Gundabad.
- 1977** The Éothéod are led north by Frumgar. This has a disastrous effect on Gundabad.
- 1980** Delving deep beneath Caradhras, Durin's Folk in Moria unleash a Balrog. Durin IV is slain. The Balrog forces them from the lower levels.
- 1981** Náin I is slain in a vain sortie against the Balrog; the Dwarves abandon Moria. Many flee north through the Anduin vales, while others, under Thráin I (the new King), go east through Mirkwood.
- ca. 1990** Most of Durin's Folk gather at the Grey Mountains. They begin to establish themselves in the region.
- 1994** Durin's Folk found a silver mine in the Grey Mountains (later known as Thundercleft).
- 1999** Thráin I and the rest of Durin's Folk settle at Erebor.
- 1995-2000** Scatha begins his raids into Éothéod lands.
- 2000** The Dwarves discover the Arkenstone beneath Erebor. Saidalbuirh, the homestead of the Dale-folk Dalethéod clan at the western foot of Erebor, is ceded to the Dwarves.
- ca. 2001** Fram of the Éothéod slays Scatha. Esgaroth reaches the apex of its prosperity.
- 2014** Stahnoholt, the homestead of the Dale-folk Stahnóthéod clan, is abandoned. Dale's population grows and becomes increasingly cosmopolitan, and clan structures begins to break down.
- 2001-2500** Following the death of Scatha, the Dragons are not seen for many years.
- ca. 2001-2005** Using the Dragon hoard, Fram rebuilds the old Estaravë fort, Buhr Wraec, overlooking the Langwell. He creates a new capital for the Éothéod, naming it Buhr Fram, and the settlement soon surpasses Buhr Maethel as the center of commerce in the upper Anduin vales.
- 2003** The two sundered branches of Durin's Folk, at Erebor and Thundercleft, reestablish contact. Thráin I learns of the fate of Silverplunge.
- 2005** Learning of Fram's wealth, Thráin I of Erebor demands he yield the treasure. No friend of Dwarves, Fram sends an insulting note of refusal accompanied by a gift of a necklace made from Scatha's teeth. Soon after, Fram is murdered. The Éothéod blame the Dwarves for his death, and an abiding enmity between the two peoples is spawned.
- 2050-2150** The Dwarves in the North expand their mining activities. Silverpit, Long Peak, and Nor-dûm are established. Many Dwarves from Erebor remove to the Grey Mountains.
- 2086** Narvi V chooses to go into exile in the Grey Mountains, taking with him two hundred of his followers from Erebor. They are never seen again.
- 2210** Thorin I, the new King under the Mountain, leaves Erebor and goes north to the Grey Mountains.
- 2360** The Asharag tribe is wiped out by the Dwarves.
- 2510-2512** A new Easterling threat arises. The Balchoth confederacy sweeps through southern Rhovanion and across the Anduin. Eorl the Young and the Éothéod ride south and defeat an army of Goblins and Balchoth on the Field of Celebrant. Cirion, the Steward of Gondor, in return for the Oath of Eorl, grants the Éothéod the territory of Calenardhon. The Éothéod remove south to settle in Calenardhon. Deserted, Buhr Fram soon falls into ruin and is looted by the Goblins of Gundabad, who have re-inherited control of the upper Anduin vales.
- ca. 2550** The Dragons begin to stir again in the Withered Heath.
- 2570** Smaug the Golden flies south from the Barl Synac. He makes his lair at Anvilmount in the Grey Mountains, a vast delving that was an Adan holy site in the First Age.
- 2589** The Cold-drake Ando-anca slays the Dwarf-king Dáin I. The worm sacks Nor-dûm, the last of the northern Dwarfholds to fall to the Dragons. The Dwarves abandon the Grey Mountains. Many return to Erebor with Thrór, the new King. Others go with Grór to the Iron Hills.

- ca. 2650 Legolas the Elf, son of Thranduil, takes command of an elite nine-person Tauranca (S. "Hill Jaw") Uialcu (S. "Twilight Bow").
- 2770 Smaug learns of the new wealth at Erebor. He leaves the Grey Mountains and descends upon the Lonely Mountain. Thrór, Thráin II, and Thorin II "Oakenshield" escape, but few other Dwarves survive. Dale and Lake-town are destroyed, and Girion, Lord of Dale, is slain.
- ca. 2770-90 Lake-town is rebuilt on a smaller scale with the aid of Dale-folk refugees—its new platform is rectangular and has but one central harbor.
- 2780 Azog, the Uruk Ashdurbúk of Mount Gundabad, asserts his control over the Grey Mountains. Goblin tribute again flows to his coffers.
- 2841-2845 Thráin II, King of Durin's Folk, decides to return to Erebor. He is attacked and pursued into Mirkwood, then captured and imprisoned in Dol Guldur.
- 2941 Lake-town is demolished by Smaug, who is slain during the assault by Bard the Bowman, a descendant of Girion of Dale. The Battle of Five Armies occurs on the slopes of Erebor; Thorin II "Oakenshield" and Bolg are slain. The Goblins of the North are severely diminished in strength. Bard and his followers refound Dale; hereafter the Dale-folk are known as Bardings.
- ca. 2941-51 Lake-town is rebuilt further north on the Long Lake.
- 3018-3019 The War of the Ring. Lake-town is overrun by Easterlings. Lake-folk, Dale-folk, and the Dwarves of Erebor make a stand against the Easterlings at the Battle of Dale, but are defeated. Dáin II "Ironfoot" and Brand of Dale are slain, and the remnants of their armies take refuge at Erebor and are besieged. Thorin III and Bard II lead a sally that breaks the siege of Erebor and defeats the Easterlings. Thranduil's Wood-elves and the Wood-folk are victorious against the Goblin forces of Dol Guldur in the Battle Under the Trees of Mirkwood.

FOURTH AGE

Early Years In the wake of the War of the Ring and Sauron's final defeat, the dwindling number of Wood-elves in Greenwood grow more insular. Legolas leads many of his kin south to live in Ithilien. Celeborn of Lórien rules the southern portion of the great forest, while Thranduil rules the north. They leave the central region, between the "Narrows" by the East Bight and the Mountains, to the Beornings and Wood-men. The Dwarves of Erebor and the Iron Hills grow increasingly reticent as Men in Lake-town, Dale, and elsewhere flourish.

4.0 SITES OF NOTE

Esgaroth is strategically situated at the confluence of two river valleys: the Nan Taurduin (S. "Forest River Valley") and the Nan Celduin (S. "River Running Valley"). The immediate area, the vale around Long Lake, is known as the Nan Annen. Part of the Nan Celduin, it reflects the glacial origin of most of the landscape in northern Rhovanion. Great ice sheets borne out of the mountains in the Elder Days sculpted this cool, hilly locale into a beautiful, rocky domain.

4.1 THE LANDSCAPE

Esgaroth stands upon a relatively shallow shelf near the western shore of the Long Lake, a deep mere often measuring a hundred or more fathoms in depth. The western shore rises rather gently, providing landscape that is steep in places but still arable. It harbors the only good moorings and farmsites found in the Nan Annen (S. "Long Lake Valley"). Most of the vale's abrupt eastern scarp is lined by precipitous, lightly wooded gullies, and shale bluffs.

The local shales lie atop sandstone and limestone strata. This rock forms a series of ridged shelves that parallel the Running River. These low fells cut southeastwards across the Gramuz-inhabited plateau east of the Long Lake. It is a sparsely wooded and meadowed glacial landscape intermittantly marked by numerous gullies and moraines.

Everywhere, the rocky soil of the Nan Annen bears witness to First Age glaciation. Lands west of the Long Lake valley, including the eastern reaches of Mirkwood, are similar geologically to the rolling limestone steppes south of the Running River, except that they have been subject to glacial erosion and uplift, so that the terrain is more severe. Ridged downs punctuate the topography and hogbacks, like the Fells northeast of Mirkwood and the hills sheltering Celebannon, are not uncommon. Glacial drumlins like the mound of Aradhrynd are also not infrequent.

Erebor is the southernmost example of a series of igneous intrusions which are linked to a major faultline running through the Grey Mountains and across the northern slopes of the Iron Hills. The Lonely Mountain is composed primarily of granite, with rich mineral deposits scattered throughout. Rising more than a mile above the surrounding countryside, its treeless peak remains snowcapped until late spring.





GEOGRAPHIC TERMS

Travellers not familiar with the Nan Celduin face a confusing mix of geographic terms, for every group assigns their own name to the sites, even those occupied by other peoples. Since the Northmen comprise the majority of folk, however, we employ their labels. A list of Northron (Foradanin) names pertaining to the area's most prominent features and travel routes follows:

Foradanin	Westron	Sindarin
Aelfgaing	"Elf-road"	Edhelmen
Airn Dunnas	"Iron Hills"	Eryn Engrin
Anlig-buirc	"Lonely Mountain"	Erebor
Axvaester	"Axewater"	Címen
Daleweg	"Lonely Mountain Road"	Men-in-Erebor
Dwerroweg	"Dwarf Road"	Men-i-Naugrim
Dwimmerill	"Enchanted River"	Gulduin
Aesdweg	"East Road"	Men Rhúnen
Buircas	"Fells"	Pinnath
Graig Hólas	"Grey Mountains"	Ered Mithrin
Graigweg	"Grey Road"	Men Mithrin
Hólvaester	"Mountain Stream"	Emynen
Séahlinn	"Mere's End Falls"	Lindal
Langséah	"Long Lake"	Annen
Lang Marish	"Long Marshes"	Aelinnan
Mardrill	"Swampy Valley Stream"	Nanaelinhíril
Medeswill	"Golden Stream"	Glórsíril
Meircwidu	"Mirkwood"	Taur-e-Ndaedelos
Scaervaester	"Redwater"	Camen
Rinnelflóth	"River Running"	Celduin
Rinnelweg	"Dorwinion Road"	Men Dorwinion
Vidulidh	"Forest Gate"	Taurannon
Vidu Marish	"Forest Marshes"	Tauraelin
Viduwaed	"Old Forest Road Ford"	Iach Celduin
Viduweg	"Old Forest Road"	Men-i-Naugrim
Viduwel	"Forest River"	Taurduin

Note: The varied Foradanin tongues of Rhovanion often evolve quickly and invariably employ irregular rules. This is particularly true of spellings. "Vidu," for instance, is often spelled "Widu."

4.2 REGIONAL SITES

A two-page regional map of Lake-town and its hinterlands can be found on the color insert. A black & white version of this map appears here. Numbers used to identify particular sites below correspond to the black & white gamemaster's map.

1. Lair of Klyaxar (B.S. "Impetuous Spawn"). Klyaxar, the progeny of Ando-anca, is a young Cold-drake just 700 year old in T.A. 1640.

2. Irerock above Wolf Flat. Home to the bad-tempered Fire-drake Leucaruth (S. "Wrathful Worm").

3. Caves of Úlund (S. "Utterdark"). The lair of the reclusive Cold-drake Agburanar (B.S./Q. "Fell Darkfire").

4. Sorrowdrop. Abode of the ancient Cold-drake Dynca (No./B.S. "Foul Spoor/Silent Jaws").

5. Mount Udûn-anca (S. "Jaws of Udûn"). The lair of the powerful Cold-drake Ando-anca (Q. "Iron Maw"), of the line of Glaurung (Q. "Golden Abomination"), prior to his sacking of the Dwarf colony of Norr-dûm (Kh. "North Mansion") in T.A. 2589.

6. Anvilmount (located five miles west of the map edge). A First Age holy site of the mysterious "Middle Men," this peculiarly shaped peak is home to Smaug from T.A. 2570-2770.

7. Lair of Nimanaur. Nimanaur (S. "Great White Fire") is a ghostly-white Ice-drake.

8. Gold Hill. The lair of Itangast (No. "Guest Eater"), a powerful Fire-drake.

9. Surgax-Ukog (Or "Black Chasm of Ukog"). The lair of over four hundred Asharag (B.S. "First Guard") Goblins, led by Ukog (Or. "Head Hungerer") the Lame.

10. Vargurat (Or. "Stony Ridge"). The lair of approximately two hundred Larzoguhoth (Or. "Tattooed-tribe") Goblins, led by Mogshi (Or. "Most Cruel").

11. Buhr Thurasig (No. "Grey Pass Stronghold"). A mining and trapping community of about a hundred Lake-folk and fifty Gramuz of the small Bearwynas (No. "Boar Friends") clan (another fifty Gramuz live in the surrounding countryside). An annual fair is held in late spring and attracts folk from Dale (e.g., Baric) and Esgaroth (e.g., Gnorn). By T.A. 1700, increasing danger from Goblins and Dragons forces inhabitants to abandon the town and move south.

12. Crundel (No. "Cavity; Limestone Pit"; located 40 miles off the map edge). The lair of Scatha's stripling spawn, Hyarleuca Dredlic (S/No. "South-worm the Dreadful") the Cold-drake.

13. Berafeld (No. "Bear Meadow"; located 52 miles off the map edge). Harfax Beorwyn's muidwe or haiman (No. "Manor"). By T.A. 1670, Beijabar living this far north have removed themselves and joined their kin in the south to avoid increasingly frequent Dragon and Goblin assaults.

14. Aldurlingeard (No. "Home of the Aldurlingas"). The fyrga (No. "Hold; Croft") of the Dale-folk Aldurlingas (No. "Old, Chief People") clan. Little more than a family farm by T.A. 2770, when Smaug destroys it.

15. Saidalbuirh (No. "Mountain Residence"). The fyrga of the Dale-folk Dalethéod (No. "Valley Folk") clan, near the entry into the caves beneath Erebor. Ceded to the Dwarves of Erebor in T.A. 2000, it is destroyed by Smaug in T.A. 2770.

16. Féotlingeard (No. "Home of the Féotlingas"). The fyrga of the Dale-folk Féotlingas (No. "Warrior People") clan. Little more than a family farm by T.A. 2770, when Smaug destroys it.

17. Dale (No. "Valley"). The Dale-folk's only major town, with a population around 170. Also the fyrga of the Dale-folk Krythéod (No/S. "Rune-folk") clan. After Durin's Folk settle Erebor in T.A. 1999, Dale's population grows threefold as the increasingly cosmopolitan Dale-folk begin to abandon clan holds. In T.A. 2770, the settlement is razed by Smaug the Terrible. Survivors flee to Esgaroth. It is not reoccupied until T.A. 2941. See Section 4.3 for a more detailed description.

18. Stahnoholt (No. "Dwelling of the Stahnothéod"). The fyrga of the Dale-folk Stahnothéod (No. "Stone-house Folk") clan. Abandoned in T.A. 2014.

19. Penstow (No. "Hill Refuge"). The Maedwe (No. "Croft, Farm") of the Lake-town refugee Hréowalda. See Section 15.3.1 for a more detailed description.

20. Refugee Maedwen. The homes of other Plague refugees from Esgaroth.

21. Skessaholc (No. "Skessa's Hollow"). Skessa the Troll's cave lair. See Section 15.3.2 for a more detailed description.

22. Nan Morserereg (S. "Vale of Black Blood"). The hold of the ten Maeghirrim (S. "Piercing Lords"), adepts of the Cult of the Long Night.

23. Lar-huz (Lo. "Place of Huz"). The citadel of the Sagath warlord, Huz of Amov. In the winter, the three hundred residents are all warriors or retainers. The population can grow to seven hundred and fifty during the summer months, as nomadic families join the soldiers.

24. Azanulimbar-dûm (Kh. "Red Valley Mansion"). This hold of about five hundred and twenty-five stalwart Dwarves is ruled by Fulla III of Balli's Folk. Northrons call this place "Azan."

25. Barak-shathûr (Kh. "Axe Mountain"). One hundred and seventy-five Dwarves reside here, at the source of the Axewater, under the leadership of Azaghâl, a vassal of Fulla.

26. Casherd (No. "Sedge/Coarse Grass Home"). The chief village (No. "Maedwe-dukas") of the Gramuz Wentlas (No. "Pillagers") clan, and the seat of the Thyn Dunnian (No. "Dark brown haired").

DWARF-HOLDS

While the Naugrim employ Sindarin terminology, they are only periodically prominent in the affairs of northern Rhovanion. Most of the time there is no sizeable Dwarven presence in the region outside of the Iron Hills. The Dwarf colony of Silverplunge at Gondmaeglom (S. "Echoing Stone Peak") is established in the western Grey Mountains by Dwarves from Moria in T.A. 1440, but this hold is abandoned during the Great Plague. Rumors suggest that Silverplunge fell prey to the pestilence, but the truth is simpler: the Dragon Scatha (No. "Malefactor") attacks Silverplunge in T.A. 1635 and slays all its inhabitants.

Erebor, of course, is intermittently occupied. Soon after the abandonment of Moria in T.A. 1981, Dwarf refugees begin to wander into the region. Durin's Folk establish homes in the Grey Mountains at Thundercleft in T.A. 1994 and at Erebor in T.A. 1999. Their presence significantly changes the nature of trade and industry in the region. Other Grey Mountain Dwarven colonies follow within several decades. By the 2500's, however, many delvings have fallen to Dragons. Dale and the Lonely Mountain are sacked by Smaug the Terrible in T.A. 2770, and neither is reoccupied until the worm's death in T.A. 2941.

27. Withybord (No. "Withy-shield"). The chief Maedwe-dukas of the Gramuz Borgingas (No. "Securers") clan, and the seat of the Thyn Gramhart (No. "Fierce, Hostile").

28. Lair of the Séahmatha (No. "Lake Serpent"). See Section 17.3.1 for a more detailed description.

29. Esgaroth (S. "Hiding Mist"). A Lake-man settlement and the most prominent town in the region. It is also called "Lake-town." Built on a platform over the Long Lake, Esgaroth has a population of some seven hundred and seventy inhabitants in the years after the Plague. See Section 11.1 and the color insert for a more detailed layout description.

30. Cotstow (No. "Hamlet"). A small Lake-man village of approximately seventy people. It is known for its baskets and pottery. See Section 4.5 and the color insert for a more detailed description.

31. Celebannon (S. "Silver Gate"). The village of the Raft-elves. Including its immediate vicinity, Celebannon has a population of around a hundred and ten Silvan, Nando, and Sinda Elves.

32. Aradhrynd (S. "Halls of the Elven-king"). The palace of the Elven-king, the Sinda lord Thranduil.

33. Haudh-en-Aiganaur (S. "Mound of the Fell Fire") A deserted Wood-elf festival hill. (The mound is located 15 miles off the map edge.)

34. Ulgarstat (No. "Ulgar's Town"). A small Lake-man farming village of about thirty-five people.





35. Londaroth-by-Lindal (S. “Mist-shadowed Haven by Mere’s End”). Once the prominent home to over two hundred Lake-man, Londaroth suffered greatly in the Plague. It is now no more than a marginal ruin with fifty-five inhabitants. See Section 4.4 and the color insert for a more detailed description.

36. Dyn Odoric (No. “Odoric’s Hill”). A deserted Gramuz Maedwe, now used by Hofding’s bandit troupe of 7 as their base camp. See Sections 22.I.1 and 22.I.2 for a more detailed description.

37. Foldbold (No. “House; Palace”). The cavern Maedwe for a family of four Lesser Giants.

38. Shirklunamat (Or. “Enchanted River Thicket”). The hold of Drurgangra (B.S. “Wolf Jaws”) and his small force of sixty Shirkag (Or. “Thicket-cleavers”) Goblins.

39. Fhahoz-blogrûm (Or. “Great Hole of the Bloody Skull”). The main hold of the Blogrûm-hai (Or. “Orcs of the Bloody Skull”), with a population of around ninety Goblins.” (The site is located 24 miles west of the map edge.)

40. Sarn Goriwing (S. “Abhorrent Spray’s Stone”). The citadel of the evil, reclusive sorcerer Lhachglin (S. “Gleam of the Leaping Flame”). (The spire is located 14 miles off the map edge.)

41. Ilmaryen Keep (S. “Star Home”). Once the frontier keep of a Dúnadan noble, the castle is now occupied by a small force of thirty Blogrum-hai Yrch. (The keep is located 2 miles off the western map edge.)

42. Iach Celduin/Viduwaed (S. “River Running Ford”/No. “Forest Road Ford”). The Viduweg (No. “Old Forest Road”) crosses the River Running here, at a ford that averages 3 feet deep. A bed of limestones has been pressed into the river bottom to make the crossing easier. East of the river, the road is naught but a series of trail markers and a rough cross-country track which the Northrons of the region know as the Dwerroweg (No. “Dwarf Road”; S. “Men-i-Naugrim”). A ruined Lake-folk village, deserted since the Plague, overlooks the ford.

43. Buhr Chep (No. “Market Stronghold”). A Lake-folk village of one hundred and twenty or so inhabitants, many of whom once resided alongside the Iach Celduin. See Section 4.6 and the color insert for a more detailed description.

44. Wangail (No. “Plainshall; Field Corner”). The chief Maedwe-dukas of the Gramuz Frithas (No. “Protectors; Peace Keepers”) clan, and the seat of the prominent Thyn Brogdin (No. “Cunning”).

45. Cleofacot (No. “Den of Thieves”). Dieraglr (No. “Brawny Noble”) of Relmether’s bandit stronghold of nearly one hundred warriors. See Section 22.5.I for a more detailed description.

46. Clanbyrst (No. “Bracken Field”). The chief Maedwe-dukas of the Gramuz Frohargas (No. “Plunderers”) clan, and the seat of the Thyn Grimmlic (No. “Terrible”).

47. Hatherbolt (No. “Heather Home”). The chief

Maedwe-dukas of the Gramuz Hathéod (No. “Heath/Plainsfolk”) clan, and the seat of the Thyn Shilderic (No. “Youthful Lord”).

48. Buhr Marden (No. “Swampy Valley Stronghold”). A Lake-folk town of some two hundred and forty inhabitants located by the headwaters of the Mardrill (No. “Swampy Valley Stream”).

49. Caradsurga (Lo. “Red Surge”). A Dorwinadan village on the Celduin. (The site lies 52 miles off the map edge.)

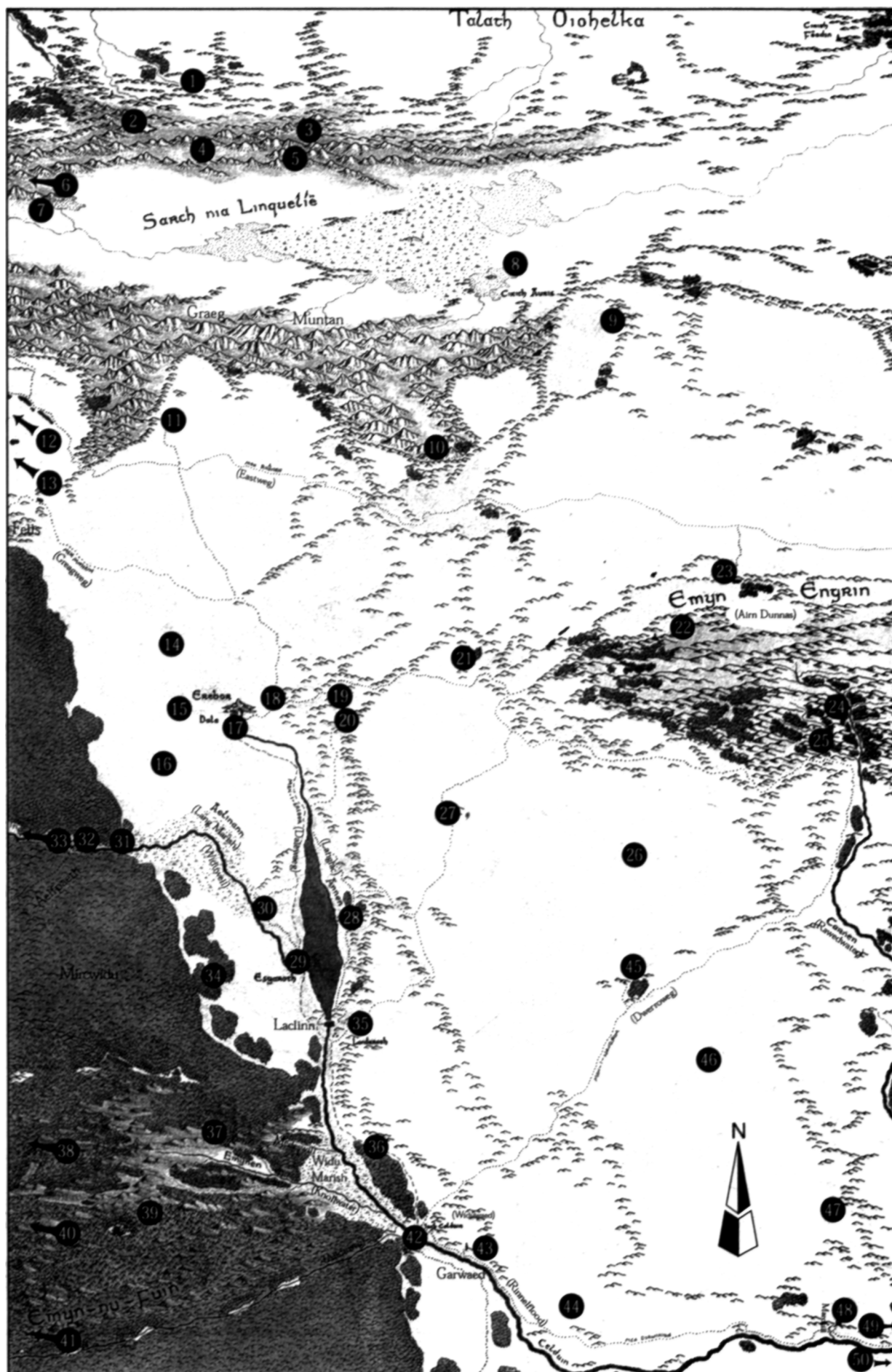
50. Buhr Mahrlling (No. “Horsefolk’s Stronghold”). The main stronghold of the Éothraim Ailgarthas (No. “Friends of the Sacred Stag”) tribe’s Mahrllingas (No. “Horsekeepers”) clan at the confluence of the Running River and the Ardruga (No. “Copper Dragon”) River, presided over by the ancient Thyn Thuidaric (No. “Tribal Lord”). The equally long-lived Huithyn (No. “Prince”) Mahrcaed (No. “Horse Tamer”) of the Ailgras (No. “Sacred Stag [People]”) clan moves here from Buhr Ailgra (No. “Sacred Stag Stronghold”) in the spring of T.A. 1640, after the murder of his brother Mahruics (No. “Horse Lord”), one-time Thyn of the Ailgras clan. The site is located 30 miles off the map edge.)

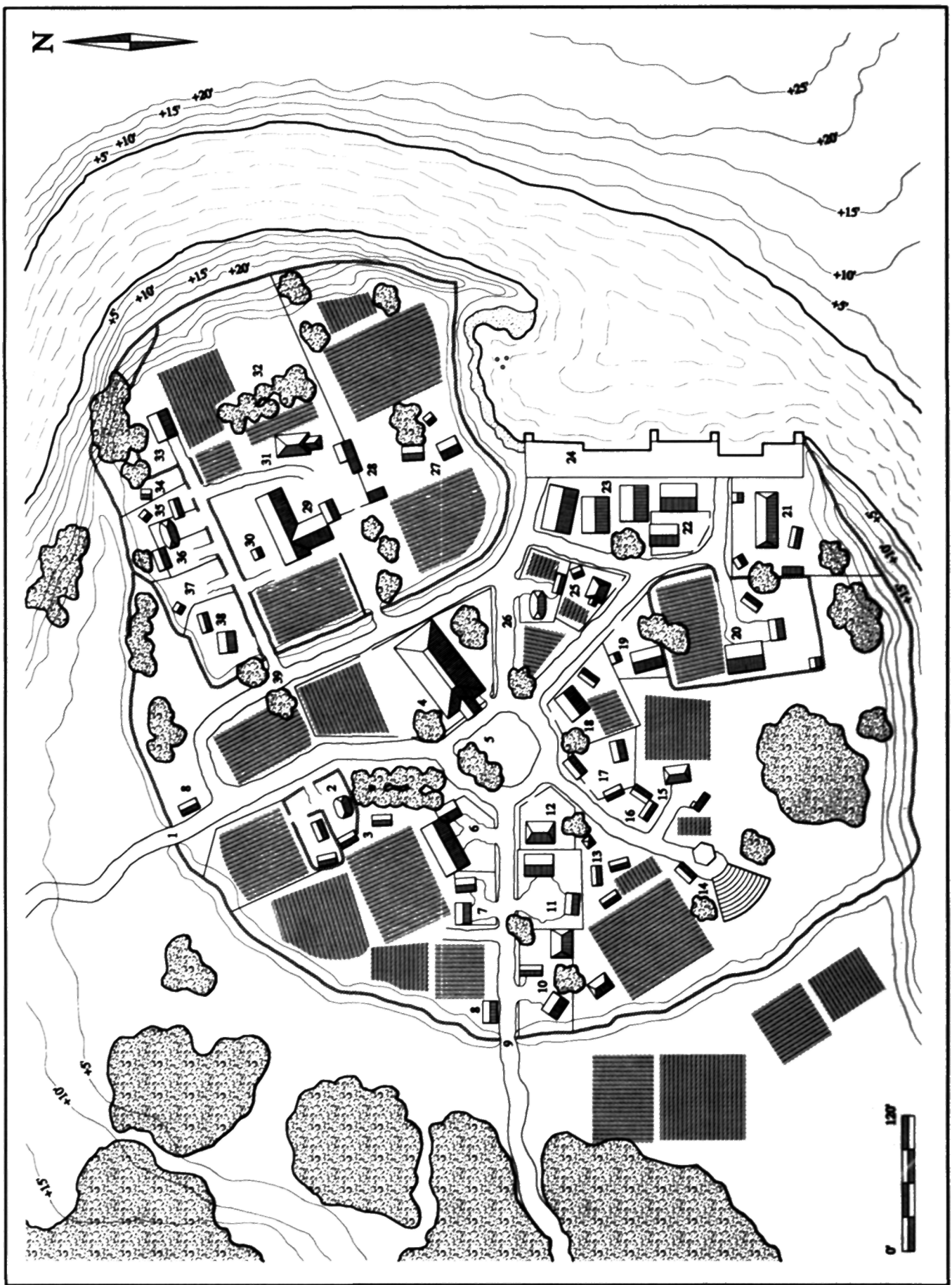
4.3 DALE AND EREBOR

The town of Dale (No. “Valley”) is as much a frontier clan homestead as it is an urban settlement. Perched between two spurs of the Lonely Mountain—Hraifanhól (No. “Raven Hill”) to the west and Stanhól (No. “Quarry Hill”) to the east—Dale stands on the western bank of a bend in the swift River Running. It lies just below the point where the waterway spills from a crack in the southern face of Erebor. The river quickly widens, for it is fed by a large number of subterranean brooks and carries a great volume of mountain runoff. Other streams join the flow above the town and, as a consequence, the river is remarkably wide by the time it reaches Dale’s small, stone-lined harbor. The settlement’s riverside wharf, Haithastraetan (No. “Harbor Street”), provides landing for trading vessels from Esgaroth.

Most buildings are made of stone and either thatched or, like the administrative Kraethingashud, equipped with slate shingles. One- or two-storied structures with roomy lofts and steep roofs and at least one chimney are the norm. Windows are few and generally shuttered and set with translucent disc-shaped panes of glass, which let in only diffuse light. As a result, they are thrown open with the first hint of pleasant weather. Doors typically have both a drop-latch mechanism and a night-time drawbar.

Dale’s craftsmen live in the back rooms or on the second floor of their workshops. Like other townsfolk, they keep a small vegetable/herb garden in their yard. Most own several animals, which they house in a steall (No. “Stable”) behind their dwelling. The majority of homesites also include corralled family enclosures with either a withy fence or a stouter palisade wall. In fact, a number farm small fields within the town rampart.







The entire Dale community numbers less than two hundred. It is presided over by the Krythéod Thyn, Éoder and—some spiteful rumors say—his shrewish wife, Sulwyn. Part of the town serves as the fyrga (No. “Hold”) of the noble Krythéod clan. Their Adan ancestors inhabited a settlement on the same site for millennia before the Northmen arrived, long prior to the formal establishment of the Third Age town.

After the arrival of the Dwarves of Durin (T.A. 1999), the urbanization of Dale accelerates. Fyrgas for the other four Dale-folk clans and many lesser family farms are depopulated or deserted as more people take up artisan trades and relocate to Dale. The town’s population swells steadily. The monthly market, held a week after Lake-town’s, possesses significant regional importance.

After Smaug the Golden arrives and takes up residence in the Lonely Mountain, Dale and Erebor are abandoned. The Dale-folk flee south to Esgaroth. Their exile lasts for 171 years (T.A. 2770-2941). Then, the leveled town is rebuilt and reinhabited by Bard and his followers after the warrior slays Smaug. His people later come to be known as “Bardings.”

I. Norlidh. A stout double gate provides access to Dale through an interruption in the town’s fortifications, a five foot high mound topped by a heavy 12’ palisade wall with a narrow defensive platform 7’ up on its inside perimeter. The lesser used of the two town gates, the Norlidh is usually manned by a single town-guard member during the day. It is closed shortly after dusk.

2. Glaes-wyrhtan Gard (No. “Glassmakers Yard”). Gelmir and Marach of the Aldurlingas clan live and ply their craft here, along with Marach’s Lake-woman wife, his son (an apprentice), Gelmir’s daughter, and two clansfolk assistants. The place is ringed by a high palisade fence of tree trunks 10’ high. When Jirfelian or other important Aldurlingas clan members are in town, they stay here.

3. Ortgeardhud (No. “Orchard Hall”). Home to an Aldurlingas farmer and his son, who manage the apple, crabapple, and cherry orchards alongside Wicstraetan (No. “Market Street”).

4. Kraethingashud. The meeting hall and cultural center for the Dale-folk. Feasts are held in the main hall on halidegas (No. “Holidays”), and Minuial records important matters in the Daleboc (see 20.I), which is kept in a special room. Éoder hears torts here, and closed sessions of the Kraething are conducted in the main hall at the dark of the moon. A single town-guard (whose duty is rotated with the others) sleeps in the southwestern porch and keeps watch over the building at night.

5. Wic (No. “Market Green”). Booths are set up here during the warm months at the third quarter of the moon, for the monthly markets. The Faird frequently uses the place for training; their sparring matches invariably attract crowds of young spectators. By formal law, this area has been declared the center of the neutral (clan-wise) town of Dale outside of the Krythéod fyrga enclosure.

6. Slapor Éoten Tafen (No. “Sleeping Giant Inn”). The sole inn and public house in the town, run by a Féotlingas woman, her Gramuz husband, and their two children. Most business comes from outsiders, for Dale-folk typically stay with clan kinsfolk when visiting the settlement. Forwen and other important Féotlingas members stay here free of charge when in town. Cheap lodgings in a common area over the stable adjoining the main building are available for poorer folk.

7. Wain-wyrhtanhud (No. “Wainwrights’ Shop”). Because of the nature of the business, this Krythéod craftswoman, her daughter, her brother’s Estaravë son-in-law (an assistant), his wife, and that couple’s infant son all live and work here. The proprietor’s husband is a town-guard member who usually stays at the main clan hall (#29).

8. Weardhud (No. “Guardhall”; two of them). The western building houses two drihten members responsible for maintaining the watch upon the nearby gate and for collecting tolls from merchants. The northern structure houses the Norlidh (#1) guard and the guard stationed at the Fyrgalidh (#39).

9. Wainlidh (No. “Wagon Gate”; aka “Main Gate”). Monitored by two town-guard members, this is the more travelled of the two roads entering Dale.

10. Stainhud (No. “Stonemasons’ Hall”). Also known as Pepinsael, or “Pepin’s Place,” this workshop is run by the well-known personality, Pepin. He maintains close contact with the Stahnothéod quarry east of town. A large number of clan members make their home here, including Pepin’s Stahnothéod wife, his mother, two surviving sons (both assistants), a daughter-in-law, an infant granddaughter, and eight other assistants and apprentices (including one Lake-man and one Gramuz), as well as two friendly ravens. Valcrigge and other important Stahnothéod members stay here when in town.

11. Stainhud. Another mason’s yard, run by Pepin’s brother, who married into the Féotlingas clan. The couple’s only surviving daughter and two apprentices also reside here.

12. Grocer/Feed Shop. Run by two widowed Aldurlingas sisters, their aged mother, and four adolescent children.

13. Vebbahudan (No. “Weaver Halls”). Thirteen people, members of all five Dale-man clans, live in four halls here and concern themselves with all aspects of clothmaking: from harvesting flax for linen, to raising sheep, to spinning, dying and weaving cloth, and tailoring garments. A large number of sheep can invariably be found grazing in the yard, and any unrecognizable visitor will launch them into a chorus of “baahs.” Their number includes one especially belligerent ram named Dwerrowhámer (No. “Dwarfthumper”) with a peculiar dislike for Dwarves.

14. Plegûd (No. “Amphitheater”). A link to the Adan past of the Dale-folk, this wooden structure serves as theater, outdoor court, and Kraething meeting place during fair weather. Because of its semi-official status, the drihten would not take kindly to wandering scops appropriating the place for impromptu performances.



15. Airenskápargæard (No. “Farrier’s Yard”). A widower born into the Féotlingas clan, but married into the Krythéod, lives here with his sister and apprentice. After the death of his spouse from the Plague, he felt uncomfortable remaining in the Krythéod fyrga, and removed himself to Dale’s neutral area. He still maintains close ties with many Krythéod folk, including his only living son, who serves in the town-guard.

16. Beawynsael (No. “Beawyn’s Hall”). Beawyn, the aged, widowed Féotlingas seer, resides here with her two children. A couple of friendly thrushes nest beneath the eaves of her stable. She is also close friends with her neighbor (at #15).

17. Wudu-wyrhtan un Skáparasgæard (No. “Carpenter’s and Smith’s Yard”). A Féotlingas carpenter, his sister, her Dalethéod weaponsmith husband, and their two children (one apprenticed to each profession) reside here. The weaponsmith is quite skilled, having worked as a journeyman for an Estaravë master in his youth before settling down in Dale. He is also capable of working jewelry (especially gold).

18. Gristahud (No. “Bakery”). Brocking the Stahnothéod baker and Stanchela, his Féotlingas wife, live here with their coddled infant son. (Three older children died soon after the outbreak of the Plague.) Each morning, twiddel-bannocks may be purchased here (see Sections 19.5.2 and 20.3).

19. Sealterhud (No. “Salt Merchant’s Hall”). A woman of the Stahnothéod clan runs this business with her sister, her Dalethéod husband, her daughter, and her brother’s son. An extremely wealthy woman, she acts more as a clan envoy than an independent trader, and consequently funnels much of her profits back to the Stahnothéod clan hold near the salt mines. Her supplies usually arrive by ship from upriver.

20. Dalethéod Maedwe (No. “Dale-folk Farm”). Home to ten members of the Dalethéod clan, the wealthy folk of this homestead concern themselves with shipping materials to and from Esgaroth on behalf of the clan. (They own two cnearra.) The Dalethéod remain, generally, the most exclusive and xenophobic of the Dale-folk’s clans (although there are many exceptions), and the 9’ timber palisade that surrounds this yard reflects this attitude. Because of the close proximity of Saidalbuirh, the Dalethéod fyrga, few clan members reside elsewhere in Dale. Rognachar, when he is not the guest of his son-in-law the Thyn, stays here while in Dale. The clan often uses green-wing crows residing in a special aviary to relay written messages to Saidalbuirh.

21. Boederasgæard (No. “Shipwrights’ Yard”). Run jointly by a Stahnothéod man, his Krythéod wife, and her brother. One assistant and one apprentice also live here.

22. Bylt-byltageard (No. “Caskmaker’s Yard”). Operated by the Lake-man cooper Guntram with the help of two apprentices, a Lake-man and an Aldurlingas clanswoman.

23. Waerhuilan (No. “Warehouses”)/Granaries (four of them). Used by merchants from all the clans and

monitored by two drihten members who maintain an office in one of the buildings and collect tolls on incoming merchandise. The pair also sleep here—rotating duties on a regular basis with their comrades at the main Krythéod clan hall (#29). A marsh mastiff helps them patrol the area. The southernmost warehouse is primarily used to store grains (its neighbor, Guntram, is a regular corn-plainer about the vermin it attracts), while the northernmost warehouse is used almost exclusively by the Stahnothéod for storing stone and salt.

24. Haithastraetan. A long, broad wooden dock with multiple mooring rings and several flights of steps leading down to the water serves as the riverfront for merchant ships.

25. Húdh-wyrhtan (No. “Cobbler/Leatherworker”). Run by a widowed Aldurlingas man and his Dalethéod son. An elderly Lake-man cousin from Buhr Thurasig also operates a tannery here. He will purchase pelts from trappers.

26. Skáparasgæard. A highly-skilled Féotlingas weaponsmith. She signs her well-known work with a runic abbreviation of “Fruiamanskápar” (No. “Woman-smith”), for weapon making is an unusual occupation for a woman. Skáparasgæard runs this shop with her husband, a Dalethéod armorer, and his skilled assistant and brother-in-law, Baric. The couple’s son is apprenticed to his mother.

27. Éowealdhud (No. “Horse Trainer’s Hall”). The home of the main Krythéod Horse trainer, his Éothraim wife, and their three children (including one Easterling foundling).

28. Steall (No. “Stable”). The main horse stable for the Krythéod fyrga.

29. Krythéodhud (No. “Krythéod Clan-hall”). Presided over by the Thyn Éomer and his Dalethéod wife Sulwyn. This tall two-story hall is also home to the five town-guard members not stationed elsewhere in Dale. It also houses two clan lawgivers/scops, some twenty-one other relatives and servants, and Éomer’s two ferocious but well-trained marsh mastiffs. Glassless windows above the lintels of the doors allow free passage in and out for a noble family of thrushes, which lives in the rafters of the main chamber. Several swallows have also taken up residence. All important clan events take place here.

30. Dovecot. A large number of well-fed blue pigeons (for relaying written messages) are kept here.

31. Cuirlhud (No. “Knights’ Hall”), Éomer’s brother and sister-son—both accomplished warriors and farmers—live here with their immediate families and servants. The hall houses a total of fifteen people, although the two Húdcuirlas (No. “House-guards”) often sleep at the Krythéodhud (#29), where they would be better able to aid their Thyn in an emergency. When any of the three other Krythéod cuirlas leaves their outlying homesteads to attend to their lord in Dale for an extended period, their families sometimes accompany them and stay here.

32. Ortgæard. The private orchard of the Krythéod clan, this grove of apple, cherry, and wild persimmon trees is a popular place for clan children to play.

33. Granary. Food stores for the clan, which hosts many feasts during a typical (and not too severe) winter.

34. Laiskáparhud. Home to the local potter, her Lake-folk husband, and young daughter.

35. Wyrtdwimmanshud (No. “Healer’s Hall”). Home to an herbalist/midwife, her Gramuz husband (a carpenter), and two children.

36. Stanhud. Home and workshop to a Krythéod mason who trained with Pepin. After the loss of his first Stahnothéod wife in the Plague, he remarried a fellow clan member. They have three young children (one by the previous marriage).

37. Wyrtdwimmanshud (No. “Seer’s Hall”). Home to Éomer’s aunt—an aging Storakyn adept—and her two apprentices. The mage chose to remove herself here from the more quotidian activities at the main hall (#29).

38. Maelashud (No. “Coiner’s Hall”). Home and workplace for the famous Krythéod master jewelsmith, Hilderinc Puttablanc. He resides here with his Estaravë wife, his son (an apprentice), his brother Léovric the town Maela, Léovric’s wife, Léovric’s apprentice, and his toddler daughter.

39. Fyrgalidh (No. “Clan-hold Gate”). The first of two entryways into the Krythéod fyrga. This wooden gate, pierces the 5' mound and 12' palisade wall that surrounds the clan manor. It is normally manned by a single drihten member, but that warrior is in full view of the lone guard stationed at the Norlidh (#1) (both sleep at the northern Weardhud at #8.). In contrast to the lesser fyrga gate, this one is normally open during the day, but is closed shortly after dark.

4.4 LONDAROTH-BY-LINDAL

Londaroth-by-Lindal (S. “Shadowed Mist Haven by Mere’s End”) was once the the most important regional trading town in the Nan Celduin. It was the seat of Lake-man power in Rhovanion. Lying just across the pool formed at the foot of the spectacular 80' Lindal Falls (No. “Séahlinn”)—along a portage route around the waterfall—the town eventually slipped into decline because of its poor defensibility. The population numbered some two hundred souls in the years before the Great Plague. Particularly hard hit by the pestilence, scarcely a quarter of that number still reside in the town.

At one time, Londaroth’s architecture reflected a mixture of Adan-style limestone buildings and (more typical) wooden Northman structures. The fusion bore witness to the town’s important trade role. The Citadel of the Maestas remains the most impressive example of this Dúnadan-influenced building style, despite its somewhat ruinous state. But no mason has resided in Londaroth for almost half a century, and the quarry several miles downriver, where stone was once mined, lay unused for decades before that. Harsh weather and age exacted quite a toll from the stout masonry structures. Their decay accelerated during the panic and strife accompanying the outbreak of the Great Plague, when the interiors and roofs

of many homes were burned. Virtually the entire community was abandoned for a time, and brigands looted and occupied the settlement for short periods during this desertion. Much of what these bandits could not steal, they razed or pulled down.

The majority of the fifty-five or so Lake-man residents of Londaroth dwell in make-shift versions of stone buildings reconstructed with “spolia”—masonry scavenged from other existing structures, or in sunken-floor, wattle-and-daub huts built atop and within the ruins of previous edifices (see Section 12.7.2 for a more detailed description and layout). Few structures rise above a single story, and glass windows are virtually unheard of. Stout, drop-latch doors with drawbars and heavy window shutters are present everywhere, for a feeling of depressive suspicion has infiltrated the place. Most folk keep small vegetable gardens within the dilapidated enclosure. Many own several animals.

The settlement is perpetually bathed in the Lindal’s spray. This magnificent waterfall is especially breathtaking to behold just before dusk. Then, the sun’s rays create multiple rainbows amidst the cascade’s spray. Most evenings, a fog creeps across the river and shrouds low-lying areas by the Mylenrill (No. “Mill Brook”) until the middle of the next morning. Viloric, the self-styled head of the community (see Section 14.0 and 19.1), runs the place with his team of thugs. They employ intimidation and extortion.

The miller’s younger sister, the hateful Woedwyn, is the lone remaining novice from the awful Cult of the Long Night. This secret society—which embraces evil sorcery—once operated openly in the town. They recruited initiates like Woedwyn, as well as more prominent members like Froedhir of Dol Guldur. (Froedhir—like Broehir, a Maeghirrim of the Cult of the Long Night—has moved on to work more malignant treachery against the Free Peoples of Middle-earth.)

1. Portage Trail. This well-worn wain trail is used by shippers who dock at Londaroth to portage their goods around the Lindal Falls to the shores of the Long Lake (and eventually to Esgaroth). Several miles outside of town, a branch of the track forks to the northeast through Gramuz territory. A similar portage trail circumvents the falls on the opposing western side of the River Running.

2. Dorwinion Road. Follows the eastern edge of the River Running south and east.

3. Mylenasméah (No. “Mill Pond”). A man-made body of water. The southern bank is lined with horizontally stacked timbers. Green-head ducks, crakes, coots, and geese abound.

4. Mylen (No. “Mill”). A traditional timber Northron two-story mill with a horizontal waterwheel within a shallow trough of wood. Water enters the trough through either of two chutes: one operates the mill; the other bypasses the waterwheel. A granary nearby is used to store grain which has been ground but not yet returned to its owner.





5. Mylen (No. "Mill"). The second of the mylenweard (No. "Miller") Viloric's two grist mills, this structure was originally of the same design as its counterpart (#4). It was rebuilt in T.A. 1629 after the old building burned down. The new edifice is built of stone. (Masons from Dale were hired for the job.) It employs a vertical over-shot waterwheel to turn its millstones, which were also imported from Dale.

6. Aldbuhr (No. "Old Town"). Scattered rubble and well-worn foundation remnants date to the time of Londaroth's heyday, prior to circa T.A. 1450, when the town's population was much larger. Over the centuries, most of the masonry has been robbed and reused in newer structures. Little remains here. At the beginning of the Plague, the area was used for mass burials. Later, huge pyres were built to consume the diseased dead. During sunlight hours, the area is a favorite grazing place for local shepherds. It is avoided after dark because of the ghosts who are said to walk here.

7. Aldbuhr Ramparts (three mounds). At one time, Londaroth was enclosed by a steep 10' high earthen dike, but several grass-covered mounds are all that remains of the former defenses.

8. Weardhuil. Once this hall housed the town-guard manning the only land route into the settlement, but the structure, although still relatively intact, is now abandoned. Local shepherds sometimes camp in it. In T.A. 1640, the remainder of the rather decrepit town defenses consists only of a low 7' earthen mound surmounted by a 6' timber pallisade which has been breached in several places.

9. Ford. A shallow ford averaging 2-3' deep crosses the Mylenrill here. The crossing is metallated with limestone cobbles to facilitate wain movement.

10. Wain-wyrta Geard (No. "Wainwright's Yard"). Once the home of a prominent merchant, this hall has been appropriated by a married couple of wainwrights, an apprentice daughter, and another Gramuz foundling apprentice. They do a brisk business despite the state of Londaroth's economy, because of the continuing need for portage wains. The family owns twelve wagons which it rents out, but profits are slim because Viloric extorts a percentage of the gains from such leases.

11. Spókhuil (No. "Ghost Hall"). A deserted enclosure rumored to be haunted.

12. Ruins (5). Several abandoned structures in various states of decay are scattered throughout the town. One alongside the old Boderas Geard (#31) has been reinhabited by a family of three fisherfolk and dock laborers who have constructed a wattle-and-daub cottage within the older edifice.

13. Farmer's Hall. A wattle-and-daub cottage built alongside the previous home of the three tenants.

14. Citadel of the Master. Built atop a 4' high earthen mound, the Citadel is less dilapidated than most buildings, and now the residence of Miller Viloric, his sister Woodwyn,

their wealli servants, and smuggler thugs. Falling slate shingles pose a danger to bystanders on windy days (treat as one to three +30 Small Bash attacks). See Section 12.7.I for a more detailed description and layout.

15. Húdh-wirtashuil (No. "Cobbler's Hall"). A stone structure in relatively good condition which houses the town cobbler, his wife, child, and an apprentice.

16. River Rats' House. A wattle-and-daub cottage that serves as the home for two River Rats who ply the trade along the River Running (and are rarely home) and their wives (one is an accomplished weaver and pregnant).

17. Weallihuil (No. "Bondservant's Hall"). An elderly widow lives here with her two sons, who both work as laborers on the docks.

18. Ortgeard (No. "Orchard"). Apple, crabapple, and cherry trees desperately in need of pruning still provide seasonal treats.

19. Dúiaian Tafen (No. "Misty View Inn"). Rather dilapidated, but still fully functional, this inn is run by a couple, their young son, and two wealli servants. Most of the low-maintenance sleeping closets are in large common rooms, for the inn's most frequent customers are the River Rats who man the cnearra trading ships on the River Running. Several nicer chambers do exist on the north side of the building, however—they provide a beautiful view of the Lindal Falls across the river. The tavern here, the only one in Londaroth, is rather rowdy.

20. River Rat House. What was once the stable for a ruined hall now houses a River Rat (who is seldom home) and his spouse, who sometimes hires herself out as a portage wain driver to earn extra money. Several feral hounds live amongst the foundations of the main building and are liable to attack anyone besides the (scrap-providing) couple who live here.

21. Airn-smithas Geard (No. "Farrier's Yard"). A master smith, his new wife, and his nephew apprentice reside here in a stone home.

22. Wyrtahuil (No. "Herbalist's Hall"). A wattle-and-daub cottage houses an aging widow. She is a skilled herbalist and midwife and will sell herbs to needy travellers.

23. Hudan-bytlas Geard (No. "Carpenter's Hall"). A traditional wooden plank-built hall unlike any other structure in town provides accommodations for a widowed carpenter, his woodworking brother, and one wealli apprentice. Nowadays, the carpenter makes wains, and his brother thatches roofs.

24. Viscerashuil (No. "Fisherfolk Hall"). Inhabited by an extended family of four.

25. Viscerashuil. Home to two Fisherfolk and two River Rats (who are generally out plying trade upon the River Running and rarely home).

26. Wain-wyrta Geard. Once the home of a wealthy merchant, this yard is now used to stable horses and store leasable wains. Two Gramuz women operate the establishment with the assistance of three guard hounds (two husbands, a son, and an uncle are River Rats and rarely





present). They own nine wains and have not yet succumbed to the threats of Viloric's thugs (although one woman has a broken arm as a consequence).

27. Weallihuil. A dockworker lives here with two hounds and one young daughter.

28. Tun-bytlas Geard (No. "Cooper's Yard"). A single widowed cooper resides here. His two nephews work as River Rats and are rarely home during the shipping season.

29. Waerhuilan (3). Only the easternmost remains intact. Shippers using it to store goods generally hire a trustworthy local as a guard.

30. Riverfront. Still in relatively good repair, this long wooden wharf has numerous inlets for ships to dock and several ladders and flights of stairs down to the surface of the river. Parbuckle contraptions are built into the floor to allow the easy loading and unloading of boats.

31. Boderas Geard (No. "Shipwrights' Yard"). Two shipbuilders live and work here. Two other River Rat family members are generally away during the warmer months.

32. Viscerashuil. One Fisherwoman, her dockworker spouse, his River Rat brother, and another River Rat son reside here. Both of the latter two are generally away manning craft upon the River Running.

33. Ferendhuwaerfan (No. "Ferry Wharf"). The landing for the ferry which carries folk back and forth across the river for 1 copper piece per person. Because the ferend (No. "Ferryman"; who lives in the small cottage alongside the dock with an itinerant River Rat son) could not afford to repair his two boats after the Plague, the place is now owned by the Dúiaian Tafen.

4.5 COTSTOW

Cotstow is a small village of some seventy Lake-folk built on the side of a hill overlooking the southernmost reaches of the Long Marshes (No. "Lang Marish"; S. "Aelinnan"). It stands near the Forest River (No. "Viduwell"; S. "Taurduin"), just six leagues from Esgaroth. The journey to Lake-town is a three-hour trip down the Forest River. The trip back takes six to seven hours. Because of its proximity to Esgaroth, most people obtain fine wares there. Thus, the community lacks many of the luxuries of the platform-town.

While most folk here are self-sufficient, part-time farmers, life in Cotstow revolves around two craft industries: pottery manufacturing and basketmaking. The nearby wetlands provide the clay and reeds necessary for these trades; and, unlike the wooden platform of Lake-town, the site is a safe place for the ground kilns needed to fire ceramics. Cotstow accounts for virtually all of the "local" pottery flowing through Esgaroth.

Aside from trade, contact between the neighboring towns is strong. The men of Cotstow are permitted to vote as part of Esgaroth's Atanathrain, but must also serve in the larger settlement's Faird. Of course, many Cotstow dwellers move to Lake-town anyway, for their home town offers few opportunities for adventure or pecuniary advancement.

Cotstow sees few visitors aside from peddlers and travellers upon the Forest River. Raft-elves en route to Esgaroth stop here only to barter lumber (to fuel the potters' kilns) and stream-tin. The Elves purchase the latter from the Estaravë and Nenedain of the Nan Anduin, who gather minerals from the beds of waterways in the upper Anduin valley. Villagers exchange pots and baskets for the tin, which they use to make ceramic glaze).

The buildings of the village are typical Lake-man structures: languzan or lainghudan (No. "Longhouses") built either of grooved vertical planks fitted together and set in long wall-trenches or cruder wattle and daub plastered over a branch frame. One- or two-storied structures with roomy lofts are the norm, and the main floor of most buildings is sunk about three feet into the ground. Roofs are steep, usually hipped at their gabled ends, and made of thatched grasses. They are pierced at the summit with a louvered hole to allow smoke from interior firepits to escape. Windows are few, generally shuttered, and often without glass. Doors typically have both a drop-latch mechanism and a night-time drawbar. Many people keep several animals and maintain small vegetable gardens within the enclosure.

Every family in Cotstow owns at least one small boat. Because of the limited space at the dock, most are moored to stout timber piles sunk into the marshlands nearby.

1. Riverfront. A single large wooden dock (No. "céah") on the Forest River provides a landing for Raft-elves and Northron traders. Several flights of stairs descend the 7' or so down to the water. During particularly severe spring floods, the dock may become entirely submerged under several feet of water.

2. Flógardh (No. "Dike"). A broad earthen causeway, raised about 12' over the surrounding marshes, provides convenient access to the Forest River. A corduroy log road, Marish Clós (No. "Marsh Lane"), has been set in the top of the dike to prevent wains from becoming mired.

3. Laiskápargæard (No. "Pottery Yard"). A large area surrounded by a 6' plank fence serves as the workshop area for the potter edfreahar, which employs nineteen of Cotstow's inhabitants. Headed by Fennric (see Sections 14.0 and 19.1), this atelier produces more ceramic than any other workshop in northern Wilderland. Its products, both the cruder earthenware crockery thrown on a slow wheel, and the finer fast wheel-thrown, reduction-fired wares coated with iridescent green tin or lead glazes, can be found as far afield as the Sea of Rhûn and the Anduin vales.

4. Fields. Several small plots are farmed here. Because of their hillside location, they are laboriously ploughed by hand with a step-plough (like the vegetable gardens inside the village enclosure). Larger fields on flatter land, turned by an auroch-pulled coulter-plough, can be found several miles to the east, along Séah Straetan (#5).





5. Road. Sometimes called Séah Straetan (No. “Lake Street”), this is nothing more than a dirt track composed of two wainwheel ruts. On the eastern side of the hill, the way forks into a northeast branch heading towards Dale and a southeast branch heading to Esgaroth.

6. Lidhas (2). Two wooden gates, closed each day shortly after sunset, are the only entrances through the 8' high log palisade surrounding the settlement. A low earthen ramp around the interior of the wall allows defenders to look out over the top of the palisade.

7. Taynel-wirtashuil (No. “Basketmaker’s Hall”). Flana, one of the village leaders and the Kryn of the Taynel-wirtas edfrehar, lives here with her husband, two daughters, mother, aunt, two orphaned adolescent boys (whose parents died in the Plague), an assistant, and two apprentices. She operates a workshop here which makes not only baskets, but waterproof floor mats and wicker seats. Six of Flana’s cohabitants perform tasks related to the business, and a number of other community inhabitants make baskets in their own homes which the Kryn then sells for them.

8. Húdh-wirtahuil (No. “Cobbler’s Hall”). The village cobbler, a Dale-man of the Féotlingas clan, operates a workshop here. His wife (a Taynel-wirtas member) also resides here, as does her brother and his wife, her sister, and that woman’s spouse (both Laiskápar members), three children, and an apprentice.

9. General Store. Run by a widow and her youngest son. Her other two children are members of the Laiskápar edfrehar.

10. Trapper’s Hall. Inhabited by a Woodman trapper (who is often away), his spouse, mother (a Taynel-wirtas member), and an infant child.

11. Well. For the use of the entire community, this 50' deep pit is lined with wood staves. Often community members gather here to gossip, particularly in the early evening, when a beer keg and several benches stored at the General Store (#9) are brought out.

12. Fennric’s Huil. Home to the Kryn of the Laiskápar edfrehar and his large extended family of fifteen people (including one Taynel-wirtas member and seven others who work at the Laiskáparhuil).

13. Airn-skáparashuil (No. “Farrier/Blacksmith’s Hall”). A man and his apprentice son operate the business when they are not farming. The master smith’s mother (a Taynel-wirtas member), wife, and two Laiskápar member brothers also reside here.

14. Folcsteall (No. “Town Stable”). An old-style Northron building and an animal paddock shared by the community.

15. Shepherds’ Halls. Thus dubbed because of the flock of sheep and goats herded by one member of this family. Also here: four hounds, the shepherd’s two older siblings (both Laiskápar members), and their spouses. All seven young children of the two couples perished in the Plague, and the door of the main cottage remains painted white (a symbol of Northron mourning).

16. Hue’s Cottage. A thatched wattle-and-daub structure housing only the orphan Huc (see Section 14.0 and 19.1), his marsh mastiff, three ducks, one piglet, two chickens, and a tame heron—which is flightless due to an injury (Huc found it in the marsh and nursed it back to health).

4.6 BUHR CHEP

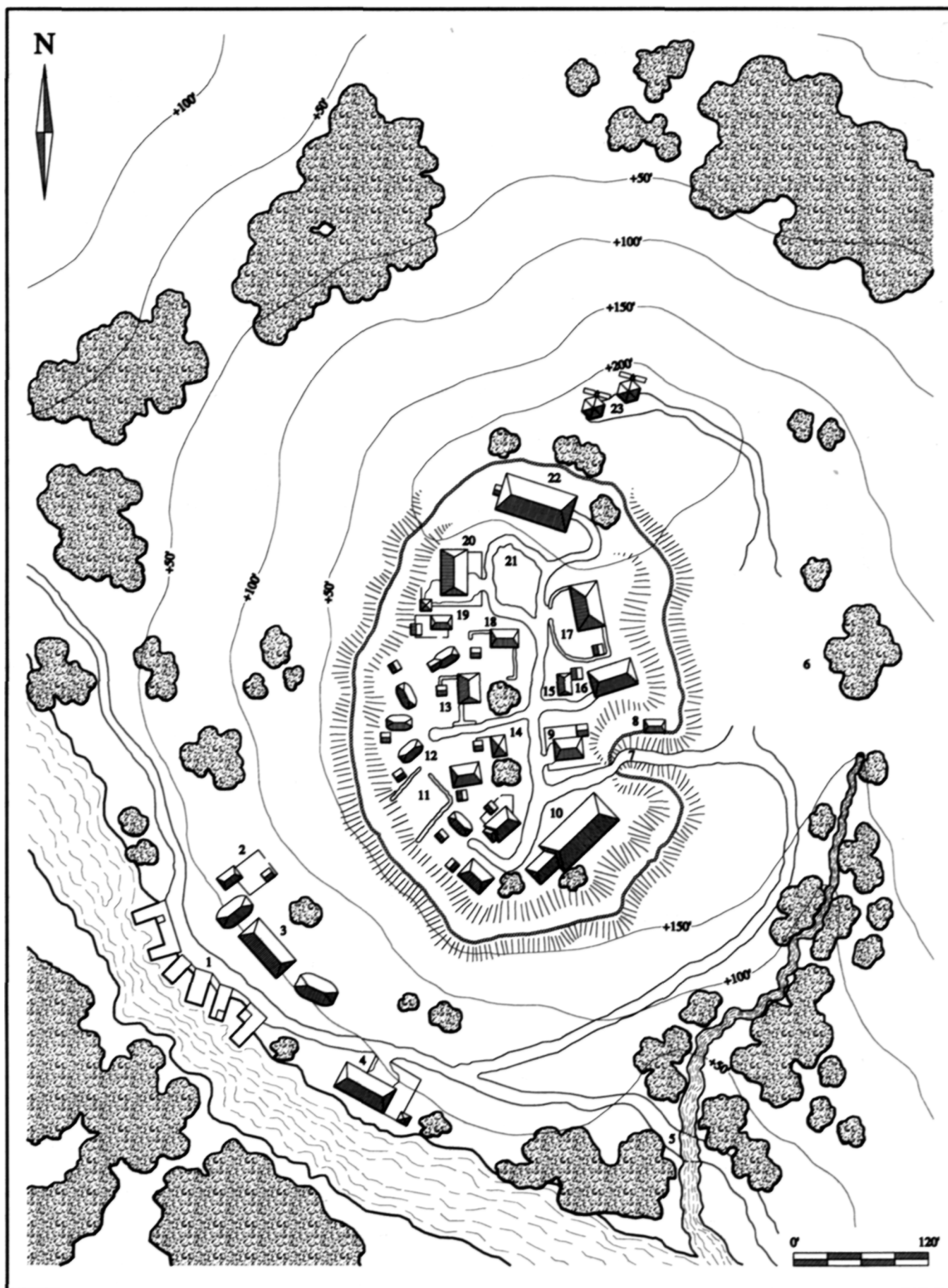
The small Lake-man town of Buhr Chop (No. “Market Stronghold”) serves as home to some one hundred and twenty people. It stands atop a glacial ridge overlooking the valley of the River Running (No. “Rinnelflóth”; S. “Celduin”), along a broad stretch of that waterway. The settlement is about seventy-five miles downriver of Londaroth-by-Lindal (No. “Shadowed Mist Haven by Mere’s End”), but just fourteen miles southeast of the Old Forest Road Ford (No. “Viduwaed”; S. “Iach Celduin”) and its nearby deserted post-Plague settlement ruins.

Another lesser-used ford, the Garwaed (No. “Spear[-height] Ford”), is situated just five miles downriver from Buhr Chop. It provides a crossing at an even wider part of the estuary. Only good swimmers attempt the crossing there, however, for the height of the ford averages five to six feet in depth.

Because of its location along the well-travelled River Running, a large proportion of Buhr Chop’s inhabitants ply crafts other than farming and fishing. Nevertheless, the crops and animals of regional Frithas (No. “Protectors”) and the daily catch of the town’s Visceras (No. “Fisherfolk”) still provide the main attractions at the settlement’s monthly markets. Other items available at market time—such as cloth, candles, metalwork, salt, baskets, pottery, fruit, and Elven wine—arrive on ships from Esgaroth. Olive oil, wine, dyes, shellfish, and assorted luxury goods flow upriver from Dorwinion. The Éothraim of the Anthars (No. “Kinsfolk”) tribe, who frequent pastures southwest of the river, also swim the Garwaed. They come with their horse herds each month to trade in Buhr Chop.

The buildings of the town are typical Lake-folk structures: languzan or lainghudan like those described above (Section 4.5). Craftsfolk live in the back rooms or on the second floor of their workshops. Most people keep both a small vegetable/herb garden in their yard and several animals in a steall (No. “Stable”) behind their dwelling. Some have bounded their family enclosures with either a withy fence or a hedge. Overall, the townsfolk are a tightly-knit group, for most are (at least distantly) related.

Buhr Chop is located upon the southernmost ridge among a series of shale, sandstone, and limestone fells. These ridges overlie the predominantly limestone steppes south of the Running River and form the northern edge of the river valley. The landscape is consequently fairly rugged north and east of the settlement. Here, the meadowlands alive with grasses, shrubs, and small copses of trees are interspersed with more dense forests of predominant hardwoods (oak, elm, hickory, and ash).





1. Riverfront. Six docks (No. “Céahas”) fronting onto the River Running provide a landing for merchant cnearra (No. “River Boats”) and Visceras thirruca (No. “Small Ships”).

2. Tun-bytlas Gearð (No. “Coopers’/Wainwrights’ Yard”). Run by two sibling craftsfolk, Oswidu (No. “Forest Hero”) and Aesla (No. “Foreigner”). Oswidu slumbers here, along with an assistant, an apprentice, and a guard hound; while his sister Aesla shares a home with her husband and another brother (#12).

3. Waerhuilan (No. “Warehouses”; 3). Space here is rented by a cuirl (No. “Elite Guard”) and his drihten (No. “Standing Town Guard”) assistant in return for a small fee. During the day, the pair operate from a corner office in the largest warehouse, and are also responsible for assessing and collecting tolls from traders docking at the riverfront (usually paid “in kind”). At dusk, the two return to town, but two guard hounds patrol the warehouses, and a night watch is dispatched to check the security of the place twice during the course of the evening.

4. Boederas Gearð (No. “Shipwright’s Yard”). A hub of activity during the day, this place is deserted at night except for a single guard hound. The craftsfolk here, directed by Andar (No. “Relative”), are responsible mostly for making boats that are thurruc-sized or smaller and for repairing visiting vessels.

5. Ford. The Dorwinion Road (No. “Rinnelweg”; S. “Men Dorwinion”) crosses the swift Chepstrem here at a shallow stone ford averaging no more than 1' deep. A number of stout and hale willows provide shade along the tributary and the nearby River Running.

6. Pasture. The livestock of the townsfolk are often pastured on the hillside in this area, tended by several of the local children.

7. Lidh (No. “Gate”). A dirt track approaches the sole entrance into the town here, a broad wooden gate manned by two drihten. The gate is closed and barred shortly after dusk. Elsewhere, an earthen enceinte nearly 20' high surrounds most of the settlement. A 7' wooden palisade, pierced with narrow arrow loops, surmounts that mound.

8. Weardhuil (No. “Guardhall”). A plank-built building which forms part of the palisade encircling the town, the weardhuil serves as barracks for one cuirl and three town-guard members (who rotate with those stationed at the Maestahuil—#22). A shuttered window allows the occupants to monitor the approach to the settlement.

9. Laiskáparhuil (No. “Potter’s Shop”). The local potter, Becca (No. “Pickaxe”), makes wheel-thrown crockery which she coats with an iridescent green tin glaze and fires in a ground kiln fueled with peat. She lives in the back room of this one-story structure with one assistant and a wealli (No. “Bondservant”) who helps her care for her three young children. Her husband is a “River Rat” sailor who plys the trade routes up and down the Celduin. He is rarely home during the trading season.

10. Wargshafod Tafen (No. “Wolfshead Inn”). The

only inn and tavern in town is run by Awenahar (No. “Firm Husband”), Fredegild (No. “Golden[-haired] Tranquility”), their adolescent daughter, Moll (No. “Wench; Serving Girl”), and two hired helpers. An admirable cook, Fredegild also brews a potent ale with the grains of local Gramuz. Besides Moll, the couple have two sons in the town drihten who reside elsewhere.

11. Paddock. Used as a communal pen for livestock belonging to the townsfolk. On market days, this area is used as a corral for the steeds of visitors, merchants and Éothraim horse traders.

12. Arewersael (No. “Arrowmaker’s”). The residence of Anlaf (No. “Only Survivor”), his wife (who works as a weaver at the Vebba, #17), his sister Aesla (who works at the cobblery, #2 above), and his mother-in-law. Anlaf was captured and blinded in his youth by Sagath raiders and forced to give up his woodworking trade. Now he makes and sells bows and arrows to occupy his time. He is a crack shot with a composite bow despite his sight impairment. Anlaf’s only surviving son (three others perished in the Plague) and his brother-in-law also live here, but they are River Rat sailors who are seldom home except during the winter.

13. Húdh-wirtashuil (No. “Leatherworker’s, Cobbler’s Shop”). Two leatherworkers operate this shop. Siward (No. “Journey Guide”) is unmarried and does most of the tanning and saddlery. His Estaravë brother-in-law Thurcytel (No. “Tulkas’ Spawn”) is a stellar cobbler and can make quality leather armor as well. Ellenlic (No. “Daring”) and Thurcytel have a son in the town drihten, who stays elsewhere. Two young apprentices and Siward’s and Ellenlic’s aged father also live here.

14. Visknakynashuil (No. “Cult of the Fish Priest’s Hall”). Léofwin (No. “Friend for Life”) administers to the spiritual needs of the community, and lives here with two wealli.

15. Wyrdwimmansael (No. “Seers’ Dwelling”). Ricole (No. “Soothing Leader”) lives here with her only surviving daughter (who is a weaver and works at the Vebba, #17). She is a midwife skilled in divining the future and healing. She will also gather and sell herbs to those who request it and, as a devout Alanakyn (No. “Cult of the Growing”) adherent, can provide spiritual guidance to those in need. Her husband and the spouse of her daughter are both River Rats who spend most of the year travelling up and down the River Running.

16. Granary. Used to store grain for the community during the winter. Home to a number of healthy, well-fed vermin.

17. Vebba. (No. “Weaver”). The home of the most prominent merchant in Buhr Chep (aside from the Maesta), Bealdwin (No. “Bold Friend”), and his wife Aethelflaed (No. “Noble Sewer”). Bealdwin spends most of his time captaining a cnearra on the River Running. His busy wife tends to her son and two aging parents with the help of two wealli. She also weaves cloth with the help of her

widowed sister (who lives here also) and two local women (see #12 and #15 above), most of which is traded upriver by her husband. Aethelflaed and Bealdwin also have an older son who is one of the town's two cuirlas.

18. Gristra (No. "Baker"). Wulfnoth (No. "Bold Wolf") runs a feed store and trader's shop which sells foodstuffs purchased from both local farmers and long-distance shippers. Hilda (No. "Shield-maid"), Wulfnoth's wife, is a baker of admirable competence who does an especially brisk business around market time. Her daughter from a previous marriage serves as her assistant. The couple also have one younger son, who is looked after by Wulfnoth's mother.

19. Shambelhuil (No. "Butcher's Shop"). Widimer (No. "Wood Horse"), a Frithas Gramuz man, and his wife, Nanna (No. "Chaste"), run this butcher's shop and furrier's business. Widimer buys livestock from regional Gramuz kinsfolk and keeps most of it alive until he needs to fill an order. The couple do their best business around market time. One of their daughters still lives with them. Another daughter is married to a Visceras member and lives elsewhere. A son, who earns a living as a trapper, is rarely in town. Nanna has a brother who is a career town-guard member and lives elsewhere.

20. Skáparashuil (No. "Smiths' Hall"). The size of this two-story building reflects the status accorded to smiths in Northron culture. Three brothers operate the business: Ordgar (No. "Spear Point"), the eldest, is an iron smith who makes above average weapons and armor in addition to more mundane items; Thunor (No. "Thunder"), the youngest, is primarily a farrier; and Cwichelm (No. "Living Protector"), who spent much of his youth adventuring, is a skilled and highly respected jewelsmith who works mostly with bronze and silver. A fourth brother, Thingfrith (No. "Peace Treaty"), who travelled with Cwichelm as a young man and is also a bachelor, is one of the two cuirlas of Buhr Chep and lives elsewhere. The family suffered heavily during the Plague: both parents, an aunt, Ordgar's wife and daughter, and Thunor's wife and son all perished. Another of Thunor's sons was captured by Easterlings nearly ten years ago and is presumed dead. Agnes (No. "Distress"), the last daughter of Ordgar, is breathtakingly beautiful; since she is the only woman in the household, all of her gruff kinsmen dote upon her. Two apprentices also reside here; one is the son of the Wendriht (No. "Guard Lord").

21. Wic (No. "Marketplace"). An open area where the Faird (No. "Levy") of some fifteen to twenty-five able-bodied men are drilled each month and where the market is held at the third quarter of each moon.

22. Maestahuil (No. "Master's Hall"). A high-lofted building which serves as the town hall, the primary barracks (for one cuirl and five drihten), and the home to the families of both Gaedeling (No. "Companion; Kinsman") the Maesta and Banagar (No. "Deadly Spear") the Wendriht. Gaedeling's wife looks after their only surviving daughter and Banagar's younger daughter (he is a widower) with the help of two wealli. Wihtgils (No. "Man Hostage"), the scop and lawgiver for Buhr Chep, also resides here.

23. Windmylenas (No. "Windmills") (3). Godemar (No. "Valuable Steed; Precious Leader") and his brother-in-law Hardred (No. "Stubborn Council") serve as Buhr Chep's two millers (No. "Mylonweard"). With the help of Hardred's wife and two young children, they operate the two windmills on the north slope of the hill. The mill-fans are adjustable. They may be turned to catch either the winds which blow steadily south across the oak savannah or the more erratic gusts which whip down the river valley. One mill is used to grind grain; the second operates a pump for an underground well. It can also be rigged to full cloth when Aethelflaed requires it.



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CLIMATE CHARTv

Months	Nan Annen/ Upper Nan Celduin	Northern Mirkwood	North Rhovanion Plains	Grey Mtn. Foothills/ Iron Hills
Géola II (intercalendary day: New Year's)				
1. Fréoring (Winter)	5-35°F Moderate	5-40°F Dry	10-40°F Dry	0-35°F Moderate
2. Solmath (Winter)	0-30°F Moderate	5-35°F Dry	5-35°F Moderate	5-30°F Moderate
3. Rething (Winter)	10-45°F Moderate	15-45°F Moderate	15-45°F Moderate	5-40°F Moderate
Sawing (intercalendary day: vernal equinox)				
4. Chithing (Spring)	30-60°F Heavy#	30-55°F Moderate	25-55°F Moderate	15-50°F Moderate
5. Thrimilce (Spring)	40-75°F Heavy*#	40-65°F Moderate	30-60°F Moderate	30-60°F Moderate
6. Forlithe (Spring)	50-85°F Heavy*	50-70°F Heavy*	45-65°F Heavy*	45-65°F Heavy
Lithe (intercalendary day: summer solstice)				
7. Mede (Summer)	55-85°F V. Heavy*	50-75°F V. Heavy*	50-80°F V. Heavy*	50-75°F Heavy*
8. Wethe (Summer)	55-90°F V. Heavy*	55-85°F Heavy*	55-90°F Heavy*	50-85°F Heavy*
9. Halimath (Summer)	55-85°F Heavy*	50-80°F Heavy*	55-85°F Moderate*	50-80°F Moderate*
Reping (intercalendary day: autumnal equinox)				
10. Wintring (Autumn)	30-60°F Moderate	35-65°F Moderate	30-60°F Moderate	25-60°F Moderate
11. Blooting (Autumn)	20-55°F Moderate	25-60°F Moderate	25-60°F Dry	15-50°F Dry
12. Géolamath (Autumn)	5-40°F Dry	15-45°F Dry	15-45°F Dry	5-40°F Dry

Géola I (intercalendary days: winter solstice)

Temperature Averages (winter; summer; annual): Nan Annen/
Upper Nan Celduin (24°F; 67°F; 42°F); Northern Mirkwood
(29°F; 62°F; 46°F); North Rhovanion Plains (29°F; 61°F;
45°F); Grey Mt. Foothills/Iron Hills (22°F; 58°F; 40°F).

Precipitation Codes: Dry= 1-2"; Moderate= 2-3" Heavy= 4-5";
V. Heavy= 5"+.

Precipitation Averages (snow; rain; annual): Nan Annen/Upper
Nan Celduin (75"; 34"; 43"); Northern Mirkwood (52";
29.5"; 36"); North Rhovanion Plains (60"; 26.5"; 34"); Grey
Mt. Foothills/Iron Hills (96"; 22"; 34"). Precipitation types
are based upon temperature: snow= below 32°F;
sleet= 32-35°F; rain= above 35°F.

* Indicates a 25% chance of a thunderstorm if precipitation occurs.

Indicates a 2% chance of hail if precipitation occurs (5% with a
thunderstorm).



THE NORTHRON CALENDAR

The Northrons of Wilderland, Lake-folk included, use a different calendar than their Gondorian neighbors to the south. Be they Dale-man sorcerers conducting religious rituals atop Erebor or mounted Éothraim warriors seeking navigational aid as they wander the broad plain of Dor Rhúnen, this collection of peoples shares a common ancestry oriented toward the heavens. They look to the stars, the sun, and the moon for guidance. It is not surprising, then, that the Northron solar year pays particular heed to the movements of these heavenly bodies, and especially the sun.

It is the sun that defines the seasons that so strongly dictate the fate, or “wyrd,” of all Northmen. Solar solstices and equinoxes are both sacred days and days of celebration. Each beckons to a particular season and each is linked in myth to a particular compass direction. Just as the firmament turns in a never ending circle above Middle-earth, so too do the seasons fade and reawaken in perpetuity. This cyclical conception of existence is fundamental to all Northron cultures and their notion of wyrd.

Like the Dúnedain in Stainingthand (No. “Gondor”), Northmen begin their calendar year on the winter solstice, the second day of Géola (No. “Yule”). The remainder of the year is divided up into twelve thirty-day months, or “maths,” each more or less corresponding to a Gondorian equivalent:

Foradanin	Westron	Sindarin
1. Fréoring	“Freezing Cold”	Narwain
2. Solmath	“Mire Month”	Ninui
3. Rething	“Savaging”	Gwaeron
4. Chithing	“Sprouting”	Gwirith
5. Thrimilce	“May”	Lothron
6. Forlithe	June”	Nórui
7. Mede	“Middle”	Cerveth
8. Wethe	“Mild” or “Gentle”	Úrui
9. Halimath	“Sacred Month”	Ivanneth
10. Wintring	“October” or “Winter-coming”	Narbeleth
11. Blooting	“Sacrificing”	Hithui
12. Géolamath	“Yule Month”	Girithron

The Northron year proceeds through four seasons, each of which is associated with a cardinal direction. In keeping with their circular thinking, Northmen begin and end their year at the winter solstice, amidst chilly northern winds. Facing northward, they salute the passing of the prior annum on the first half of the two day Géola feast. The second day commemorates the birth of the new year.

Chithing and the onset of spring are heralded by the one-day vernal equinox called Sawing Halideg (No. “Sacred Day of Planting”). Northmen link the day to the “eastern” or “renewing” sun, the life-giving orb that rises each morning to stir daily life.

Another one-day solstice celebration, the Lithe (No. “Calm”), precedes Summer and Mede. Associated with the warm South, Lithe is a glorified, community repose. It is lengthened every four years to include a second day, Oforlithe (No. “Over-calm”).

Autumn and the math of Wintring commence with the autumnal equinox, which is known as Reping (No. “Harvesting”). This date is connected in legend with the sun’s red fading in the West.

Again, as in Gondor, the folk of Wilderland use a seven day week corresponding to the phases of the moon:

Foradanin	Westron	Sindarin
1. Storrandeg	“Starsday” or Saturday	Orgilion
2. Sonnendeg	“Sunday” or Sunday	Oranor
3. Monendeg	“Moonsday” or Monday	Orithil
4. Tréowesdeg	“Treesday” or Tuesday	Orgaladhad
5. Héofonsdeg	“Heavensday” or Wednesday	Ormenel
6. Séahsdeg	“Lakesday” or Thursday	Oraearon
7. Heahesdeg	“Highday” or Friday	Orbelain

It begins with Storrandeg, a day especially revered by the Dale-folk’s Storrakyn adherents. Sonnendeg, Monendeg, Tréowesdeg, and Héofonsdeg follow. Tréowesdeg is especially important to Alanakyn’s followers, as well as the East Bighters. Héofonsdeg holds special significance for Uerdakyn (No. “Cult of the Earth”) devotees, particularly among the plains-living Gramuz and Éothraim.

The sixth day of the week, called Meresdeg (No. “Watersday”) by most Northmen, is known as Mahrsdeg (No. “Horseday”) by the Éothraim and Dale-folk. Lake-towners know it as Séahsdeg (No. “Lakesday”). It is a day of special reverence for the Nenedain in the Anduin valley, the Éothraim and their Ailgrakyn (No. “Cult of the Stag”), as well as the Visknakyn’s disciples among the Lake-folk.

The week ends with Heahesdeg (No. “Highday”; Friday), a day on which many Northrons work only until noon.

THE WOOD-ELF CALENDAR

The Firstborn neighbors of the Lake-folk follow a somewhat different calendar. Based upon a six day week, it is divided into six seasons of varying lengths. The Wood-elven new year commences around the vernal equinox with the holiday Yestarë (Q. “First Day”). Ethuil (S. “Spring”) follows with fifty four days, and is superseded by the lengthy seventy-two day Laer (S. “Summer; Green”). Iavas (S. “Harvest”) is next. Lasting fifty-four more days, it culminates in the three day celebration of Enderi (Q. “Middle Days”). Every twelve years, the Enderi are extended to number six days instead of just three. Firith (S. “Fading”) follows for another fifty-four days, then Rhiw (S. “Winter”) for seventy-two, and finally Echuir (S. “Stirring”) for fifty-four again.

THE CLIMATE AROUND LAKE-TOWN

The cool temperate climate of the Nan Annen and the upper Nan Celduin varies somewhat from the weather patterns of the lands surrounding it. From late Rething until the halideg of Reping, warm, moist clouds collecting over Mirkwood blow east with the prevailing spring, summer, and early autumn winds, bringing sudden and frequent rain squalls which drench the Long Lake and Upper River Running valleys for a few hours and then disappear just as rapidly as they arrived. Marked temperature fluctuations, sometimes of 30-40° F, often accompany the storms. Generally, however, the erratic winds from the west are relatively mild (6-15 mph).

Summer has many days in the eighties and even nineties, but nights usually cool off into the sixties and sometimes fifties. The waters of the Long Lake remain bracing even at the height of summer, and never rise above about 58° F.

Except during the winter, wave height upon the lake rarely exceeds 1-3', even during the most brutal squalls. Tides are weak (even spring tides never rise more than 5-6'), and the southerly current in the lake is only strong near the falls at the southern end of the mere.

One peculiarity resulting from the wet summers and the nature of the abrupt storms in the region is that renbogas (No. "Rainbows") are remarkably frequent. As much as they dread electrical storms and the fires they sometimes cause, the Lake-folk consider renbogas sacred and good omens; when uncommonly obvious or double renbogas appear, Odagavia orders the bell in the Jail Tower rung and everybody ceases work and closes up shop, feasting and celebrating for the remainder of the day.

When no strong winds are present to disperse them, thick fogs (visibility 10-100') settle down over both the Long Lake and the Lang Marish nearby. Particularly during the spring and fall, dense mists begin to enshroud Esgaroth several hours after dusk each evening; by dawn the entire town is blanketed in a vapor which hangs no more than a foot above the surface of the water. With sunrise, the mists begin to dissipate, until, by mid-morning, only the deepest and most sheltered portions of the lake are still covered with haze. The relationship between the vapor's tenacity after sunrise and the depths of the water is remarkably regular; for generations, the Fisherfolk have used morning observations of the fog's limits to locate shallows which might yield mussels.

During the winter, one might expect the deep Long Lake to moderate the chill of the northern clime, but while it is true that the lake never freezes (or drops below about 42° F), fierce northern winds, which shriek across the lands between the western Grey Mountains and the Iron Hills, whip freezing air through the narrow upper Nan Celduin and Nan Annen (at velocities up to 30 or 40 mph), making winters upon the Long Lake bitterly cold. The drop in temperature comes swiftly after the

onset of Wintring, and is noticeable first at the lower altitudes along the shore. The brilliant colors of the changing deciduous trees rise steadily up the sides of the river and lake valleys, a tide of yellows, oranges and reds that eventually spills over onto the eastern plateau. Overall, winters in the vales are relatively dry, but some 75" of snow still falls on Esgaroth annually, although interspersed thaws generally limit accumulations. During the severe winter of T.A. 1636-37, heavy snows collapsed part of the town's platform in the Cladhor which had already suffered fire damage during the Plague riots the previous autumn.

To the west, the northern reaches of Mirkwood endure much milder temperatures, perhaps due in part to Wood-elf dwellings. Winters are dramatically warmer than in the Nan Annen (although they have been getting colder over the past several centuries); even during the wet summer months, the Firstborn receive noticeably less rain than their Lake-folk neighbors. In contrast, the southern slopes and foothills of the Grey Mountains and the northern and western reaches of the Iron Hills suffer cold year round: even the lowest altitudes receive an average of 96" of snow during the winter.

The Gramuz-inhabited grassland plateau to the east, between the rugged eastern scarp of the Long Lake vale and the western edge of the Nan Carnen, tolerates weather patterns quite similar to the rolling plains of the Éothraim south of the River Running, only drier and slightly colder. Folk here, while not accustomed to the 40 mph winds that commonly blow across the southern Rhovanion plains, are nevertheless used to brisk northern and northeastern winds (averaging 15-20 mph on most days), and dress accordingly in thick furs and wools during the winter months. Although snow accumulations are usually broken by short thaws, even light snowfalls are often sculpted into deep drifts by the chill gusts. The wetter summers are characterized by sudden squalls like the nearby Long Lake valley.





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5.0 FLORA AND FAUNA

5.1 WILD FLORA

The rocky post-glacial topography of the Nan Annen and Nan Celduin is alive with plant life. Along the eastern shoreline of the Long Lake the high slate cliffs and ravines harbor rhododendron, mountain laurel, and short grasses, as well as elm and ash trees. Beyond the eastern valley scarp, a plateau of rugged terrain stretches to the Iron Hills and the Redwater River valley; it is a windswept savannah marked by copses of tall oak, elm, hickory, and ash. While shrubs, grasses, wildflowers, and herbs spread across the open terrain, the wooded areas are relatively free of undergrowth.

The western shore of the Long Lake offers both the benefits and drawbacks of a wetter environment. While reeds, cattails, and other marshland plants grow throughout the shallows, the more gentle western slopes of the lake valley provide fertile land for Northron agriculture. Fields alternate with lightly forested regions that have fairly thick undergrowth and with meadowlands of tall grasses and shrubs (which extend beyond the western Nan Annen and upper Nan Celduin to the eaves of Mirkwood). In the valley and especially in the Lang Marish, willow, elm, and oak predominate, where their intertwined roots create small, relatively firm “islands” amidst stagnant pools and muddy clumps of marsh grasses.

Nearer to Mirkwood, oak, maple, and beech trees become more common; the eastern reaches of the great forest feature such trees, of astonishing age, height, and girth. Although clearings are commonly ringed with heavy shrubs and bracken undergrowth, the woodlands of the Wood-elven realm north of the Forest River sport little vegetation beneath the multiple tree canopies, aside from

herbs, wildflowers, mosses, and fungi near the forest floor. The trunks of the trees grow so thick and close together in many places, however, that movement through Mirkwood is still extraordinarily difficult for those not familiar with such travel. South of the Forest River, this difficulty is often compounded by choking undergrowth of brambles and vines. The following two plants are unique to Mirkwood in that forest’s reaches near Esgaroth.

PELEDHEL

Once, this unobtrusive tan toadstool grew throughout Greenwood the Great. With the rise of the shadow of Dol Guldur, however, it has succumbed to more pernicious undergrowth, except in rare areas in the southern forest and in the shrinking Wood-elven realm in the north. It grows in circular clusters up to five or six feet in diameter and is said to spring up where Wood-elves have danced (hence its name, which means “Elf-rings”). Thranduil’s folk consume the mushroom at celebrations and festivals because of the cheerfulness it instills and the luck it is said to bring (see Section 19.5).

RIGAANA

Rigaana (S. “Poison Ivy”) is a nasty trifoliate vine that has flourished with the growing shadow pervading Mirkwood. It thrives both on the forest floor and clinging to tree trunks, and its leaves are often variegated with a bright crimson that should serve as a warning to travellers—the plant secretes a noxious sap that causes an itchy rash from even the slightest contact (see Section 19.5).

5.2 HERBALISM

An assortment of minor herbs are grown by the Lake-folk and the more skilled healers of the Dale-folk; they are used for the flavoring of victuals or for healing purposes.

Most herbs tend to be difficult to cultivate, though, so they are often simply gathered in the wild. The healing qualities of herbs found in the region are listed in Section 19.5; the chance of randomly encountering any of them are included in the encounter tables in Section 19.4.

5.3 AGRICULTURE

The agriculture of the region is equally divided between farming and animal husbandry. Barley, oats, and buckwheat are the primary grain staples, and turnips, carrots, potatoes, and onions are important tubers. The Northrons also harvest several vegetables; even most residents of Lake-town maintain a small garden amidst the communal plots on the western shore. Orchards of apple, crabapple, and persimmon trees are maintained, and a few Gramuz have begun small vineyards, although their wine is poor compared to Wood-elven and Dorwinion vintages.

Watchman



5.5 DOMESTIC FAUNA

Most city dwellers possess at least one goat or sheep (for milk and cheese) and several domestic fowl (e.g., chickens and turkeys). In Esgaroth, some house their fowl in a more convenient shed on the platform itself instead of in the Town Stables onshore—the nighttime croak of frogs is followed on foggy spring mornings by roosters crowing at the rising sun. Many dwellers in Lake-town also fatten up a pig or two during the warmer months to feed the family over the winter. Small domestic fishing cats imported from Dorwinion have become increasingly common in the platform-town to combat ever present vermin in the wake of the Great Plague.

Rural folk generally have no more than one or, perhaps, a team of auroch to assist in plowing fields, but often possess large numbers of sheep, goats, chickens, and domestic pigs (which closely resemble the region's wild boars). On market days, wandering shepherds and swineherds bring animals to town to be slaughtered so that butchers may sell their meat fresh. Every country homestead has several horses; for Gramuz and Dale-folk *fyrgas*, these are often the focus of husbandry efforts. Dogs are common on the farms and in more urban areas, especially among the Dale-folk.

5.6 WILD FAUNA

A great number and variety of birds nest in the valleys of the Long Lake and the Running River during the warmer months. Although some species stay year round, migratory birds, especially waterfowl, are most numerous. Flocks of blue pigeons, each a thousand strong, take up residence along the eastern scarp of the Nan Annen. Gaggles of geese, green-headed ducks, crakes, coots, and swans are a common sight waddling through the streets of Esgaroth or afloat in the market pools and beneath the town's platform.

Along the lake shore the call of the mournful bittern is a common sound amidst the croaks of frogs at dusk, and both the *golodo* and the enormous *jatewoon* nest near the remote shallows of the lake. Many green-wing crows nest in meadows along the upper River Running; they are used by the Dale-folk to carry written messages, just as blue pigeons are so employed by the people of the Long Lake.

Along with their more average fellows, several special birds inhabit the region. Intelligent and magical pied swans nest along the Long Lake and in the Lang Marish, and many songbirds, including the intelligent thrush, nest beneath the thatched eaves of the region's settlements. The language of the thrush, *Throsel-tunge*, is spoken by some of the Dale-folk, notably those of the *Krythéod* clan. Intelligent ravens also live nearby—a large extended family of them resides in the spur of the Lonely Mountain west of Dale.



The Dale-folk are especially fond of hunting with “tame” birds of prey. The Wood-elves also team up with many birds—thrushes, sparrows, blue pigeons, as well as the intelligent diurnal short-ear owls, which live in the woods and often speak some Sindarin in addition to their own language, *Beth-i-Farithryn* (S. “Tongue of the Short-ear Owl”).

Other animals which inhabit the countryside about the Long Lake include beaver, muskrats, frogs, and salamanders (see Sections 19.3 and 19.4). *Fiara* (S. “Deer”), boar, wild goats, and *atenla* (S. “Rabbits; Hares”) are hunted for food, as are green pheasants, partridges, and quail. Farther north, *losrandir* (S. “Reindeer”) meat is also a source of sustenance. Sightings of large creatures like *caru* (S. “Elk”), moose, black bears, various wildcats, and wolves increase in frequency as one moves farther away from centers of habitation.

Toward the borders of Mirkwood south of the Forest River, the spider population increases dramatically and noticeably. Small arachnids of all varieties flourish there, and adventurers blazing trails through these woodlands will find themselves constantly brushing web strands off their faces. Within the dark wood itself travellers may even encounter the perilous *galungol* and the rudimentary intelligent giant spiders.

Stork



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THE LAKE STORK

Perhaps the most interesting and unique of the intelligent birds living in and around Esgaroth is the store (No. "Stork"). Although they migrate south during the winter, these creatures nest almost exclusively upon the Long Lake from late spring until early autumn, and most make their homes in the thatch of Esgaroth's steep barrel-roofs and atop the town's chimneys. Ethnic folktales credit the stores with aiding the Lake-folk in times of danger; having a couple nest atop one's home is said to bring good luck. Most stores speak a smattering of Rhovanion Westron (*MERP* Rank 1 or 2) and are treated almost as non-Mannish citizens.

The accommodations afforded the stores testify to their special status in the region—Lake-town's chimneys are specially designed with a solid, broad, flat top to encourage the creatures to build homes. Smoke can escape through vents in the sides of the stack and seems not to bother avian families nesting just above. Some folk even knock out the ends of a small barrel and affix it horizontally to the summit of their chimney—a chimney pot designed to attract Esgaroth's favorite bird. Slaying one of the creatures is tantamount to murder, and results in a heavy fine and social disgrace.

5.7 FISHING

Although the people of Lake-town supplement their diets with eggs, butchered livestock, and hunted or trapped wildlife, they do so to a lesser extent than their neighbors—the Dale-folk and the Gramuz. The bulk of their protein comes from the Long Lake itself—the plentiful fish and other aquatic life. Turtle soup is a delicacy, as is the roe of the sturgeon which inhabits the lake. Freshwater mussels are also a treat; they are boiled before consumption or may be used to make broth. Lake trout, which can reach a yard in length, is another staple of the Lake-folk diet. Salmon is commonly harvested and eaten, especially during spawning, but, as with all of their fishing, viscera members toss fish carrying eggs back into the water. The viscera gather mussels, eels, and fish—including bass, char, pickerel, perch, smelt, and assorted panfish—to sell in the Fishmongers' Market. They ply their trade with net and hook and line all year round, since the Long Lake never freezes.

Some aquatic inhabitants are less appreciated by the Lake-dwellers. The aggressive and solitary pike is considered a nuisance because it damages nets. Rumors tell of unnaturally large bottom-feeding wels in the depths of the lake, and Lake-folk tales also speak of a monstrous man-eating serpent that lurks in underground caverns below the lake's surface. If such a creature exists, though, it has left Esgaroth undisturbed.

6.0 CULTURE AND LIFESTYLE

6.1 FAMILY AND CLAN

Life among all Northrons centers around the extended family, and the Lake-folk are no exception. Young married couples typically reside with the husband's family, and although some move away after establishing themselves financially, many remain in the household of their parents. Relatives in their autumn years are often cared for by their younger kin. Clans are extensions of such family structures in most Northron sub-cultures; their breakdown among the people of Lake-town has been offset to some extent by the growth of the *edfrehair*, or mercantile associations.

People who have fallen out with their kin lose a support base that provides not only a sense of identity and emotional security, but a more practical network for the essentials of survival in the perilous countryside of Wilderland. As a consequence, those who have no kin group exist outside of normal society; they are viewed with suspicion and often turn to theft or brigandage as their only means of subsistence. Banishment into exile remains one of the most serious punishments for criminals; unless offenders who receive such a sentence can find charity from rural folk, they are unlikely to live through their first winter in the wilds.

6.2 NORTHRON VALUES

The decline of clans among the Lake-folk has made them more accepting of non-Northron customs and peoples, but this openness to outsiders has also resulted in the dwindling of the once-prized Northron ideals of honesty and directness. The Northron emphasis on battle-prowess has also been supplanted to some extent by the values of commercial trading, which is conducted in a metaphorically warlike and competitive manner.

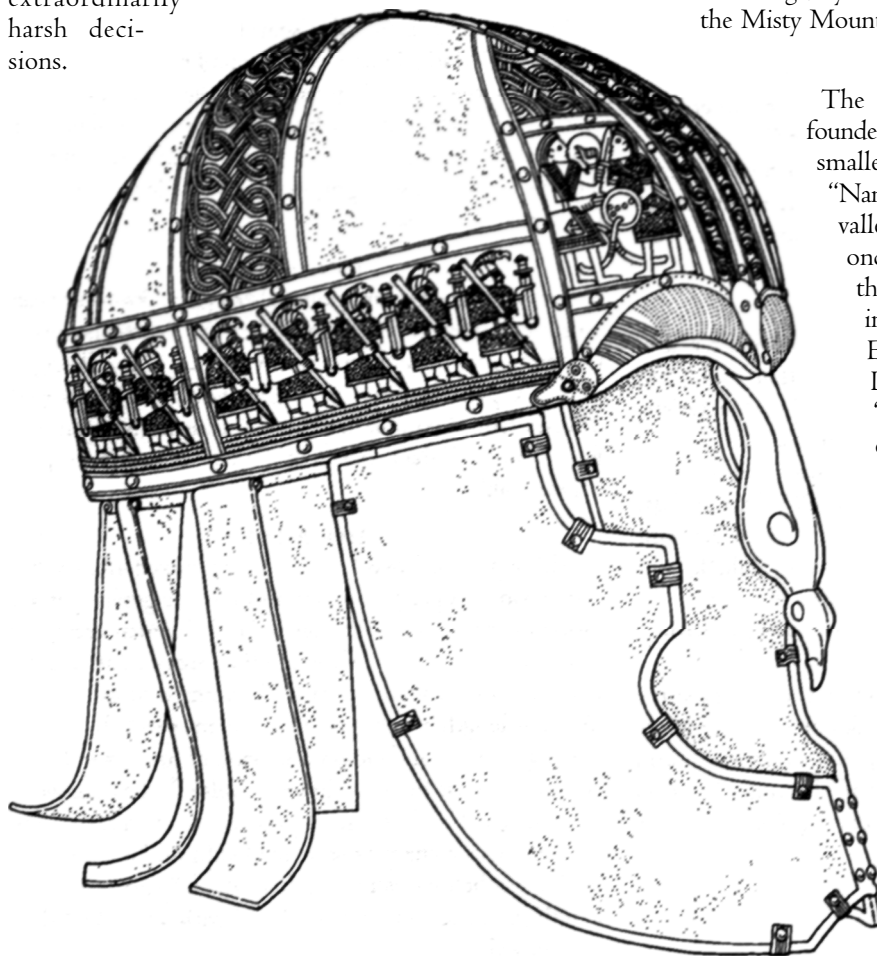
Essentially an oral culture, the Lake-folk, like other Northron groups, continue to place great importance on oratory skills. Like the Dunlendings and Hillfolk of Eriador, modesty is not an especially valued trait, and clumsy or shy people are often ridiculed. Renowned heroes, be they great warriors or skilled seers, are invariably well-versed in public speaking and often strike people from other cultures (such as Gondor) as boastful. Each Northron is responsible for insuring that his version of exploits and events is widely known. Otherwise, conflicting accounts made by adversaries might be believed and the individual disgraced or shamed.

Insofar as the reputation of a family and a clan or *edfrehair* is linked to the reputation of each of its members, a Northron's kin or clan members also have an interest in seeing that the successes of an individual are well-known and the failures forgotten. Northrons, unlike more literate people such as the Gondorians, make no pretensions to a false ideal of objectivity in their stories.

6.3 SCOPS AND LAKE-FOLK LAW

The great importance of scops (poets) to the Lake-folk lies in their role as cultural historians. Tales, poems, songs, and riddles may relate important lessons in morality and civic behavior, but they may also function as pure entertainment. The apprenticeship period for bards spans an intense seven years, involving a phenomenal amount of memorization. Those gifted scops who wish to become lawspeakers for their people must undergo an additional seven-year apprenticeship. Lawspeakers and other bards of special ability are often attached to political leaders as advisers, but even street performers are accorded respect by the Lake-folk. Typical of Northrons, however, the Lake-folk consider a scop to be merely a craftsman, albeit a high-status artisan. Given the important social role of poets, Northrons would find the Dúnadan separation of art from everyday life completely alien.

Rather than imposing an absolute set of written regulations, the practitioners of oral law in Lake-town consult historical precedents and customs and determine their application to current situations. As a result, justice is meted out on a decidedly personal basis which takes account of individual circumstances. Often this means that judgments are surprisingly reasonable and fair, but personal grudges can also act to the detriment of the accused and result in extraordinarily harsh decisions.



7.0 THE NORTHRON INHABITANTS

Sandwiched between the Wood-elves' dwelling under the eaves of Mirkwood to the west and the Dwarves of the Iron Hills to the east, the Mannish inhabitants of Esgaroth and the area surrounding the Long Lake are almost exclusively of Northron stock. Three distinct groups or subcultures, distinguishable by clan, lifestyle, and, to some extent, physical appearance, make up the majority of the region's Northron residents.

7.1 THE LAKE-FOLK

ORIGIN

While they are typically Northron in many respects, the Lake-folk differ from their kin in their greater emphasis on commerce. They enjoyed a close association with the Dúnedain of Arnor before migrating from Eriador and thus developed relatively sophisticated urban living habits. The first wave of immigrants to Rhovanion crossed the "High Pass" of the Misty Mountains (S. "Hithaeglir") in the First, Second, and Third centuries of the Third Age soon after the Dale-folk. The second major wave of Lake-folk (No. "Séathéod" or "urban Northron") immigrants came to Rhovanion late in the first millennium of the Third Age, by way of the Great Isen Gap south of the Misty Mountains and across the Undeeps.

HOME REGION

The earlier migration of Lake-folk founded Londaroth, Esgaroth, and the smaller towns of the Long Lake (S. "Nan Annen") and River Running valleys (S. "Nan Celduin"). The second wave of townsfolk settled farther south than their brethren, making their homes on hilltops in the East Bight amongst scattered Horse Lord clans. Buhr Widu (No. "Wood Stronghold"), once the capital of the self-proclaimed "King of Rhovanion," Vidugavia, remains the most impressive of these more southerly hilltop settlements.



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Northron helm



POLITICAL STRUCTURE

Towns of the Nan Annen and the Nan Celduin are led by a Maesta (No. "Master") responsible for maintaining tolls, governing trade, and settling disputes. The Maesta is elected by the Atanathrain (No. "Council of Men") and composed of all male citizens "in good standing." The buhren (No. "Forts, Hilltop Settlements") of the East Bight retain a loose clan structure and are governed by a hereditary "Thyn" or chief of the major clan. The Thyn is advised in matters both military and mercantile by a council of the lesser clan leaders (No. "Aldarthing").

Edfreahir (No. "Associations") of merchants and craftspeople play an important role in politics in all the Lake-men settlements. In the Nan Annen and Nan Celduin, there is little unity beyond each individual town government, and a general feeling of friendly competition exists among nearby settlements.

A loose confederacy does extend among some of the buhrs of the East Bight, but the "head" of such a confederacy, traditionally the chieftain of the Waildungas (No. "Slaughterers") clan of Buhr Widu, operates less as an overlord than as a "first among equals." The alliance includes the Accalldingas (No. "People of the Guardian Oak"), the Wissingas (No. "Battle Guides; War Scouts"), the Athavaringas (No. "Oath Swearers"), the Gafolingas (No. "Rent/Tribute People"), the Bryttas (No. "Dividers; Perpetrators"), and the freed and escaped bondservants of Buhr Walldlaes (No. "Lawless Stronghold; Strayhold").

SOCIAL STRUCTURE

Lake-folk lineage is traced through the father, and couples generally settle with the husband's family, although exceptions of convenience do occur. Marriage occurs freely outside of the clan or tribe (within an Edfreahar, for example) and is sometimes used to seal important commercial agreements.

SETTLEMENT PATTERNS

Lake-folk settlements are built on fortified terraced hilltops surrounded by earthen ramparts that are capped with wooden palisades. This is particularly characteristic of the East Bight, although Nan Annen and Nan Celduin Lake-folk might improvise such defenses when the environment permits (witness Esgaroth itself). Typical East Bight clan hillforts include Buhr Widu, Buhr Waldmahr (No. "Wood Horse Stronghold")—also called Buhr Hleow (No. "Sheltering-basin Stronghold"; seat of the Accalldingas)—and Buhr Shalca (No. "Warrior Stronghold"; Wissingas).

Clan settlements of the East Bight that are more like the Éothraim (No. "Horse-folk") or Gramuz include Meke Larnis (No. "Great Gallop"; Athavaringas) and Waysendstede (No. "Auroch Corral"; Bryttas). The clan settlements of the south—Anwuning (No. "Solitary/

Lonely Abode"), shared by the Gafolingas and a sizeable community of Gondorian pioneers, and Buhr Walldlaes—reflect the influence of other foreign cultures on these cosmopolitan Lake-folk.

Since trade plays such an important role in the townsfolk's lives, settlements are, as a rule, located upon a well-travelled estuary or road. Esgaroth, Cotstow (No. "Hamlet"), Londaroth (No. "Shadowed Mist Haven"), Buhr Marden (No. "Swampy Valley Stronghold"), Buhr Chep (No. "Market Stronghold"), and Buhr Thurasig (No. "Grey Pass Stronghold") all exemplify this emphasis on accessibility.

MILITARY STRUCTURE

All males age fourteen and older receive training in weaponry and rudimentary tactics in addition to beginning a seven-year apprenticeship in the calling of their choice—usually the choice of their father or mother's brother. Every able-bodied male is expected to serve in the faerd (No. "Town Levy") during times of emergency, and many make soldiering their profession by joining the drihten (No. "Standing Town Guard"). The faerd is drilled for two days every month by the Wendriht (No. "Guard Lord") and his Cuirilas (No. "Elite Guards"). Faerd members are familiar with the use of a spear (8'), composite bow, and broadsword or hand axe.

CURRENCY

The currency is varied. Esgaroth mints the ⅛ ounce mael (No. "Mark, Token"), worth half of a copper piece, as well as the more important ¼ ounce mietan (No. "Measure"), which is worth one silver piece and used as a standard throughout the Nan Annen and Nan Celduin. Towns in the East Bight use mostly Gondorian and Dorwinadan coinage.

LANGUAGE

Because of their cosmopolitan lifestyle, Lake-folk speak an early Northron (Foradanin) form of Westron closely related to the Rhovanion dialect Gramuik (No. "Tongue of the Open Country"); many words are borrowed directly from Gramuik and, in the East Bight, from the Rhovanion dialect Éothrik (No. "Tongue of the Horse-folk").

APPEARANCE

Although the Lake-folk are more mixed than other Northron groups, blond hair and blue or green eyes are especially common. Lake-folk are tall, the men averaging 6'0", the women 5'5". Although they are not particularly hairy, the men usually sport well-trimmed beards. Their medium-length britches or (for women) short shifts with leggings, tunics, and cloaks are made of linen, wool, or a combination of the two (linsey-woolsey); they are worn with stitched soft-leather shoes. Each member of the drihten owns a chain or scale mail shirt and a reinforced leather pot helm; wealthier individuals may possess a full-length hauberk and an open helm with an embellished nose guard.

HOUSING

Extended families reside in the typical Northron lainghudan or languzan (No. “Long-houses”) made of wood or, more rarely, stone. The buildings have several rooms; their roofs are of woven or thatched grass over a light wood or twig frame and possess a smoke-hole. Most also have a storage loft. The few high windows are generally shuttered and the walls insulated with earth. The floors are sunk 2-4' into the ground, so one must enter by a ramp or stairs. In Esgaroth, most buildings are one- or two-story structures with high roofs and stone chimneys.

Many craftspeople conduct their business in the front room of their dwelling; some abodes have split doors or large windows equipped with a shutter that drops to form a shelf for displaying wares.

DIET

The Lake-folk diet is mixed, with heavy leavened or unleavened breads providing most of the bulk. Fresh-water fish are consumed in abundance in the Nan Annen and Nan Celduin, along with wild or domestic fowl, game, and dairy products (milk and cheese) from domesticated goats. Beer, mead, and imported wine (usually spiced or watered down) serve as drink.

WORSHIP

Religions of the Lake-town region are typical of Northron culture—centering on sects based on the land and sources of subsistence. Viscnakyn (No. “The Cult of the Fish”)—a variant of the Cult of the Growing (No. “Alanakyn”)—concerned with the waters of the Long Lake and the River Running, predominates in the north, while in the East Bight the Cult of the Tree (No. “Alanakyn”), in a manifestation focused on oaks, has an especially strong following.

7.2 THE DALE-FOLK

ORIGIN

The Dale-folk are closely related to the Lake-folk, or “urban Northrons.” Like their kin, the Dale-folk (No. “Dalethéod”) had close connections with the Dúnedain of Arnor before they migrated across the High Pass of the Misty Mountains early in the first century of the Third Age, and their semi-urban culture strongly reflects the cultural influence of the Edain. Upon settling in Wilderland, the tribe mingled with ancient Adan peoples already residing in the region—in fact, the Krythéod (S./No. “Rune Folk”), the foremost of the five small clans that make up the Dale-folk, is predominantly an Adan group able to trace its ancestry back to the first Adan house of Beor. Overall, the people of Dale are a relatively small tribe and rival the Beijabar as the smallest distinct Northron group in Rhovanion. Late in the Third Age, they come to be known as “Bardings” after the slayer of Smaug.

HOME REGION

The Dale-folk initially settled in the shadow of Erebor (S. “Lonely Mountain”), a place revered by the ancient Edain as a locale where their people could be close to the heavens; they later spread south along the upper Celduin (above the Long Lake). The town of Dale remains the tribe’s only true urban center and was originally founded by Adan peoples late in the Second Age; the subsequent Northron influx has repopulated the waning settlement and given it a Northron frontier-town character. The folk of Dale were displaced from Erebor for a period of 171 years upon the arrival of the fire drake Smaug in T.A. 2770; during this time most of the survivors of the dragon’s wrath dwelt in Esgaroth.

POLITICAL STRUCTURE

Dale is traditionally headed by the Thyn (male or female) of the powerful Krythéod clan. Elite members from each of the five clans—the Krythéod, the Aldurlingas (No. “Old, Chief People”), the Dalethéod (No. “Valley People”), the Feotlingas (No. “Warrior People”), and the Stahnothéod (No. “Stone-house Folk”)—compose a supervisory body called the Kraething (No. “War Council”) which serves to check any abuse of the Thyn’s power. Members of the council also act as territorial representatives for the fyrgas (No. “Clan Holdings”), now little more than administrative districts. The Kraethingas are elected every midwinter by the warriors of the tribe (both women and men) who tend to respect tradition and maintain customary family seats. This war council meets monthly on the eve of the new moon (when a little “doom” is in the air), outdoors whenever weather permits. In the event of war, emergency sessions are held.

A number of Edfreahir also play a part in the politics of the town, for Dale is a relatively brisk center of commerce during the warmer months, despite its proximity to the more accessible Esgaroth. After Durin’s Folk settled Erebor in T.A. 1999, the inhabitants of Dale maintained close ties with their Dwarven neighbors, and large groups of Dwarves became a common sight in Dale, particularly on market days.

SOCIAL STRUCTURE

Dale-folk lineage may be traced either through the mother or father, and couples usually settle with the wife’s family. Marriage can occur outside of the clan or tribe, but unions with non-Northrons are quite rare.

SETTLEMENT PATTERNS

Dale is the only town center for the region and home to many of the tribe’s people. It also serves as the fyrga for the preeminent Krythéod clan. Market days are held there each month in an area designated as neutral by the clans; timing coincides with the moon’s phases—market day in Esgaroth is held at full moon, while Dale’s market takes place when the moon reaches the third quarter.





Scattered homesteads of one to three families dot the surrounding countryside. Such households band together for protection and generally have several defensive structures, such as a ditch and earthen rampart or wooden palisade, incorporated into their construction. They center around the clan fyrgas: Aldurlingear (No. "Home of the Aldurlingas"); Saidalbuirh (No. "Mountain Residence"; seat of the Dalethéod); Feotlingear (No. "Home of the Feotlingas"); and Stahnoholt (No. "Dwelling of the Stahnthéod").

MILITARY STRUCTURE

All males (and females who wish to) receive training in survival and hunting skills beginning at age seven; those fourteen and older receive training in weaponry and rudimentary tactics. Many fourteen-year-olds living in Dale itself begin a seven-year apprenticeship in the calling of their choice—usually dictated by their father or mother's brother for boys and by their mother or mother's sister for girls. Some young girls are schooled as healers and, less often, seers; both of these callings remain almost exclusively the domain of women. Every able-bodied man and all women trained in the use of weaponry are expected to serve in the faerd during times of emergency and are drilled for two days every month by the members of Dale's drihten.

Elite warriors, or cuirlas, serve as bodyguards and lieutenants for the leaders of each of the five Dale-folk clans. Faerd members are acquainted with the use of a traditional 8' spear, a broadsword, and a composite bow. Clan war leaders and cuirlas are also experienced at fighting on horseback.

CURRENCY

Barter is the standard form of exchange among outlying homesteads. The coinage of Esgaroth is common. Dale mints three coins of its own in limited numbers as well: the ¼ ounce airen (No. "Iron"), worth ⅓ of a copper piece; the ¼ ounce moel (No. "Mark, Token"), worth one copper piece; and the ⅛ ounce feladoel (No. "Many-portioned"), worth ½ of a silver piece. All of these coins are accepted in the Nan Annen and Nan Celduin, amongst the Wood-elves, and with the Dwarves of the Iron Hills, but they remain rather rare outside of these regions.

LANGUAGE

Like their Lake-folk neighbors, the folk of Dale speak an early form of Northron (Foradanin) Westron related to Gramuik, but also borrow some words from the language of their Adan predecessors. Many members of the Krythéod clan can understand the speech of the thrushes (No. "Throsel-tunge") that inhabit Rhovanion, an ability probably stemming from their use of the thrush as a messenger.

APPEARANCE

The Dale-folk are almost exclusively dark-haired (with a range of brown shades predominating) and have eyes of grey, black, or blue, but they retain the fair skin typical of their Northron heritage. They are especially tall, the men averaging 6'2", the women 5'6". Members of the Krythéod clan generally possess coal-black hair, grey or black eyes, and stand somewhat taller than the average. The folk of Dale are not especially hairy, but many of the men sport beards or, more commonly, long drooping mustaches. Some, however, prefer to go clean shaven, a somewhat unusual practice for Northrons inhabiting such a chilly clime.

They wear mid-thigh to knee-length tunics, cloaks, and (for some women) short shifts made of wool or, less often, linen or linsey-woolsey decorated with embroidery. During the warmer months, the people of Dale retain their stitched soft leather footwear, but leave off the medium-length britches (for men) and leggings of wool or animal hide worn during cold spells.



Members of the drihten possess chain or scale mail shirts and reinforced leather pot helms. Clan leaders and cuirlas are invariably better equipped with chain or scale hauberks and, usually, open helms with nose guards and aventails. Some clan leaders wear elaborate metal helms with decorated and often grotesque face masks, heirlooms of their Adan ancestors.

HOUSING

Extended families reside in modified granite or limestone versions of the traditional Northron lainghudan set 2' to 4' into the ground. Most are one story, although two- and even three-story buildings do exist within Dale itself; their high roofs of thatched grass, wood, or overlapping shale shingles have lofts for storage and smoke holes for ventilation. The houses of the Dale-folk typically boast several rooms: one for food preparation and consumption, one for sleeping, and a general-purpose front room that often serves as a shop for craftspeople. In Dale, as in Esgaroth, the high, shuttered windows are sometimes designed to allow the display of the occupant's wares.

DIET

The diet of the Dale-folk is mixed, with heavy leavened or unleavened bread providing most of the bulk. Large amounts of mutton are consumed along with plenty of freshwater fish, wild and domestic fowl, game, and dairy products from domesticated goats and sheep. Dale-folk drink beer with nearly every meal, although imported wine (usually spiced or watered down) and hot mead (in winter) are also imbibed.

WORSHIP

In addition to the typical Northron religious structures and holidays, the Dale-folk have a special reverence for the sky and stars, particularly as they relate to predictions about the future. Equinoxes and solstices are important times for the rituals of Storakyn (No. "The Cult of the Star"), a variant of the Cult of the Earth (No. "Uerdakyn"). The Alanakyn (No. "The Cult of the Growing") also holds sway amongst the Dale-folk.

7.3 THE GRAMUZ OR PLAINSFOLK

ORIGIN

An agricultural Northron group, the Gramuz became a distinct subculture during the First millennium of the Third Age. Closely related to the Lake-folk (especially the East Bighters) and the Dale-folk, the Gramuz (No. "Grasslanders; Fierce Race") are often confused with those two, but are actually a distinct tribe. Their ancestors migrated to Rhovanion via the Isen Gap between T.A. 300 and T.A. 500, along with the second wave of urban Northrons who settled the East Bight.

HOME REGION

The Gramuz live in rural Wilderland, from the rugged hills in the southern shadow of the Grey Mountains to the rolling plains southeast of Mirkwood. Half of the twelve clans live north of the Celduin. Of these, five inhabit the glacial gullies and steep slopes of the oak savannah; their region of settlement is bordered by the Long Lake valley in the west, the Iron Hills and the Redwater River valley in the east, and the River Running valley in the south.

POLITICAL STRUCTURE

Gramuz society is clan-based and led by hereditary chieftains (No. "Thynas"). As they have for centuries, the twelve Thynas ostensibly meet three times a year or during emergencies in the Lake-folk settlement just east of the Iach Celduin (S. "Running River Ford"; No. "Widuwaed"), a place of ruin since the Great Plague.

The Thyn of the large Frithas (No. "Protectors; Peace Keepers") clan operates as a sort of "first among equals" for the northern clans; these include the Hathéod (No. "Heath/Plainsfolk"), the Borngas (No. "Securers"), the Wentlas (No. "Pillagers"), the Frohargas (No. "Plunderers"), and the sparse Bearwynas (No. "Boar Friends") of the Far North. Similarly, the Thyn of the revered Withras (No. "Opposers") clan acts as a representative for the southern clans, speaking for his fellow Thynas when they cannot attend the Fadarthing (No. "Council of Elders"); this is not uncommon considering the distance between their home alanbuhren (No. "Timber Strongholds") and the ruins overlooking the Running River ford.

SOCIAL STRUCTURE

Gramuz lineage is traced solely through the father, and the couple resides with the husband's family. Marriages can occur outside of the clan or tribe, but unions with non-Northons are rare.

SETTLEMENT PATTERNS

Scattered farming homesteads are occupied by one to three extended families. In the north, these small villages (No. "Maedwe-dukas") are usually protected by a ditch and an earthen dike surmounted by a withy fence. The chief maedwe-dukas of the North are Wangail (No. "Plainshall, Field Corner"; seat of the Frithas); Hatherbolt (No. "Heather Home"; Hathéod); Withebord (No. "Withy-shield"; Borngas); Casherd (No. "Sedge/Coarse Grass Home"; Wentlas); and Clanbyrst (No. "Bracken Field"; Frohargas). The Bearwynas make the Lake-folk town of Buhr Thurasig their central place.

In the south, larger numbers of homesteads band together into alanbuhren, like the chief Withras settlement at Leovidukas (No. "Pleasant Village") that is centered around a defensive hill (No. "motte") enclosed by a moat and wooden fence. During relatively secure times, the enclosures are used as animal paddocks. Thynas spend a significant portion of the warmer months away from their chief settlement, travelling from one clan community to another accompanied by a small entourage, staying on extended visits in the homes of their kinsfolk.





MILITARY STRUCTURE

Beginning at age seven, all males receive schooling in various farming techniques. At age fourteen and older they receive training in weaponry and rudimentary combat tactics. Every able-bodied male is expected to serve in the faird (No. "Clan Levy"). Elite warriors comprise the drihten (No. "Clan Guard"), more of a petty nobility than a standing army; from this lot each Thyn handpicks a huidrihten or huidcairl (No. "House-guard") of six warriors to serve as his bodyguard. All faird members are acquainted with the use of a traditional 8' spear, either a broadsword, scramasax (No. "Longknife"), or hand axe, and either a short bow (for mounted archery) or longbow. Many warriors, especially those from southern Rhovanion, are experienced at fighting on horseback.

CURRENCY

There is no local currency. Barter predominates, but in the North the coin of Esgaroth, Dale, Dorwinion, and the Dwarves of the Iron Hills are all acceptable. In the south Gondorian coins are more common, although garnet jewelry is also in circulation as a sort of quasi-currency.

LANGUAGE

The Gramuz speak Gramuik (No. "Tongue of the Open Country"), with various regional variations dependent upon neighboring languages. Along trade routes, the closely related tongue of Rhovanion Westron (Foradanin) is commonly used.

APPEARANCE

Because of their Northron kinship, blond hair and blue eyes generally predominate among the Gramuz; some variation does exist, however, especially among the Withras, who still harbor Adan blood in their veins and therefore tend to have darker hair. The Plainsfolk are taller than "common people," but shorter than most of their Northron neighbors as a result of their grain-based diet—the men average 6'0", and the women 5'4". Although not especially hairy, the men typically sport very long beards, which they boldly display in combat.

The Gramuz wear mid-thigh to knee-length shirts, cloaks, pants; women may wear short shifts with leggings made of linen, wool, or linsey-woolsey. Stitched soft-leather footwear, often worn with hide puttees or gaiters during the winter months, are the norm. Wealthier warriors may don chain or scale mail shirts and an open metal helm with a nose guard; most, however, make do with a reinforced leather pot helm and either a boiled leather breastplate, a soft leather jerkin, or a long, pliable leather hauberik.

HOUSING

Most Gramuz live in shortened rectangular versions of the traditional Northron languzan or lainghudan (No. "Longhouses"). These bidahudan (No. "Cottages") have wood frames, either plank or wattle-and-daub walls, and high, thatched roofs containing storage lofts. The floor of the main room is sunk some 2-4' into the ground; a low door equipped with a ramp or stairs allows entry. Often, a small grain storage room or a stable for livestock is attached to the side of the bidahud; the bodies of the animals provide additional warmth during the winter. The quarters for men and animals are accessed by separate entries.

DIET

Gramuz diet is essentially grain-based; porridges and heavy leavened and unleavened bread made from oats, barley, and buckwheat provide most of the bulk. Red meat (primarily mutton) is relatively rare, except at festival time, but small portions of wild and domesticated fowl and fresh or salted fish (especially in the north) supplement the normal fare. Dairy products from domesticated goats, sheep, and, less frequently, auroch cattle are also consumed. Every settlement brews beer that is drunk with nearly every meal; the Gramuz of the North are the creators of the popular and now widespread "bock," a dark, heady ale originally brewed in springtime exclusively for consumption during the Throseldeg (No. "Day of the Thrush") festival held on the first day of Thrimilce (No. "May").

WORSHIP

Gramuz religious structures and holidays are typical of Northron culture although the Uerdakyn (No. "Cult of the Earth") predominates. The Alanakyn, or "Cult of the Growing," is also common among those Gramuz making their homes near Mirkwood's East Bight.

7.4 NORTHRON LANGUAGES

The various Northron subcultures of northwestern Middle-earth speak a variety of dialects; these undergo dramatic changes over the course of the Third Age as various Northron groups migrate, die out, and are assimilated into other subcultures. After about T.A. 1000, nine groups of Northrons, distinct in culture, lifestyle, and, to some extent, physique, inhabit Rhovanion and Eriador. They include: the Riverfolk of the Eriadoran estuaries; the Beijabar of the eastern Misty Mountains and Nan Anduin; the Estaravi of the Gundalok shelf and upper Nan Anduin; the Nenedain of the Nan Anduin; the Woodfolk of Mirkwood; the Dale-men of the upper Nan Celduin; the Lake-folk of the Nan Annen, Nan Celduin, and East Bight; and the Gramuz and Éothraim of the eastern plains of Rhovanion.



The Eriadoran Northrons who reside in hillforts in eastern Cardolan, serving initially as mercenaries for the Dúnedain, are excluded here because they are a special case, being primarily East Bight Lake-folk and Nenedain who recrossed the Misty Mountains between T.A. 1050 and T.A. 1409. Although they speak Eriadoran Westron, their culture differs little from that of their Wilderlond kin. Similarly, the large number of Estaravi forced to settle west of the Misty Mountains, in Angmar, after the arrival of the Witch-king in the Fourteenth Century T.A. are also excluded, since they quickly adopt the customs and Eriadoran Westron language of the rest of the Angmarim. After several generations, less than half are still fluent in their original Estaravë tongue.

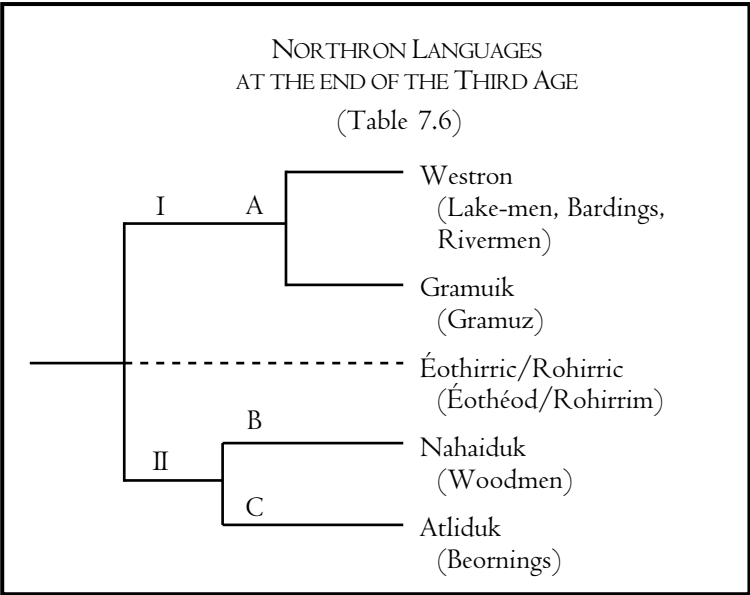
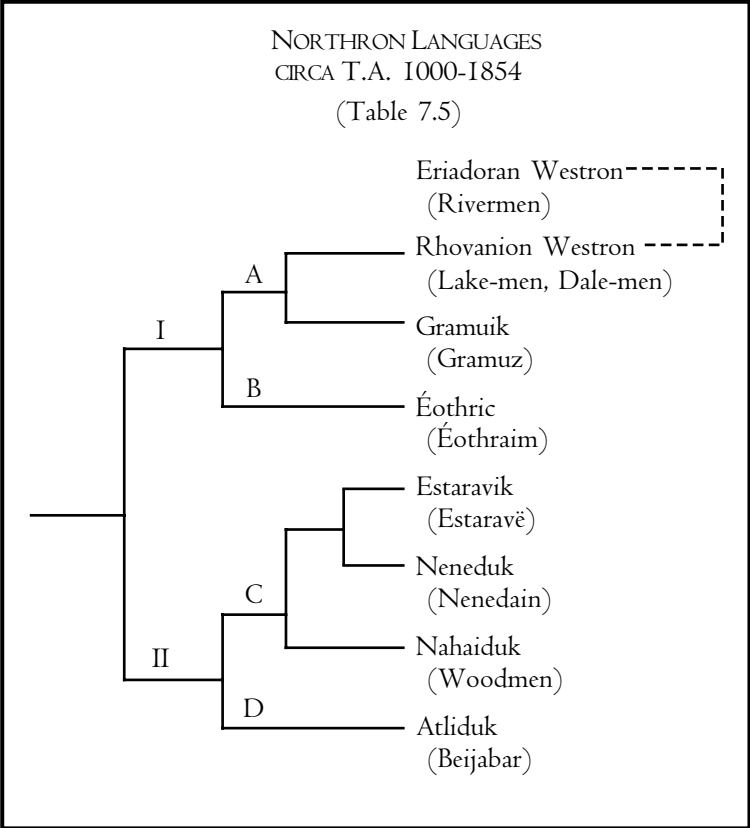
A series of disasters and upheavals have radically altered population distributions. In the wake of the devastating Great Plague (T.A. 1635-1636), the Northron population of Rhovanion became quite sparse. The following rough percentages indicate the portion of the total Northron population of Rhovanion that each subculture comprises in the wake of the plague (circa T.A. 1640): Beijabar-3.2%; Dale-folk-2.3%; Eothraim-46.9%; Estaravi-3.9%; Gramuz-8.2%; Lake-folk (northern)-5.8%; Lake-folk (East Bight)-7.8%; Nenedain-12.6%; Wood-folk-9.3%.

During and shortly after the Wainrider invasion into Rhovanion in T.A. 1854 many Northron groups, including the Lake-folk of the East Bight, the Nenedain, and portions of the Gramuz, northern Lake-folk, Dale-folk, and Woodfolk, were either eliminated or displaced from their homelands. Those who were forced to move were subsequently absorbed into the emerging Éothéod subculture while that group was in the midst of a migration to the upper Nan Anduin (circa T.A. 1856-57).

After the fall of Angmar in T.A. 1975 many of the Estaravi were also assimilated into the Éothéod; those who refused to renounce their service to the Witch-king were later destroyed by Frumgar and his Éothéod in T.A. 1977. During this time, the Eriadoran Northrons in what was once Cardolan and Angmar were completely assimilated into the culture of the local populace. Thus by about T.A. 2900, only the Riverfolk, the Beornings (descendants of the Beijabar), the Lake-folk of the Nan Annen and Nan Celduin, the Rohirrim (descendants of the Éothraim and Éothéod), a handful of Woodfolk, a handful of Gramuz and, after the death of Smaug in T.A. 2941, the Bardings (descendants of the Dale-folk) survive as distinct subcultures with separate Northron dialects.

The tables below summarize the various subcultures and dialects of the Third Age Northrons. For the language tables (7.5 and 7.6), the following apply: Individuals who speak dialects within the same primary branch (e.g., I or II) can comprehend each other at three language

ranks below their respective **MERP** language skill proficiencies and are able to learn other dialects in the same primary branch at twice the normal rate. In Section 7.5, Eriadoran Westron should be treated as if it is in a primary branch solely with Rhovanion Westron. Additionally, Éothirric and Rohirric are considered to be in both primary branch I and II of Section 7.6. Individuals who speak dialects within the same secondary branch (e.g., A, B, C, D) are able to communicate with each other at just two language ranks below their respective **MERP** language skill proficiencies and may learn other dialects in their secondary branch at three times the normal rate.





8.0 COMMERCE AND INDUSTRY

8.1 TRADE

Trade is the very essence of Esgaroth's existence. Although barter remains the norm in northern Rhovanion, towns in the Nan Annen and Nan Celduin do accept certain widespread and high quality coins. Esgaroth occasionally mints its own silver piece, the mietan (No. "Measure"), considered to be the standard throughout Rhovanion. Weighing roughly $\frac{1}{4}$ of an ounce, the mietan is equivalent to the $\frac{1}{4}$ ounce silver pieces minted in Arthedain, Gondor, and Dorwinion.

The town Maela (No. "Coiner"), Linlocc the silver-smith (see Sections 2.0 and 14.0), also occasionally mints a smaller $\frac{1}{8}$ ounce copper piece, the mael (No. "Mark, Token"). His is a coveted position to many Lake-folk, yet he exercises little true authority, minting coins only at the specific request of the Maesta and then always in strictly limited quantities. In neighboring Dale, Leovric (No. "Most Beloved") the jewelsmith performs a similar function, minting restricted numbers of the $\frac{1}{8}$ ounce silver feladoel (No. "Many-portioned"), the $\frac{1}{4}$ ounce moel (No. "Mark, Token"), and the $\frac{1}{4}$ ounce airen (No. "Iron").

The larger mietan of Esgaroth and the moel of Dale are often cut in half to provide smaller denominations, and both the haelfamietan (No. "Half Mietan") and the haelfamoel are accepted wherever the full-sized coins are. This presents some danger because it is easier for unscrupulous types to "clip" these halved Northron currencies (usually the higher valued silver coins). Hence it is a common practice for Lake-folk involved in a transaction to rub their fingers along the edge of a coin in order to feel for telltale burrs that might indicate a recent trimming and then to gently bite the coin to test its solidity (and therefore its purity). These are normal precautions exercised almost without exception among the wily merchants operating upon the Huwaerkyn (No. "Great Wharf"), where many of the shops and stalls peddling wares are located. Even on market days during the coldest months most merchants wear fingerless gloves or mittens while at their stalls to allow them to check the currency they receive (see the tables in Section 19.6 for more information on coinage values and prices in Esgaroth and Dale).

Typically, shops in Esgaroth open shortly after dawn and remain open until just before dusk, but many vendors operate on a rather whimsical schedule and can be convinced by a tactful monetary incentive to open their business during odd hours. In the summer, some businesses close for a short break during the early afternoon. The Esgaroth market runs year round, although it attracts far fewer folk during the winter. By contrast, the smaller Dale market, held a week after Esgaroth's, ceases with the first snowfall after harvest and does not begin again until the following spring thaw.

The monthly market days held each full moon are characterized by an influx of rural folk and peddlers bringing cheap goods to sell or trade. Hoards of entertainers (scops, musicians, puppeteers, magicians, playactors, and so forth) perform on the Huwaerkyn, and a bevy of petty thieves, con-artists, and pickpockets join in the fray.

Barter remains quite common, particularly in Esgaroth. A lively and competitive atmosphere permeates all transactions there, especially on market days, and haggling over prices is an accepted, even expected, part of commerce. Prices in the platform-town are modest for food and lodging, high for certain raw materials, and low for most manufactured goods. On market days, a canny bargainer can save a great deal on most anything but prepared food and drink (which tend to increase in price), but a customer unwilling or unable to negotiate is likely to be swindled—merchants will initiate a potential sale with an absurdly expensive pitch.

Esgaroth's edfrehair, loose voluntary associations of merchants and craftsmen, often influence the prices of various commodities, but their guidelines are hardly strict regulations. Often, there are several edfrehair that serve the same segment of society; the associations exist primarily to give folk plying similar crafts some bargaining leverage, access to apprenticeships, and a chance to socialize with like-minded people. Membership is not obligatory, and some Lake-folk refrain from joining any edfrehair in order to keep trade secrets and avoid paying dues. Other wealthier townsfolk become members of several edfrehair, but this is less common and not generally deemed appropriate.

Goods arrive from various origins by a number of routes. Wines, olive oil, dyes, olives, grapes, and shellfish from Dorwinion, the Redwater valley, and the lower River Running valley find their way up the Celduin to the warehouses and stalls of Esgaroth. Wood-elf lumber, woodcrafts, longbows, salted foods, fruit, herbs, and luxury items like fine wines, jewelry, and cloth (especially spidersilk) arrive by raft down the Forest River. Dwarves of the Iron Hills send metals, metalwork, stonework, gems, and weaponry overland to the market.

Sundry commodities from the Woodmen (wood-crafts, hides, furs, salted meats, beeswax, and herbs) and from the Beijabar (beeswax, hides, furs, oak-craft, grapeleaf magnolia honey, and mead) travel to Lake-town from the Nan Anduin via the Old Forest Road (No. "Viduweg") through Mirkwood. Rarer items from Gondor, Moria, and Arthedain also travel this route, although the track through Mirkwood has become particularly dangerous since the Plague; the other option for traveling to Lake-town from the West—skirting the northern edge of the Dark Forest along the perilous, Orc-ravaged Men Rhúnen (No. "Aesdweg") and Men Mithrin (No. "Graigweg")—has its own hazards.

Closer neighbors also provide goods to be sold at Lake-town. Dale exports wool, cut stone, salt, metalwork, weaponry, jewelry, glass, beer, and dairy goods to Esgaroth; the nearby village of Cotstow exports pottery, baskets, and waterproof reed mats; Londaroth grinds most of the grain for the town; and the regional Gramuz farms provide grains, horses, salted meats, linen, beer, and earthenware pottery. In addition to its importance as a mercantile center, Lake-town is known for its barrels, fish, cloth, grains, candles, and a vast assortment of "finished" goods.

Merchandise arriving at Esgaroth is subject to a steep ten percent toll known as a hlasting (No. "Cargo Toll") upon each vessel or cart unloading at the town-upon-the-water. This tariff may lessen according to the nature and origin of the commodities, for Esgaroth has many trade agreements with different governments, or depending upon the particular merchant concerned, since regular traders may obtain licenses for certain cargoes. Payloads arriving at Lake-town have the value of their goods assessed by the gate drihten before they cross the timber bridge to the town proper (if they are being transported by land) or by drihten-manned ships patrolling the Long Lake near Esgaroth (if by water).

If a merchant disagrees with the assessment, he or she must wait until either the Maesta or an arbitrator approved by Odagavia from a relevant edfrehar can come and settle the dispute. Any arbitrator besides the Maesta invariably charges the merchant a fee (usually too much to make disputing the drihten's assessment worthwhile), and if no one is immediately available to arbitrate, the drihten typically confiscate and impound the goods and vessel until someone is.

At one time, traders shipping merchandise up the River Running were forced to pay additional tolls in order to unload at Londaroth and portage around the eighty foot falls at Lindal (S. "Mere's End"). Including portage tariffs, the total charge to river mangung (No. "Trade, Traffic") was decidedly steep and made large shipments a necessity in order to insure the seller garnered a profit.

However, since the Plague and the subsequent depopulation of Londaroth, portage tolls are no longer collected there, and merchants operating up and down the Celduin are now reaping rich profits.

More lucrative, however, are the successful smuggling operations that manage to avoid Lake-town's high tariffs altogether. Much of this illicit trading is controlled by Kynoden, Kryn of the town's shipbuilding edfrehar, the Boed-bylgas. Kynoden has contacts all along the River Running, including a connection to the wealthy miller Viloric at Londaroth that is essential to his smuggling operation. The Boed-bylgas is responsible for the construction of a number of "specially designed" boats plying the waters of the Long Lake and the River Running. They receive twenty-five to fifty percent of the take in Esgaroth, and their illegal operations work out of a small one-story inn, the Erannun (S. "Lone Sunset"), located by the small boatbuilding inlet on the west side of town. Goods like furs, gems, dyes, and rare Elven wines arrive as part of the inn's regular food shipments and are inserted into bags of ground grain at the Londaroth mills to the south. These shipments are exempt from regular inspection by the drihten patrol boats and are unloaded with the use of a parbuckle directly into the Erannun's kitchen. Similarly, outgoing merchandise is slid down the cleaner of the kitchen's two movable refuse ramps directly onto boats in the protected bay.

Tariffs along other parts of the waterway vary. Because of Dale's location beyond Esgaroth at the head of the River Running, and its proximity to the platform-town, the town charges only a minimal hlasting of three to five percent on incoming goods, as do most of the smaller trade towns along the River Running. The Wood-elves exact a variable river toll on mangung travelling up the Forest River, but share the upkeep duties of that tributary (dredging and maintaining the steep banks to prevent collapse) with the folk of Lake-town; historically this has been a point of friction between the two peoples.

8.2 CRAFTS

The four largest and most prominent of the craft edfrehar are the Cladh-wyrkendas (No. "Cloth workers"), the Wodu-craftas (No. "Woodworkers"), the Vebberas (No. "Weavers"), and the Visceras (No. "Fisherfolk").

The Cladh-wyrkendas is the main clothworkers' association; the Vebberas is merely a more specific association related to it. The two enjoy a close working relationship—few major association decisions are made by either one without consulting the other first. Both edfrehar are unusual in that many of their members do not run workshops of their own. Instead, they ply their craft either out of their own homes or in one of the two large association halls. Other merchant members then sell the goods on their behalf.





Trade goods

The Wodu-craftas is a loosely organized catch-all edfrehar that consolidated its power late in the sixteenth century of the Third Age under the Kryn Vodaga, who also served as the town Maesta for a number of years. It includes various artisans who are not members of the other guilds they ordinarily might join: the Hudan-byldas (No. "House Builders") for carpeters and thatchers or one of the four cooper edfrehar. The latter—the Bydenbottan (No. "Tub Fixers"), the Byrla-bytlas (No. "Barrelmakers"), the Tunne-craftas (No. "Tun Builders"), and the Byrel-byldas (No. "Barrelmakers")—are extremely powerful, but constantly bickering. All of these groups are on reasonably good terms with the Wodu-craftas, and most use the Wodu-craftashuil for social functions.

The Visceras is perhaps the largest edfrehar in town and operates more as a clan than an association. Its members include all of the fisherfolk involved in catching fish, harvesting mussels, and selling both at the Viscwic (No. "Fishmongers' Market").

The Boed-bylgas, already discussed above, also holds significant political clout in Esgaroth. Its members, like those of the Visceras, are somewhat clannish in their relationship to other community members.

Although candlemaking is one of the crafts for which Lake-town is especially known, the chandlers have been unable to or uninterested in organizing into any major groupings; instead, most maintain friendships and business pacts with a number of their compatriots.

Other important but less powerful edfrehar include the Airn-skáparas (No. "Iron Smiths"), the Húdh-wirtas (No. "Leatherworkers"), and several baker, butcher, and maritime supplier associations.

General store proprietors and most of the regional farmers who sell foodstuffs and other items in town tend to operate independently, as do the

numerous innkeepers, tavern owners, gambling hall and brothel proprietors, barbers and herbalists, wyrdtellers, stablers, and the single mason in town, Holting (No. "Copse; Woodsman"). Holting keeps in close contact with his suppliers and kin in Dale, as do many of Lake-town's skáparas, particularly those who work with precious metals, since the Dale-folk are renowned for their intricate jewelry.

A few artisans are based outside of Lake-town. Because of fire concerns (with the ground kilns) and raw material availability, the Laiskáparas (No. "Potters") workshop and the Taynel-wirtas (No. "Basketmakers") edfrehar are centered in Cotstow, several miles outside of Esgaroth, but their products are commonly available in the platform town. The glassmaking industry, which is located in Dale, has a couple of suppliers in Lake-town—they deal almost exclusively in window panes.

9.0 POLITICS AND POWER IN T.A. 1640

9.1 INTERNAL POLITICS AND PEOPLE

THE MAESTA

The quotidian duties of the Maesta, Odagavia, focus on the major livelihood of Lake-town—commerce. He monitors daily trade and toll collections, establishing toll exemptions for allies and specific merchants, and settling disputes over hlaesting amounts. Tradition mandates that he consult with the appropriate edfrehir Kryns before bringing major decisions before the Atanathrain to be voted upon.

On a broader scale, the Maesta is responsible for negotiations with other regional powers on issues besides commerce, and he maintains diplomatic relations with regional populations like the Gramuz, Dale-folk, and the Wood-elves, as well as other Lake-folk in towns down the River Running, such as Buhr Chep and Buhr Marden. It is at his request that the town Maela mints coins, and he decides the salaries that are paid to drihten members, as well as to Earm, the garbage collector, and Éothwyn, the ostler of the Folcsteallas. Odagavia also finances festivals and feasts on halidegas and presides over the Lithe Fair each summer. Most importantly, the Maesta heads a three-person council with the Wendriht (Beadarof) and the Town Crier (Maethelgar) that settles arguments and passes judgement upon criminals. In assessing torts where votes of the trio are required, the Maesta's vote counts double.

The term of the Maesta is two years (elections are held on the last day of every odd year), and he must be elected by a majority vote in the Atanathrain. Despite the apparently short term, most Maestas are reelected several times. Often two prominent townspeople will alternate in the position every two or four years over a period as long as two decades.

THE WENDRIHT

As Wendriht, Beadarof is responsible for the military defense and general safety of the inhabitants of Lake-town. The post encompasses both administrative duties as the chief of the Town Guard and military obligations as the commander of the town faerd which is responsible for drilling levy soldiers on a monthly basis. He organizes the spring dredging and bank rebuilding of the lower Forest River, a duty that is shared with the Raft-elves.

At one time a hereditary position, the role of Wendriht is now filled by a renowned warrior approved by the Atanathrain through a majority vote. The position is for life (subject to review if abused), and any member of the Atanathrain may nominate an individual to be voted on. In practice, a Wendriht usually retires in his sixties or early seventies, and officially nominates a successor before the Atanathrain. That successor has always been approved in the past.

THE TOWN CRIER

The Town Crier is responsible for communicating the decisions of the Maesta to the townsfolk of Lake-town. Traditionally the role has been filled by a bard trained in Northron public speaking and the legal traditions and oral history of the Lake-folk. Maethelgar, like his predecessors, was appointed to the position by Odagavia after the previous Crier, his mentor, perished in the Plague. He was subsequently approved by the Atanathrain in a majority vote.

THE ATANATHRAIN

Composed of all male “citizens in good standing,” the size of the Atanathrain varies with the population fluctuations of the residents of Esgaroth. Supposedly composed of roughly the same body of townspeople that makes up Lake-town's faerd, the Atanathrain actually has a much greater turnout than the monthly training sessions of the levy. The group meets on a monthly basis in the Thrainhuil at the dark of the moon, but may also be summoned for special emergency sessions. Decisions are made by a simple majority vote and are often raucous affairs—members will stand on tables and benches to shout their opinions in impassioned speeches while others stamp and pound the tables to indicate approval.



51

Town crier





MERCHANT AND CRAFT EDFREAHIR

The edfreahir strongly influence the political decisions of the Maesta, who frequently consults individual Kryns on specific policies that might affect particular associations. Atanathrain members of a particular edfreahar have been known to vote as a block and significantly affect trading policies in the past.

9.2 ALLIES OF LAKE-TOWN

DALE-FOLK

Folktales relate the story of how the Dale-folk first answered a plea from the besieged Lake-folk at Londaroth and helped that community to defeat their Easterling adversaries centuries ago. Since that time, they have maintained an unwavering alliance of mutual trust and a high volume of commerce. So much so, in fact, that neither group has ever gone to war without the military assistance of the other. Lake-town's Maesta traditionally visits Dale for a week during the autumn or winter, and the Dale-folk's Thyn is his honored guest at Esgaroth's Lithe Fair.

GRAMUZ

The Gramuz of the region are free to bring materials to Lake-town to trade on market days, and local farmers familiar to the drihten Bridge Guard are sometimes granted unofficial toll reductions. Beadarof and the pre-eminent Gramuz Thyn of the region, Brogdin, are well-acquainted and respect each other. They have warred together as allies in the past. In any major campaign against invaders, Esgaroth can count on her rural neighbors for support. The Maesta and Brogdin exchange gifts and renew their pledges of alliance each summer at the Lithe Fair. Of late, Brogdin and other Gramuz leaders have counceled with some of Lake-town's merchant edfreahir Kryns to discuss the increasing problem of brigandage in the countryside and along trade routes.

OTHER LAKE-FOLK

Esgaroth also maintains cordial diplomatic relations with other fair-sized Lake-folk communities such as Buhr Chep and Buhr Marden, despite the distinct spirit of competition and frequent disagreement over the tolls those communities exact on merchant shipments stopping en route to Lake-town.

WOOD-ELVES

Official relations with the Wood-elves are strained in the years following the Plague, for although Thranduil's folk gave assistance to the starving Lake-folk late in T.A. 1637, it took two years of suffering, a personal trip by Odagavia, and the support of the Raft-elf village leader, Ohtar, to bring it about. Frequent squabbles with the Raft-elves of Celebannon over the dredging and maintenance

of the Forest River channel have made the relationship between the leaders of the Raft-elves and the Lake-folk one of tactful diplomacy in the past, but Odagavia acknowledges the support of Ohtar during the Plague and has been very cordial since. On a less official level, the coopers and merchants of Esgaroth who deal regularly with certain Raft-elves have formed friendships with the cheerful Silvan people.

DORWINION

Lake-town has no official trade policy or formal diplomatic contact with the faraway realm of Dorwinion. Instead, various merchants plying the trade routes between the two places can obtain certain toll indulgences for specific cargoes.

9.3 ENEMIES OF LAKE-TOWN

EASTERLINGS

Easterlings have periodically raided outlying Lake-folk communities for centuries, but invasions that actually penetrate far enough west to threaten Lake-town are rare. The warlike Sagath worship darkness, and consequently the Lake-folk consider them morally inferior. For most Lake-folk, the closest contact they ever have with the alien Easterling culture is through blinded survivors of raids by the warlord Jyganoth, so distrust of the Sagath is widespread.

ORCS

Orc tribes live and operate in the vicinity of the Nan Annen, but none are strong enough to dare an attack upon Esgaroth in T.A. 1640. The greatest dangers lie with merchant caravans travelling the Aesdweg or Graigweg and the outlying refugee homesteads scattered throughout the northeastern hills of the Long Lake and upper Running River valleys; these are potential targets of Goblin raids by either the Asharag or the Larzoguhoth tribe. Travellers along the Viduweg or Aelfgang through Mirkwood also risk attack by the Blogrum-hai, the Shirkag, or other Orcish brigand parties.

THE CULT OF THE LONG NIGHT

Because it is a secret organization whose existence is unsuspected by the vast majority of the region's inhabitants, the Cult of the Long Night would never be acknowledged as a threat to Lake-town's security. Nevertheless, the heinous darkness-worshipping group is a primary instigator in many of the "chance" misfortunes that befall members of the Free Peoples in the area. The Cult has spies in many places. Haed, the group's main envoy and assassin, frequently leaves their retreat in the western Iron Hills to initiate some nefarious plot (often at the bidding of the Necromancer) designed to bring death and destruction to innocent folk and further the ends of evil.



10.0 WARCRAFT

Esgaroth maintains a full-time town-guard, or “drihten,” which serves a number of functions. The warders who serve in the guard are professional soldiers, but they generally act as firemen, policemen, customs agents, and bodyguards. They also help train the men that serve in the town-levy, Esgaroth’s “buhr-faird.” Rarely mustered, the faird constitutes Lake-town’s entire army.

10.1 THE TOWN-GUARD

The town-guard, a small force of sixty soldiers, polices Esgaroth. Commanded by Beadarof the Wendriht (No. “Guard-lord”), the Guard is subdivided into fifteen, four-person marcas (No. “Marches”). Each march is composed of one seasoned cuirl (No. “Knight”) and three buhr-drihtas (No. “Town-warders”). The cuirlas serve as march commanders.

A march serves as a local watch. It may stand guard or act as a patrol, and operates on a duty schedule that varies according to season:

	Time Shifts	Bridge Watch	Gate Watch	Lake Watch
<i>Spring</i>	Dawn-Noon	2	1	2
<i>to</i>	Noon-Dusk	2	2	2
<i>Fall</i>	Dusk-Dawn	2	2	—
<i>Winter</i>	Dawn-Dusk	2	2-3	0-1
	Dusk-Midnite	2	3	—
	Midnite-Dawn	2	3	—

Shift lengths vary with the length of the solar day, but average about eight hours. During extremely mild winters, lake patrols occasionally operate under clear starlight, their shifts lasting as long as half a day. Of course, ice usually bars merchant ships from passing along the River Running as early as late Rething. With the advent of the river ice, patrols are terminated.

Each changing of the Bridge Guard and Lake Watch is accompanied by an exchange of the coffer used to collect cargo tolls. Off-duty cuirlas carry the duties and fines gathered during their shift to the Gaoltur, where they are deposited in a safe in Gudrinc’s office (see Section 12.1.3).

Town patrols are admittedly sparse. Some folk claim that the drihten spends an inordinately large amount of time patrolling the wealthy and relatively safe Thrainhuilstede. This contributes to the rowdy nature of life in Esgaroth. Evening patrols, especially during the winter, are more a series of short sallies from the Gaoltur

rather than one lengthy shift spent entirely outdoors. Off-duty guards, particularly warders that serve as part of the Bridge Guard, can often be found relaxing at the Vodagarazun.

10.2 THE TOWN-LEVY

Serving together as they do, soldiers develop close bonds with one another. In times of war, when the levy musters, they maintain this unit cohesion. Guards and levy-men function in the same wartime units, providing the less experienced soldiers with effective guidance.

After a mustering of the levy, a ten-man martig (No. “War March”) includes a knight or cuirl, three warders, and six faird-men. The unit operates under the command of the cuirl. He relies on the warders to keep the levy soldiers in line, a close and personal supervision that insures martial stability.

LAKE-MAN MILITARY HIERARCHY

	Mid-T.A.	Late T.A.
Leader	Wendrauht	Wendriht
Knights	Cuirlas	Cuirlas
Warders	Drihtas	Drihtas
Levy	Faird	Faerd

All males age 14 and older are considered part of the town faird (No. “Levy”). Despite this universal service, though, Lake-town has never mustered a faird larger than about ninety individuals, for no one is compelled to fight unless properly trained. Faird-men are taught to row and schooled in the use of a spear, a composite bow, torch, and either a broadsword or a hand axe. These individuals are expected to purchase and maintain their own weapons, a pot helm, a round wooden Northron shield, and a stout jerkin of boiled leather. The shield invariably sports a metal boss, metal edging, and a thick leather strap.

Beadarof (the Wendriht) drills the faird (including members from Cotstow) on fields beside the Long Lake on the first Storrandeg and Sonnendeg of each month. Various cuirlas and several drihten members—including the two pipers, Chlodimir and Chlotar—assist him. Discipline is moderate among the men, but morale is high. Although the Wendriht and the cuirlas lead their soldiers from horseback, the main body of the force is infantry.

In times of war, Beadarof works in close council with Dale’s military leaders. After all, the Lake-folk have never been involved in a campaign without their close military-minded Dale-man allies. At times, the Lake-men also meet with the regional Gramuz leaders, but most of these conclaves involve duty and boundary accords.



Northman
warrior

Although the Lake-town levy is skilled at waterborne travel, Dale deploys a mounted faird that generally moves over land. Once in battle, the distinctions between the two forces blur, for the bulk of the Dale-men dismount to fight. Typical tactics involve a line or wedge battlefield unit, protected by another unit of archers on one flank and perhaps a cavalry unit (composed of Dale's warrior elite) on the other. Beadarof attaches himself to the marctig led by Guthwin and containing the two drill pipers, and personally leads any charge. This Northron habit is in stark contrast to usual Gondorian battle tactics, where an army is commanded from the relative safety of its rear.

Fortunately, most frequent muster-calls pertain to outbreaks of fire—Lake-town's most formidable foe. War is rare in and around Esgaroth and the upper Nan Celduin. Mirkwood bars any incursions from the west, and the bleak lands to the north impede any significant musters or campaigns there. Attacks along the more vulnerable avenues in the east and south are more common, but still exceedingly infrequent. Other Northman groups absorb most of the pressure from both raiders and invaders. Only three of fifty Sagath tribes roam anywhere near Lake-town, and encounters with the Easterlings—the Lake-men's most notable adversaries—generally focus on trade.

II.0 ESGAROTH

This section describes the locations depicted on the color town map found on the accompanying insert. Most of the names and labels appear in Foradanin, the tongue of the local Northmen of Rhovanion.

II.1 DISTRICTS

The people of Esgaroth recognize and refer to fifteen roughly-defined town districts. Each neighborhood described here is identified by a capital letter on the town map. Distinct building styles and varying communities of artisans and merchants define these unique quarters.

A. Aldbuhr/Bruckageard (No. "Old Town/Bridge Court"). Just over the Land-bridge, this area is home to merchants and artisans of all varieties. Businesses for (land) travellers are especially common: the Vodagarazun, Odalinda's wainwright workshop/yard, and the commercial stable run by Gudelinda's husband are examples of this. Many older two-story buildings with especially flamboyant carvings line the broad streets.

B. Heribuhr (No. "Harbor [Town]"). Named for the harbor extending off the southern Woetsal, this area is populated primarily by artisans, many of whom serve the Faird-waepanstort (No. "Faird Barracks"). A few Fisherfolk families also live here alongside the Woetgelad.

C. Woetsal (No. "Market Pool"). The southernmost pool is used especially by the drihten, the Fisherfolk, and merchant ships, and is ringed by warehouses, maritime suppliers, and the Fishmonger's Market.

D. Viscerstede (No. "Fisherfolk's Quarter") or **Viscwic** (No. "Fishmonger's Market"). Contains the barrel-roofed single-story cottages of most of the fishing community, as well as the hall of the wyrdwoman Bogatung, the Dydapper (No. "Waterbird, Grebe") tavern, and the Viscerashuil (No. "Fisherfolk's Hall"). The stench of the Viscwic and Folgar's tannery is everpresent.

E. Woetgelad (No. "Channel"). A canal that cuts through the center of Esgaroth. Near the northern end of the platform, there is a slight southern-flowing current in the Woetgelad. Overall, seven arched, railed bridges span the waterway.

F. Waerúthor (No. "Warehouse District"). A commercial sector of Lake-town occupied by eight large warehouses.

G. Mangthor (No. "Trade Quarter"). A well-kept area of residences and merchant offices. Aside from several coo-pering yards (e.g., Guthlaf's), few craftsfolk reside here. Inlets for unloading on the eastern side of the town platform are in use throughout the day. Traders and captains can retire to the well-to-do Mangerhuil tavern (No. "Trader's Hall") to discuss business over a drink, or take a room for overnight stays in the expensive, deluxe Heahgasthuil (No. "Lofty Guesthall"). The steep two-and three-story structures here are built to allow maximum street space for the unloading and transporting of shipping merchandise.



H. Woetsal. The northern Market Méah is bordered by several beautiful Heah-huisan (No. “Great-houses”), the magnificent Thrainhuil (No. “Council Hall”), and the Galwa (No. “Gallows”). During the day, it is used by merchants to load and unload their ships.

I. Thrainhuilstede (No. “Council Hall Quarter”). The wealthiest neighborhood in Esgaroth, composed almost exclusively of large, fancy Heah-huisan, including the residences of Thal Éolsen, Riguntha, Maethelgar, and Linlocc. The well-built, ornate Wodu-craftashuil is also located here, as is the more functionally-designed Gaoltur (No. “Jail Tower”).

J. Cladhör (No. “Clothiers’ District”). The center of the cloth industry in Esgaroth is located here, as are numerous other small retail merchants and craft workshops. Buildings styles are as varied as the businesses that inhabit them.

K. Thorbivag (No. “Bay Town”). A term used by townsfolk to describe either the prominent block of shops fronting onto the Great Wharf, or, less commonly, those shops and the entire open market area. Buildings are tall, with varied types of carved decoration; many sport balconies overlooking the wharf.

L. Huwaerkyn (No. “Great Wharf”) or **Wic** (No. “Market”). A broad, open market space lined with permanent retailers’ stalls. On market days these and many other more makeshift booths are occupied. Many other merchants simply hawk their wares off the back of wains, and the centrally located Scop’s Stage provides space for entertainers. East of the Woetgelad, in the Shambels (No. “Butcher’s Market”), butchers hold shop over wooden lattice grates that allow for the disposal of viscera.

M. Byrelcéah (No. “Barrel Quay”). A small bloh (No. “Block”), bordering both the Great Wharf and the southern Market Pool, packed with coopers and maritime suppliers. Large geardas (No. “Yards”) behind each craffhall provide outdoor space for the artisans to work.

N. Westhuwaerfan (No. “Westside”). A broad street lined with taverns, gambling halls, and brothels, the wild nightlife of this section of town is infamous. Many buildings are rather run-down, and the architecture from structure to structure varies tremendously.

O. Thorbivag. The southern Thorbivag borders the western edge of the southern Market Pool, and contains mostly maritime-related businesses. Building styles echo those elsewhere in the Aldbuhr.

11.2 STREETS

Lake-town’s streets are narrow but relatively refuse-free. This is in part due to the efforts of the garbage collector, Earm Hreolfa (No. “Earm the Leper”), and in part because rubbish often finds its way into the Long Lake. Wooden lattice-drains run beside or down the center of select thoroughfares. They collect drainage, especially rain and snow. Wise pedestrians avoid stepping upon them, for they occasionally give way.

The following names correspond to Esgaroth’s most familiar streets:

Baecstraetan	“Back Street”
Boedgeard	“Boat Yard”
Bradstraetan	“Broadway”
Bruckstraetan	“Bridge Street”
Byrel-céah	“Barrel Quay”
Cladhstraetan	“Cloth Street”
Aesdhuwaerfan	“East Wharf”
Viscuwaerfan	“Fisher’s Wharf”
Fithelrod	“Fiddler’s Crossing”
Galwastraetan	“Hangman’s Lane”
Gaolstraetan	“Jail Street”
Heah-huis-céah	“Greathouse Quay”
Heristraetan	“Harbor Lane”
Huwaerkyn	“Great Wharf”
Thandbrucka	“Land-bridge”
Lidashamm	“Sailor’s Court”
Maelastraetan	“Coiner’s Lane”
Mang-céah	“Trade Quay”
Northrod	“North Cross”
Raettslype	“Rat’s Close”
Shambels	“Butcher’s Market”
Súdh-céah	“South Quay”
Súdhstraetan	“South Street”
Telgan Cafortun	“Dyer’s Court”
Thrainstraetan	“Council Street”
Vebbastraetan	“Weaver’s Street”
Vodagahamm	“Vodaga’s Court”
Waerúweg	“Warehouse Lane”
Wainstraetan	“Wagon Lane/Main Street”
Westhuwaerfan	“Westside”
Widuclós	“Wood[worker’s] or Widow’s Lane”
Wurmsweg	“Dragon’s Wake”

11.3 BUILDINGS

Again, the numbers here correspond to the four-color town map on the insert.

1. Byrelver (No. “Barrel-weir”). A rope barrier at the shingle delta of the Forest River placed there to assist the landing of barrel rafts travelling from the Raft-elf village of Celebannon.

2. Hlaestcamol (No. “Guard House/Toll House”). Manned by a force of two cuirlas and six drihten, who collect tolls from entering merchants. See Section 12.I.2 for a detailed description.

3. Vracoth and Gristlung’s Charnel House. Home/business hall for the dead collectors/gravediggers.

4. Éothwyn’s Hall. Home to the ostler in charge of the town stables.



*Markets of
Lake-town*

5. **Folcsteallas** (No. "Town Stables"; 3). See Section 12.5.2 for a detailed description.
6. **The Vodagarazun** (No. "House of Vodaga"). The prominent inn. See Section 12.2.1 for a detailed description.
7. **Spellstalp** (No. "Public Announcement Stage"). Used by Maethelgar and others for public announcements, and by buskers and other street performer working traffic along the Land-bridge.

8. **Freamund's Heah-huis** (No. "Greathouse").
9. **Beortnov's Hall**.
10. **Beadarof's Heah-huis**.
11. **Steall** (No. "Stable"). Commercial, and run by Gudelinda's spouse.
12. **Swertling's Coopery**.
13. **Heribuhr** (No. "Harbor"). Used by the drihten to dock their mernacas.
14. **Faird-waepanstort** (No. "Faird Barracks"). Houses the majority of the town drihten, including Éodoric. Gaervicca also has a healer's ward here, where she treats both soldiers and citizens.
15. **Folgar's Tannery**. Built at the leeward extreme of Esgaroth because of the unavoidable odors associated with such a business.
16. **Viscwic** (No. "Fishmonger's Market"). Fisherfolk peddle their catch here daily.
17. **The Dydapper** (No. "Waterbird, Grebe"). A tavern popular with dockworkers and the Fisherfolk. Also an inn with several common rooms available for overnight boarders.
18. **Viscerashuil** (No. "Fisherfolk's Hall"). A community center used for group activities and storage.
19. **Bogatung's Hall**. The reclusive wyrdwoman rarely leaves her home, but regularly receives fortuneseekers.
20. **Hygegim's Heah-huis**. Home to the Fisherfolk patriarch, and several of his numerous progeny.
21. **Waerhuilan** (No. "Warehouses"). See Section 12.5.1 for a detailed description.
22. **Viscnakyn** (No. "Cult of the Fish") **Temple**. A center of worship run by Shinrinc.
23. **Aesdwic/Shambels** (No. "East Market/Butcher's Market"). Butchers and other food merchants keep shop here on market days.
24. **Merovech's Coopery**.
25. **Agilulf's Heah-huis**. The merchant has a business office on the ground floor.
26. **The Mangerhuil**. A tavern popular with the traders and ship captains in the area, its high prices force dockworkers to trek down to the Dydapper or across town to the Westorf for a drink.
27. **The Heahgasthuil** (No. "Lofty Guesthall"). A high-priced and well-kept inn favored by traders and some Wood-elves (others of the Firstborn prefer the more festive Vodagarazun).
28. **Galwa** (No. "Gallows"). Stairs lead up to a platform equipped with a gibbet overhanging the northern Woetsal. Only the most serious criminals end up here. The vicinity is reputed to be haunted (see Section 21.2).
29. **Woffung's Flat**. The jester lives over a merchant's office on the first floor.

30. Thrainhuil/Maestahuil (No. "Council Hall/Master's Hall"). Harboring town functions and feasts, the hall also houses the Maesta's office. Sometimes it is rented out for edfrehar celebrations. See Section 12.1.1 for a detailed description.

31. Wodu-craftashuil (No. "Woodworkers' Hall"). One of the most elaborately carved structures in town. Used for social functions, the building is frequently rented out to edfrehar with no social hall of their own.

32. Linlocc Maela's Heah-huis/Coinsmithy. See Section 12.4.8 for a more detailed description.

33. Maethelgar's Heah-huis.

34. Thal Éolsen's Heah-huis.

35. Riguntha's Heah-huis/Office. See Section 12.3.2 for a more detailed description.

36. Gaoltur (No. "Jail Tower"). Contains the barracks for some fifteen drihten members as well as Gudrinc's office. See Section 12.1.3 for a more detailed description.

37. Vebbashuil (No. "Weavers' Hall"). Used for social functions and storage.

38. Cladhwyrendashuil (No. "Clothworkers' Hall"). Used for social functions and storage.

39. Hurm Watoler's Tur (No. "Tower"). With a balconied, third story aviary.

40. Unn's Hall/Tailorshop.

41. Goshafoc's Carpentry Shop/Office. Usually, the proprietor is out on assignment, building or repairing structures.

42. Herewulf's Cloth Dying Workshop. See Section 12.4.7 for a more detailed description.

43. Burnt-out Area. Damaged by fire during the Plague Riots of T.A. 1637.

44. Beotta Webba's Heah-huis/Workshop. The west wing of the building houses the weaver's shop.

45. Odagavia's Heah-huis. See Section 12.3.1 for a more detailed description.

46. Antharis' Hall/Office. The trader is often away from this, his traditional Northron hall home.

47. Developing Area. Destroyed by fire during the Plague Riots of 1637, this area is being restored, and new building are being erected.

48. Vormenric's Heah-huis. See Section 12.3.3 for a more detailed description.

49. Kynoden's Heah-huis.

50. The Wegfaras Tafen (No. "Wayfarer's Inn"). Medium prices and quality.

51. Boed-bylgas Workshop (No. "Boatwrights' Workshop"). Open to the lake surface, to allow the construction of ships.

52. Boed-bylgas Waerhuil.

53. Boed-bylgas Workshop.

54. Boed-bylgas Inlet. A small inlet used to construct ships.

55. Boed-bylgas Waerhuil. Hildgripa lives in an apartment in the northwest corner of the building (see Section 12.2.2).

56. The Erannun Tafen (S/No. "Sunset Inn"). See Section 12.2.2 for a more detailed description.

57. Fredegonde's Candleshop. See Section 12.4.3 for a more detailed description.

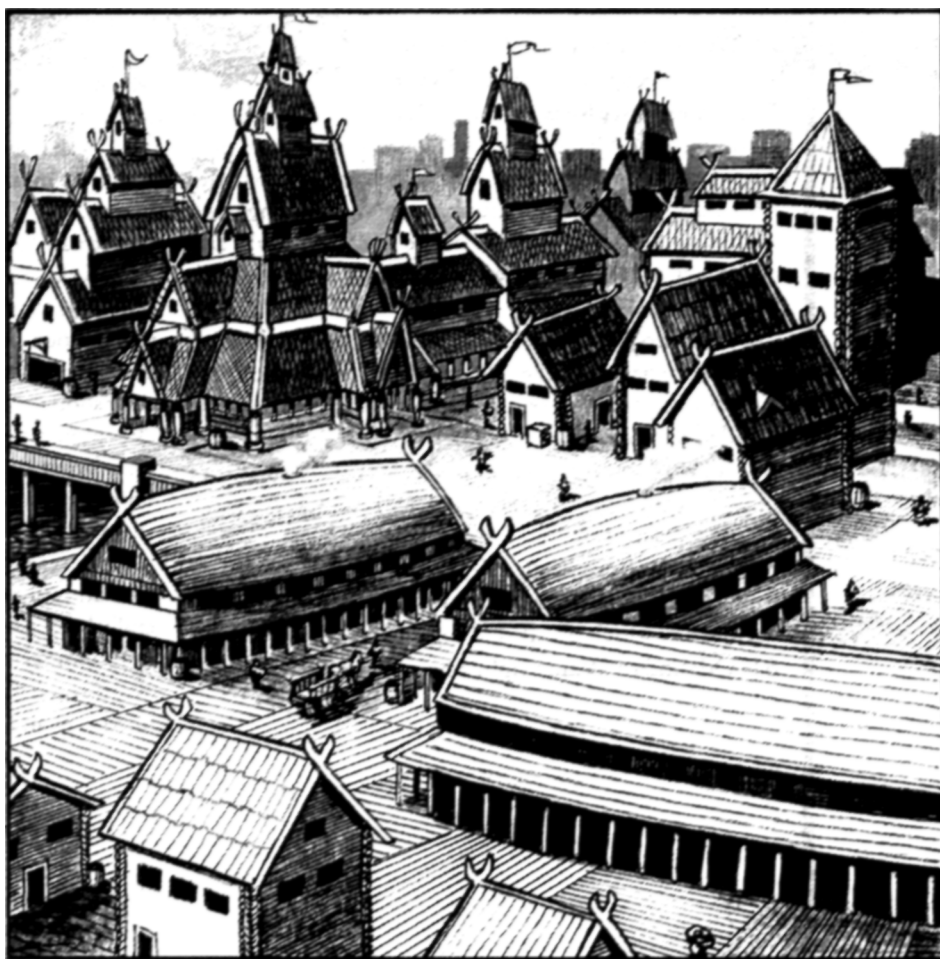
58. Holting's Mason's Shop/Yard. Usually, the proprietor is out on contractual assignment. He builds and repairs chimneys.

59. Egil's Bakery.

60. Uphelb's Barbershop and Apothecary. See Section 12.4.4 for a more detailed description.

61. Valdor's General Store. See Section 12.4.5 for a more detailed description.

62. Wic (No. "Market"). Wooden stalls line the Great Wharf, where market day activities are held. Some stalls are open at other times during the warmer months.





63. **Scopstalp** (No. “Bard’s Stage”). Used by street performers, especially on market days.
64. **Eormenlic’s Weaponsmithy**. See Section 12.4.2 for a more detailed description.
65. **Sigebeorta’s Coopery**.
66. **Gnorn’s Instrument Shop**.
67. **Guthláf’s Coopery**.
68. **Saewulf’s Maritime Supplies**.
69. **Hemming’s Cobblery**. See Section 12.4.1 for a more detailed description.
70. **Vulf-plaech** (No. “Vulf’s Place”). A popular gambling hall. See Section 12.2.4 for a more detailed description.
71. **Vaetstorc Tafen** (No. “Fat Stork Inn”). A flophouse with numerous chimneys, low prices, terrible food, rampant pilfering, and very healthy vermin.
72. **Gúma’s** (No. “Warrior’s; Hero’s”). A tavern associated with the Witehuil. Affectionately called the Stig (No. “Sty”). See Section 12.2.3 for a more detailed description.
73. **The Witehuil** (No. “Amphitheatre”; “Torture Hall”). An outdoor gambling arena also owned by Gúma where bare-knuckle fights are held most evenings during fair weather. See Section 12.2.3 for a more detailed description.
74. **Gowyna’s** (No. “Daisy’s”). A popular brothel run by Gowyna, aka “Westmilce.”
75. **Rinel’s Sailmaking Workshop**.
76. **Flota’s Ropemaking Workshop**.
77. **Westborghuis** (No. “West Pawnshop or Loanhouse”). A pawnshop whose proprietor also provides bail-bonds, primarily for sailors and mercenaries who have gambled and drunk away their savings and wound up on the wrong side of the law. A sidelight and consequence of the loansharking is a brisk trade in wealli (No. “Debt-slaves”).
78. **The Groghuis** (No. “Grog House”). A tavern which caters especially to the “River Rats” who work the Celduin shipping route. See Section 12.2.6 for a more detailed description.
79. **The Niunpinnas** (No. “Ninepins”). A small but popular gambling hall. See Section 12.2.5 for a more detailed description.
80. **The Séolforn Calc** (No. “Silver Horse-shoe”). A rough mercenary watering hole famed for its home-brewed ale, which is called “Nog.”
81. **Odalinda’s Wainwright Shop/Yard**.

12.0 BUILDINGS OF NOTE

Without exception, buildings in Esgaroth are constructed of wood, since even the stout tree piles of the platform-town can only support a certain amount of weight. Two types predominate: the more common half-timbered structures with wooden beam frameworks and wattle-and-daub filling; and the less decorative plank-built structures where vertical boards are joined at their edges with mortice and tenon joints. Because of the greater security they provide, plank-built structures are more commonly used for warehouses and buildings along the lake shore.

Streets in Lake-town tend to be narrow, and it is normal for buildings to have small, often fenced, yards containing a shed, a privy, and several small animal pens behind them. Barrels are positioned at the corners of buildings to catch rainwater for drinking and cooking.

Most structures are just one or two stories, but have steeply pitched thatch (or, less frequently, slate-shingle) roofs with roomy lofts. Often, roofs are hipped at their gabled ends and convexly curved. These are called byrelhrov (No. “Barrel Roofs”) and provide even more spacious lofts. Eaves are always alive with nesting birds—for example, the semi-intelligent storks building their large twig homes atop the chimneys of the town which are unique to Esgaroth. A double floor on each building’s first story provides insulation against the chilly winter winds which whip across the water’s surface beneath the platform, but also creates a haven for vermin. Small fishing cats, mostly imported from Dorwinion, have become a common means of eradicating pests in the wake of the Plague.

Virtually all the inhabitants of Lake-town are either fisherfolk, craft artisans, or merchants, and many live in buildings that incorporate first floor shops with spartan upper floor living flats. It is not unusual for successful craftspeople to rent out one- or two-room flats above their shop with access by an external staircase, but it is just as common for landlords to let individual rooms in their own living quarters (“Bedsits”), as would normally be done with an apprentice. In these instances, the lessor shares common space and meals with the tenants.

Fire remains an imminent danger in Esgaroth; Atanathrain regulations require masonry chimneys, generally built with limestone shipped from Dale, for almost all buildings. A few edifices are like more traditional Northron halls in that they have a firepit of thick, stone-lined clay and a louvre at the peak of the roof instead.

External doors may have simple drop-latches or wooden drawbars that slide out of an adjacent jamb to prevent illicit entry during the night; many are divided horizontally (a “Dutch door”) so that business transactions may be conducted through them with customers on the street. Actual shops will hang wooden signs over their entries, carved and painted with a symbol of the artisan’s or merchant’s specialty comprehensible to the illiterate.

Windows are invariably shuttered, either on the inside or outside, or equipped with stout, lockable wooden lattice screens. Many have no glass, but those that do have small, thick, translucent disc-panes imported from Dale set in a lead frame. They let in diffuse light, but cannot be easily seen through. Oriel windows, which project out from the wall, are used to maximize light; numerous shopowners and workshops employ a specially designed first floor oriel window that opens into a shelf to peddle their wares. Similarly, upper stories are often jettied or projected out over the lower floor to bring more light into the living spaces above, and many upper floors have small balconies or dormer windows interrupting their roof slopes.

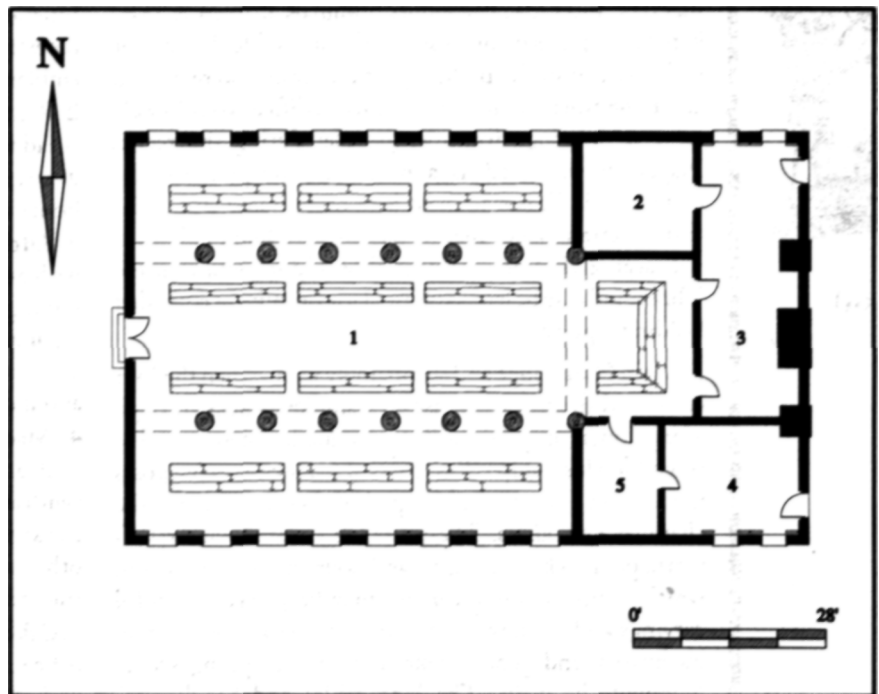
Furnishings inside are spartan; the Northrons spread fresh straw or woven rush mats from Cotstow on the floors of their dwellings and sleep in shelved closets. Wooden beams, both inside and out, are elaborately carved and, like the wattle-and-daub walls, frequently painted bright colors.

12.1 ADMINISTRATIVE AND GOVERNMENT BUILDINGS

In keeping with the open nature of trade and government in Esgaroth, there are relatively few buildings with an official function in the town—the three main exceptions are the Maestahuil, the toll house, and the jail tower.

12.1.1 MAESTAHUIL OR THRAINHUIL

The Maestahuil (No. “Master’s Hall”), or, more commonly, the Thrainhuil (No. “Council Hall”), is the largest and most magnificent building in Esgaroth. Two stories tall, of broadly hewn planks nearly two feet thick, the enormous, slate-roofed structure is carved on its corners, gables, finials, and around its doors and windows with extensive and elaborate high reliefs. Whimsical, imaginary beasts painted with white, blue, red, yellow and gold frolic around depictions of the most important tales of the Lake-folk. At important seasonal festivals, Maethelgar will lead a crowd to a spot beneath the relevant relief, and use the carvings to help relate a particular Lake-folk fable.



Many of the lays focus on past heroes involved in some legendary physical feat or contest of wit. One favorite is the tale of origin—how the hale Frithugar (No. “Peacemaker”) first led his hearty people across the Misty Mountains centuries ago to the shores of the Long Lake and won his folk the right to settle alongside the water. He challenged the resident Stan-coten (No. “Stone Giant”) to a rock throwing match and then prevailed by hurling a thrush (who flew the length of the lake) instead of a stone. Another is the tale of stout-hearted Ceawlin (No. “Plait Basket”), who escaped from a siege of Londaroth by commanding a stork to carry her away in a basket to Dale, where she enlisted aid, summoned a fairid, and returned leading a combined army of Dale-folk and rural Lake-folk to route her adversaries and free her home. Still another tells of Oslac (No. “Lake Hero”), who saved Esgaroth by commanding the terrible Séahmatha (No. “Lake Serpent”) to return to the depths merely by brandishing his red-gold shield, gnashing his teeth, and smacking the creature once with the flat of his keen-edged blade.

The Maestahuil is carefully secured. The main double door entry of the Thrainhuil faces west across the northern Woetsal. Like the two smaller egresses at the eastern end of the mead-hall, it is equipped with both a stout drop-latch lock (Sheer Folly, -50, to pick; only Odagavia and Beadarof have keys), and a massive drawbar. Windows, on the long sides of the structure, are high up in the wall, and, although they lack glass, have interior shutters which may be barred from inside with the aid of a ladder. Interior doors have locks which are Extremely Hard (-30) to pick.



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The Maestahuil serves many functions. Meetings of the Atanathrain are held here a week after the monthly markets, and Odagavia judges criminals and settles market-day disputes from his seat at the high table (his regular office is also in the building). If an invader were able to enter the town at time of war, this edifice would likely serve as a refuge for townspeople; during the recent Plague, it was used as a make-shift hospital for the countless ill. Feasts are held here on holidays and at the end of certain major market days—the Main Hall inside will seat 221 diners comfortably. Upon occasion, the Thrainhuil may be let to a particularly prominent edfrehar holding a party.

1. Main Hall. Huge and surprisingly warm when the four clay-lined firepits are in use (the smoke escapes through a large louvre atop the roof's peak outside, finely carved to resemble a lake-ship). Two rows of massive wooden posts made from Oak trunks stripped of their bark divide the chamber into aisles. The posts are covered with relief-work, painted bright colors, and house multiple niches in which light-providing torches may be placed. Colorful carvings and thick wool tapestries depicting events from its history and generic lake and river shipping scenes highlight the walls. The long tables and benches are unremarkable except for their superior artisanship and their durability. Up one step at the eastern end of the hall,

the U-shaped high table provides seating for the Maesta, the Wendriht, and twenty-three other important town functionaries. Directly behind the high table hangs a blue tapestry with a stylized image of Esgaroth on it, the town's emblem.

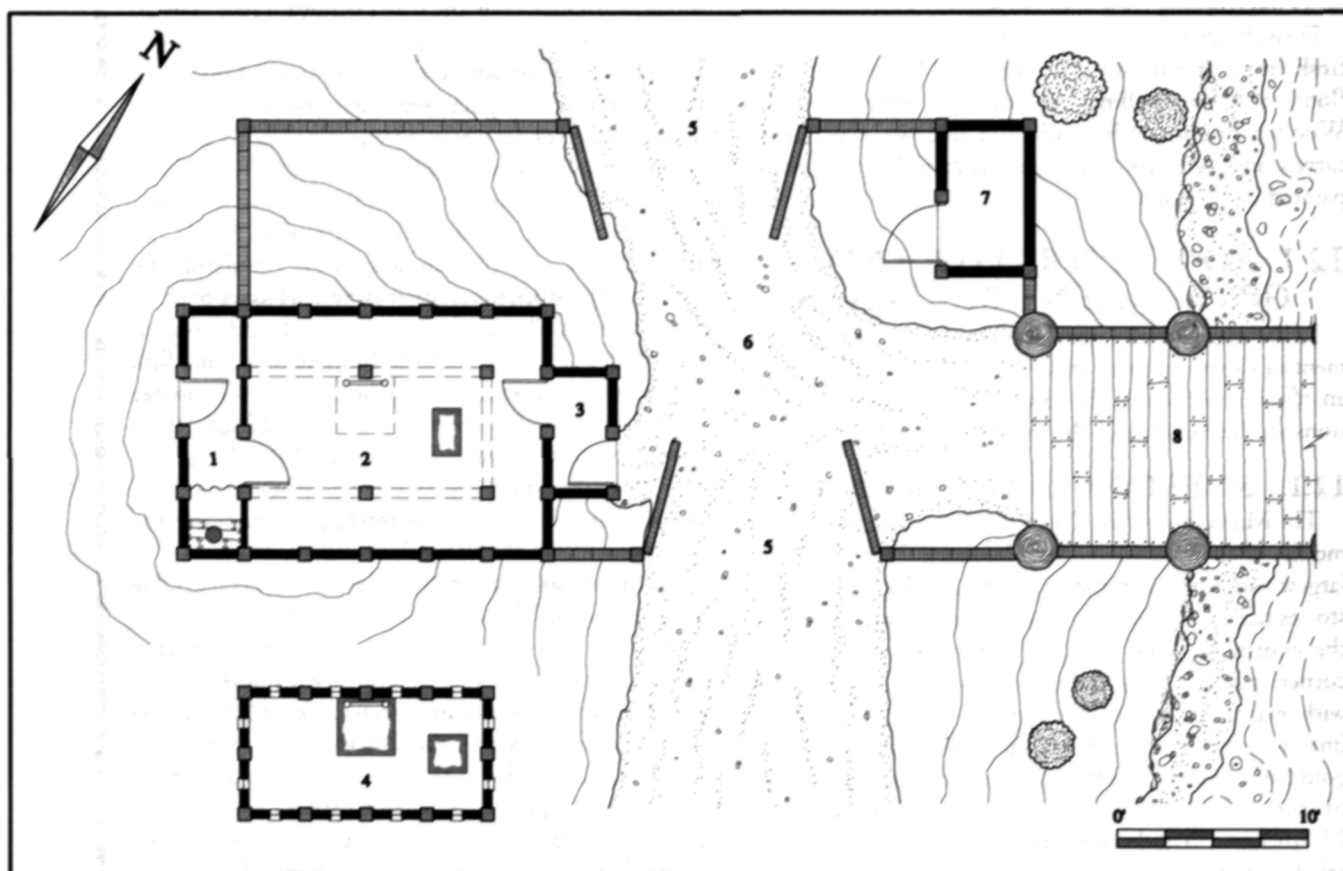
2. Pantry. Absolutely chock-full of foodstuffs and drink. A ladder provides access to the higher-up shelves. Some items, like Dorwinion and Wood-elven wines, Beijabar honey and mead, and local Nog ale are valuable.

3. Kitchen. Designed to serve an army of hungry mouths, with oversized cutlery and cookingware, countless wooden serving trenchers, earthenware plates and mugs, and three separate great fireplaces, one with five large bread ovens in addition to its two main hearths. Tables and shelves abound.

4. Maesta's Office. With beautiful tapestries, an entire wall of leather and vellum logbooks, a large Oak desk (with an extra key to the building in a locked drawer which is Extremely Hard, -30, to pick), six Wargskin rugs, and other fine furnishings. A large supply of firewood is stacked against the eastern wall.

5. Office Anteroom. Luxuriously furnished like Odagavia's office next door, but with several nice chairs cushioned with thick furs. A rocking chair of willowood and woven Cotstow reeds will cast a level 10 *Sleep* spell on any occupant who rocks in it for more than ten minutes.

Hlaestcamol





12.1.2 HLAESTCAMOL

At the shore end of the single bridge accessing Esgaroth, the Hlaestcamol (No. “Toll House”), a relatively small plank-built building with slate shingles bordered by a 12' high plank fence, guards the land entrance to the town-upon-the-water. Tolls are collected here by a force of two cuirlas and six drihten members (see Section 10.0 for the seasonal schedule of on-duty shifts) which usually includes Guthwin, Chlodimir, and Chlotar (see Section 14.0 and Section 19.1). The smaller second floor has glassless windows with interior shutters to allow guards to keep a lookout.

1. Foyer. Two stout iron-banded wooden doors partition this end of the building off from the main hall. Both may be locked (Hard, -10, to pick) and barred from the inside. Behind a curtain is a privy for the guards.

2. Guard Hall. Windowless, the main hall has two slightly elevated platforms running lengthwise along its northwest and southeast walls. A firepit has been dug into the packed earth floor in the center of the room, and a ladder leads up to the second floor Lookout (#4) above. Two small ironbound chests (with locks that are Very Hard, -20, to pick), are used to store toll payments. One is carried back to town with each changing of the guard (the new watch brings an empty chest with them, so two are always present).

3. Porch. A small room adjoining the main structure and designed to impede the fierce winds that blow off the lake. Doors are like those in the Foyer at 1.

4. Lookout. Narrow 1' wide glassless windows with interior shutters and curtains to hinder drafts. A ladder leads up to the lookout; a hole in the floor at the northeastern end of the room allows smoke from below to reach the louvre in the roof overhead. Because the guardhouse is built on a slight rise, this chamber provides a good view of the track running along the western shore of the Long Lake.

5. Gates. Can be barred from the inside with a stout timber. In peaceful times, the two 12' wide gates are left open during daylight hours.

SECOND FLOOR

6. Road. Metalled with crushed limestone to prevent carts from becoming mired during spring floods.

7. Shed. Stores materials for the drihten on duty. The door is locked and Hard (-10) to pick.

8. Bridge. 12' across with solid plank railings and floor, the bridge is well supported by piles driven into the lake bottom. Another gate at the town-end of the gangway is closed after dark.

12.1.3 GAOLTUR

Located in the northeastern quarter of the town, alongside the Woetgelad, the five-story, half-timbered Gaoltur (No. “Jail Tower”) serves not only as a prison for debtors and criminals, but also as the primary lookout for the drihten. Further, the building acts as barracks for fifteen members of the town guard. The remainder of the force either lives with families or resides in a lengthy two-story hall adjacent to the southern Woetsal in the southeast portion of the platform-town. The cuirl Gudrinc is in charge here and maintains an office on the first floor, although he is not always present.

1. Central Room. The main first-floor entry chamber, with steep stairs leading up, four horse stalls (so that drihten members may travel swiftly in emergencies), and access to the gaol holding cell via a heavy ironbound door. The external door has both a lock (Extremely Hard, -30, to pick) and a wooden drawbar.

2. Privy.

3. Storage. The door has a lock that is Hard (-10) to pick.

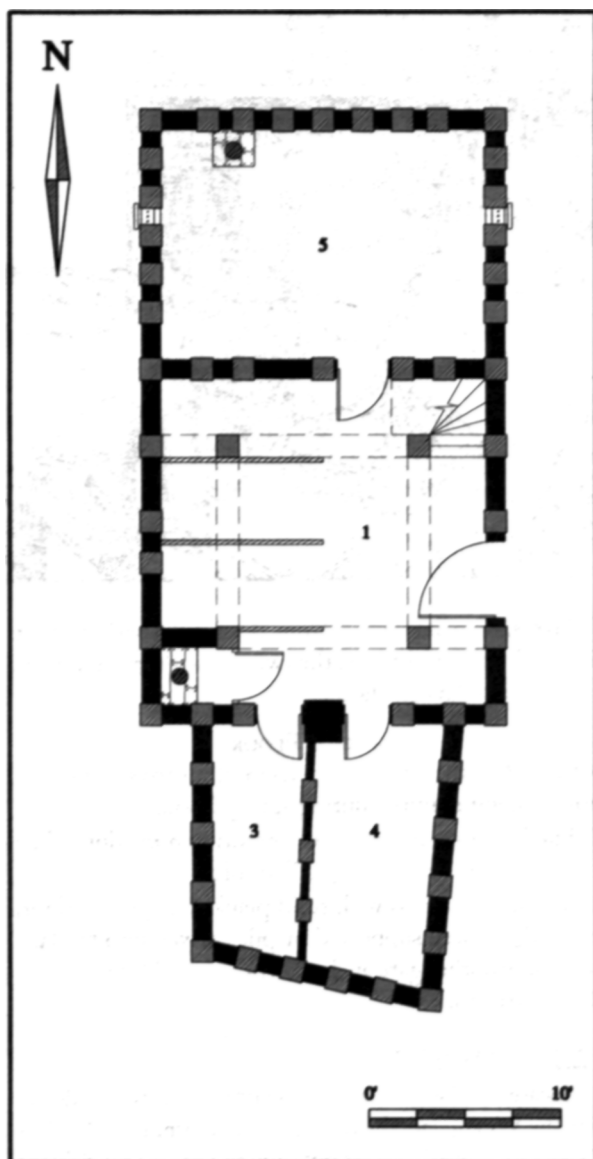
4. Gudrinc's Office. The cuirl is present here during the day. The room is also used to interrogate prisoners and to store the possessions of captives.

Hlaestcamol



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*Gaoltur,
ground floor*



5. Gaol Holding Cell. Manacles on the wall can be used to chain up prisoners, but this is typically only done to prevent captives from fighting or when the cell is very full. Windows are high up on the stout walls, have no glass, and are barred with strong iron. The latrine in the corner has iron bars as well, to prevent escape, but the iron has become so corroded by urine that it could be broken by a single individual with a powerful stomp (Extremely Hard, -30; use St bonus). The door has an iron barred window and a lock that is Extremely Hard (-30) to pick from the outside. At least one four-person unit (three drihten soldiers and one cuirl) serve here at all times (see Section 10.0 for the seasonal drihten duty schedule).

6. Kitchen. The second floor of the tower serves as the cooking area and refectory for the drihten members (and prisoners) who stay here. The windows are barred and shuttered on the inside. Two town residents come here twice daily at meal times to prepare food.

*Gaoltur,
upper floors*

7-8. Barracks. The third and fourth floors of the tower serve as quarters for fifteen drihten members. On the fourth floor, a ladder leads up to the Lookout (#9). Windows are very narrow, barred, and shuttered on the inside.

9. Lookout. The covered lookout tower is the tallest structure in Esgaroth, and is equipped with a bell to warn of imminent dangers. These days, the bell is used almost exclusively to alert townsfolk to the presence of a fire. No real walls exist, but a solid plank railing runs about the perimeter of the space. Drihten members dread the shifts they must spend here in the winter: the winds from the north-northwest that whip across the lake are almost unbearable at this height.

12.2 CENTERS OF ENTERTAINMENT: INNS, TAVERNS, AND GAMBLING HALLS

There are six inns in Esgaroth, and numerous taverns and public houses. The inns include the preeminent Vodagarazun; the seedy, xenophobic Erannun Tafen; the Dyddapper (No. "Waterbird, Grebe") tavern frequented by fisherfolk, with common bedrooms in an adjacent wing; the Vaett Storc (No. "Fat Stork"), a flophouse on the Westorf (No. "Westside"); the Wegfaras (No. "Wayfarers") Tafen, in the northern Thorbivag (No. "Bay Town"); and the well-to-do Heahgasthuil (No. "Lofty Guesthall") in the Mangthor (No. "Trader's Town"). Journeying artisans are often taken in as house guests by fellow craftsfolk and can thereby avoid paying for accommodations.

Gambling halls and brothels are concentrated on the edge of town facing the shore known as the Westorf or the Westuwaerfan (No. "Westside"). By far the most popular gambling establishment is the Witehuil (No. "Amphitheatre; Torture Hall"), a yard equipped with a wooden stage and amphitheatre where bare-knuckle boxing matches and other violent evening sporting events provide patrons with an opportunity to bet. The Witehuil operates in conjunction with the tavern next door, Gúma's; together the two serve as a large-yarded tavern when the weather is too cold to hold events outdoors. Locals refer to the poorly kept bar as "the Stig" (No. "Sty"); its owner Gúma (No. "Warrior; Hero"), who also owns the Witehuil, is continually on the lookout for brawny young toughs to turn a profit for him.

Vulf-plaech (No. "Wolf's Place") is another of the bigger gambling establishments. Vulf employs a number of armed bouncers who collect openly displayed weapons at the door to discourage conflicts over the card, dice, and boardgames popular in the hall, but their efforts are not always successful. When fights do occur, they are spectacular brawls.

The Niunpinnas (No. “Ninepins”) is a much smaller hall where patrons play and bet on various bowling games. No alcohol is served, but the river rats from the Groghuis (No. “Grog House”) next door and mercenaries from the Seolforn Calc (No. “Silver Horse-shoe”) just to the south carry their drinks over from the nearby taverns.

As to other entertainment, Gowyna’s (No. “Daisy’s”) is the best-known brothel on the Westorf; its proprietor, who is often referred to as Westmilce (No. “Madame of the West[orf]; West May”), is a vocal and respected member of the Westside community.

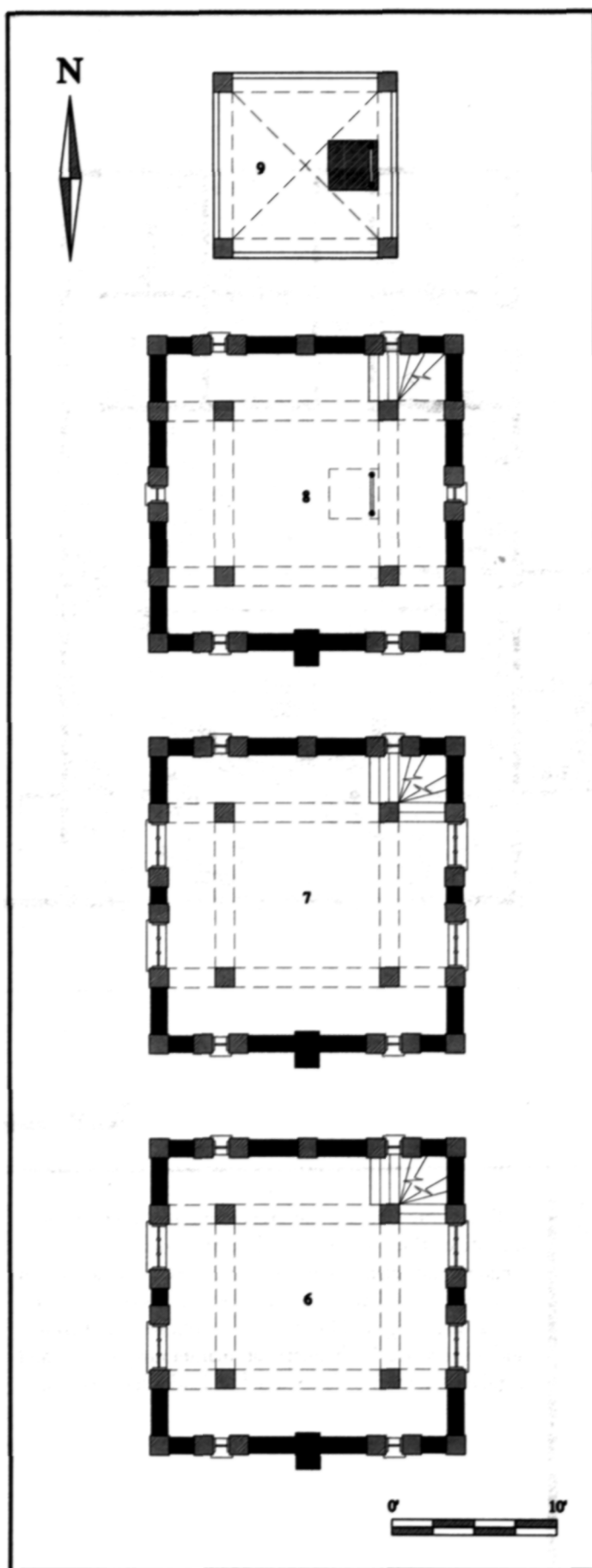
12.2.1 THE VODAGARAZUN

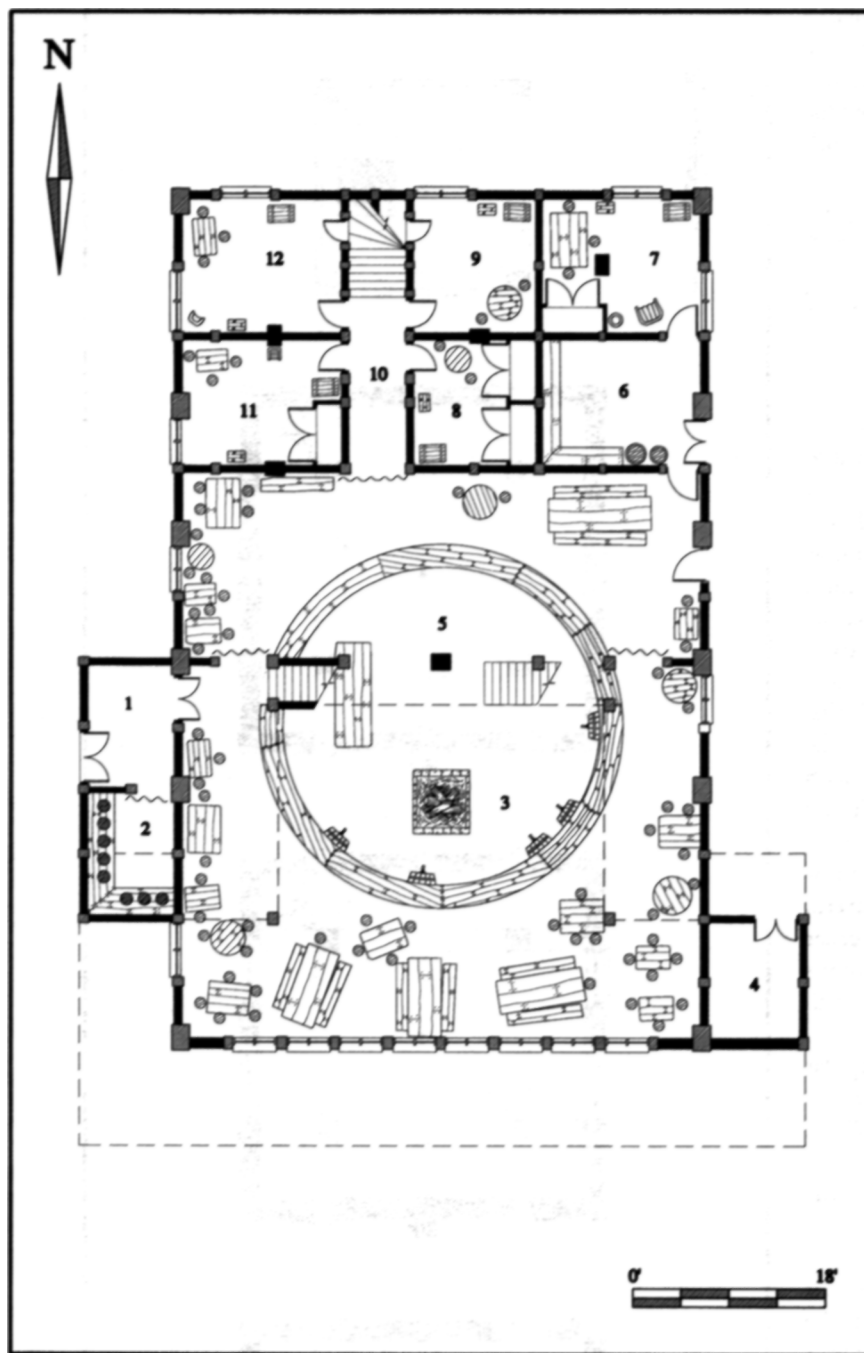
The most prominent of Esgaroth’s six inns, the Vodagarazun (No. “House of Vodaga”) is located just to the right of the bridge entry, in the southwestern corner of the platform town. Built by Vodaga, Maesta of Lake-town from T.A. 1591-98, and Kryn of the Wodu-craftas edfreahtar, the Vodagarazun is one of the largest structures in Esgaroth. A half-timbered edifice, the inn has an assortment of different wood varieties, intricately carved and stained several different shades. Three stories high, with a central fourth floor tower, the Vodagarazun is also equipped with a broad southern porch overhanging the waters of the Long Lake. Windows are all provided with glass, shuttered on the inside, and can be opened during the warmer months. Interior doors have simple drop-latch locks (Medium, +0, to pick). The inn accommodates a rather affluent clientele, but the famed tavern, known for its immense circular, forty-foot diameter cedar and hickory bar and for the impromptu musical sessions that occur nearly every evening, attracts folk of much more varied backgrounds.

The innkeepers Odavacer and Brunehaut are popular town figures; they run the tavern and inn with the assistance of five barmaids, including their daughter, Shagelda. They charge 2cp a night for a room and 3cp including meals, which may be taken privately in the sleeping chamber if the customer desires.

The Northrons harbor no social qualms about sharing a sleeping closet with another of the same sex, since it helps keep both warm, and single travellers staying at the Vodagarazun can expect to share space with a stranger around market time when the inn’s rooms fill up. At other times, Brunehaut will inquire before booking strangers in the same room. This could provide an excellent opportunity for the gamemaster to introduce NPCs to the players.

Three of the barmaids, Marluh, Anni, and Gisela, live in a first floor room at the inn, while the older Gudelinda resides with her husband above the stable he manages just east of the inn. Odavacer brews a potent beer, and Brunehaut and her youngest, Aud, are responsible for providing victuals (their specialties are fish, fowl, and spiced lentil porridge).





Off-duty drihten members from the Bridge Guard often come to drink at the bar just inside the main entry. Two of the town's finest warriors, Waggeorn and Freaga, entertain ladies and gamblers in their balcony booth. Breagla, Waggeorn's pugilistic offspring, often becomes embroiled in altercations stemming from his infatuation with Shagelda. Like the Dorwinadan Dudannis, the enigmatic Nuriag Udrath, and Raendoric, Breagla is a semi-permanent resident of the Vodagarazun and stays in a third floor suite.

FIRST FLOOR

1. Entry. The main passage into the Vodagarazun is a one-story addition to the side of the main building. Offset doors help keep out the weather; though equipped with drawbars, they are rarely locked.

2. Privy. A communal latrine for patrons, this curtain-shielded room has a bench with holes cut through the town's main platform. The place is foggy in the morning, with the mist rising off the water below, and very drafty in the winter.

3. Tavern. The famed circular bar encompasses an area where Odavacer dispenses drinks and his wife and daughter prepare food for their customers. A huge firepit behind the bar warms the cavernous room; smoke exits through a louvre in the double-trussed roof two stories overhead. A balcony overlooks the main room and provides access to the porch south of the building; a stairway near the main entry leads up to it. A unique level 20 magic spell placed upon this room when the structure was built prevents fire from burning anywhere in the tavern or the dining room (#5) except the firepit and the two chimneys. This attracts little attention as smoking is a custom unknown outside of certain regions of Eriador, and only Brunehaut suspects an enchantment is at work.

4. Storage Shed. An addition built under the second-floor porch.

5. Dining Room. Separated from the tavern by little more than the bar and two wool curtains. Two of the tables are barrels sawn in half. An eastern exit leads to a yard with a stable across the way for guests' mounts.

6. Storage. Crammed with kegs, foodstuffs, and other materials relevant to the running of a tavern.

7. Barmaids' Quarters. Marluh, Anni, and Gisela share this cramped room.

*Vodagarazun,
ground floor*

Raendoric the scale-clatterer commonly entertains with his lute or flute, accompanied by an assortment of other amateur musicians—by the wee hours, folks are often dancing on tabletops. Northrons are known for their rowdy drinking, and fights are not unheard of. Odavacer and Gisela are both adept at maintaining order, and regulars are frequently inclined to lend a hand (or fist).

8. Boarding Room. Sleeping quarters for overnight patrons. Like the other bedrooms, it has an ironbound chest for possessions, a wooden stand with a washbasin and chamberpot, and a small fireplace. One of the staff brings water and empties the chamberpot each morning; during winter, a small amount of firewood is also provided. This particular room also has two sleeping closets and a table; other rooms may also have a rocking chair. Each sleeping closet has two “bunk-style” shelves padded with straw and several blankets. The upper shelf sleeps two comfortably; the lower can be used as storage or to sleep another two during markets and festivals.

9. Boarding Room. See #8. The sleeping closet is set under the stairwell to the second floor and can be rather noisy.

10. Stairs. Broad steps lead to the second floor.

11-12. Boarding Rooms. See #8.

SECOND FLOOR

13. Porch. Perfect for viewing sunsets during the summer; tables are set up here during the warmer months. In the winter, it is used to store perishable food. The Vodagarazun’s gabled southern end reaches right to the edge of Lake-town’s platform, and the porch overhangs the Long Lake. A pierced and carved railing prevents revellers from pitching into the water.

14. Open area. Smoky and open to the tavern below.

15. Balcony. One set of stairs leads down to the tavern near the main door, and one, for the staff, leads down behind the central bar. Booths with curtains for privacy line the northern wall; the third from the eastern wall is usually occupied by Waggeorn, Freaga, and their guests. Raendoric and his friends often entertain from atop stools, benches, and the pierced railing of the southeastern gallery, near the eastern door to the exterior porch.

16. Hallway. A broad 4' wide passageway.

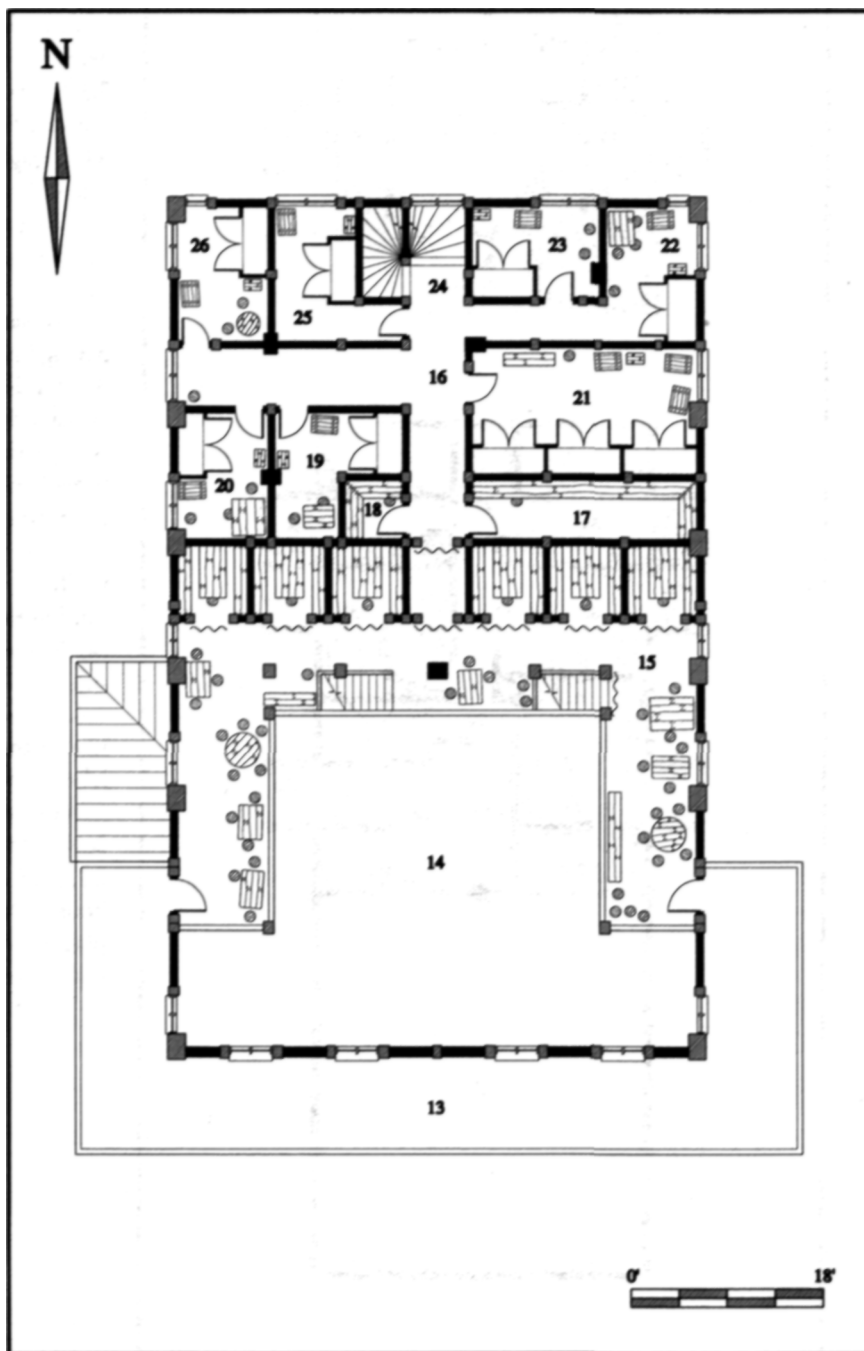
17. Storage. Hidden peepholes allow one to listen in on and observe transactions in the three easternmost balcony booths.

18. Bedding Closet. Contains extra blankets and bedding. A hidden peephole allows eavesdroppers to spy on activities in the balcony booth just to the south.

19-23 and 25-26. Boarding Rooms. See #8. Room #21 is a common room where Brunehaut puts up poor wayfarers at reduced rates or in exchange for minor chores. Purses disappear there with remarkable regularity.

24. Stairs. Steps lead down to the first floor and up to the third.

*Vodagarazun,
second floor*



THIRD AND FOURTH FLOORS

27. Rafters. Open to the tavern below.

28. Innkeepers' Quarters. Brunehaut and Odavacer reside here. A sliding wood shutter opens onto the area above the tavern (#27). A rope and bell contraption just outside the shutter stretches down to the tavern bar, and allows the proprietors to summon each other from either location. As with the other third floor flats, a low-ceilinged dormer window provides sunlight.

29. Raendoric's Suite. The scop rents this space at a reduced rate in exchange for providing frequent entertainment in the tavern. Raendoric often brings young ladies here.

30. Stairs. Steps lead to the tower. A door at the top of the stairwell can be locked (Hard, -10, to Pick).

31. Breagla's Suite. The interior is dirty and strewn with warrior's paraphernalia. A stuffed straw dummy for sparring hangs from a rope near the window.

32. Urdrath's Suite. The Southerner has covered the walls and floor with rugs and tapestries to remind himself of his native land. Lately, Urdrath has had difficulty paying his rent on time.

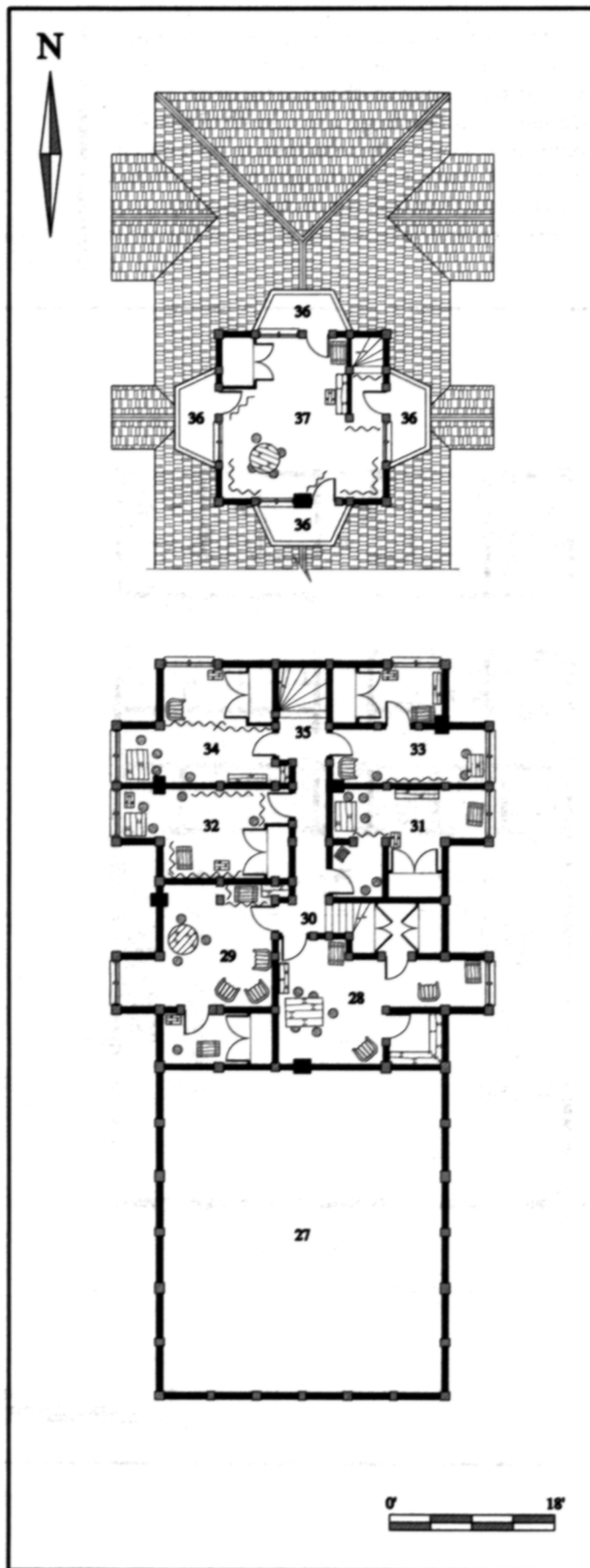
33. Dudannis's Suite. Scrupulously neat, with a fancy tapestry depicting Shrel-Kain amidst rolling grape fields. A rope tied to a beam near the eastern window could provide escape for the occupant in an emergency.

34. Empty Suite. Available to let, with windows providing good views of both the Land-bridge and Esgaroth itself.

35. Stairs. Step lead down to the second floor.

36. Tower Balcony. One of four small balconies on each side of the tower that provide the best lookout in all of Lake-town. On a clear day, one can easily view the peak of Erebor through the gap in the hills at the north end of the lake where the River Running enters. A pierced railing prevents mishaps, and the peak of the main building's roof is only several feet below.

37. Aud and Shagelda's Room. The fourth floor tower houses the innkeeper's two adolescent daughters. The place is bright because of all the windows, but drafty in the winter despite the fireplace and thick tapestries.



12.2.2 THE ERANNUN TAFEN

A modest one-story tavern on the rowdy western wharf, the Erannun (S. "Lone Sunset") is right on the water, beside the small Boed-bylgas inlet. Its proprietor, Hildegripa the Lean, is one of the six smugglers who control most of the unauthorized trade in the town, and the criminal group uses the Erannun as a meeting place. The dockworkers who frequent the tavern are a rough lot, and strangers are not welcome. Hildegripa keeps two vicious hounds to guard the smuggled items which are sometimes stored in the place. Windows on the thatched, half-timbered building have glass, but are unshuttered; they are equipped with lockable wooden lattices instead, which, like all the doors, are Medium (+0) to pick.

1. Wharf. The wharf at the western edge of town is just six feet wide in front of the Erannun.

2. Tavern. Dingy, with walls covered in soot (Hildegripa rarely cleans and seldom has the chimneys swept), the front room has only four finished Pine tables and a bar.

3. Bedroom. Able to sleep four, on infested straw- and fur-covered sleeping closet shelves.

4. Bedroom. As #3, but sleeps six.

5. Bedroom. As #3, but sleeps two. Vogir the smuggler sleeps here nearly every night.

6. Privy. Holes are cut through the town's platform. Drafty.

7. Kitchen. Where Hildegripa prepares the poor quality fare. The beer, however, is especially heady and potent. A rear door exits to the yard along the shipbuilder's inlet. Spilled ground grain litters the floor, especially at the northern end of the room near the Ramps at #8.

8. Ramps. Two moveable ramps allow the loading and unloading of goods directly from the kitchen to ships in the inlet below (for the Erannun actually hangs over the inlet). Two par-buckle apparatuses for the hoisting and lowering of barrels are affixed to the floor near the ramps. One ramp is used primarily to dispose of refuse, and the other is used to raise barrels (of ground grain in which smuggled goods

are hidden) up into the inn's kitchen. If characters are investigating as part of adventure in Section 21.8, dried blood is noticeable on the floor and one of the ramps with a Medium (+0) Perception roll. The ramps can be pulled inside and the openings for them sealed off with a sliding and lockable wooden shutter when they are not in use.

9. Pantry. Both foodstuffs and smuggled goods are stored here. A ladder provides access to a small loft where especially valuable smuggled items are stashed. The ladder's small size and capacity prevents Hildegripa from filching the merchandise when the other more trustworthy smuggler leaders are not present. The door is usually locked (Hard, -10, to pick).

10. Fence. A plank fence blocks off a small yard behind the Erannun.

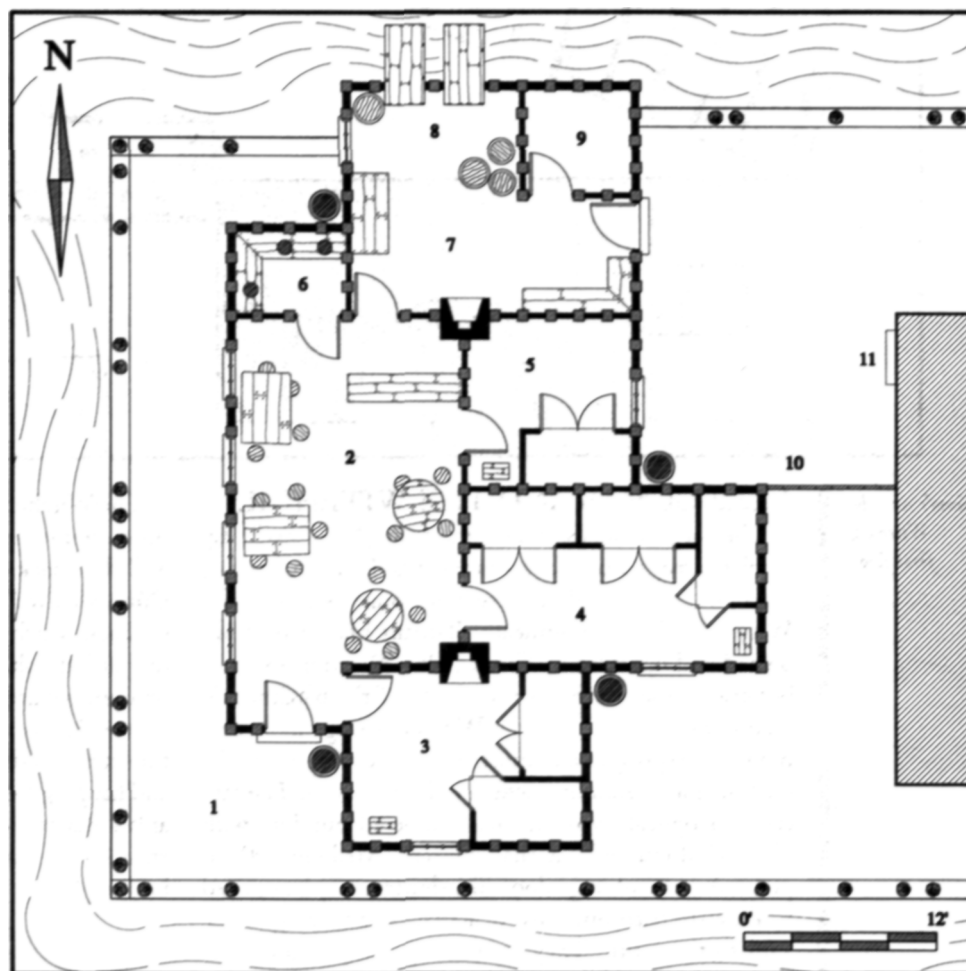
11. Hildegripa's Home. The enormous woman lives in a small, windowless room, overdecorated with valuable tapestries, set in the corner of a plank-built Boed-bylgas warehouse.

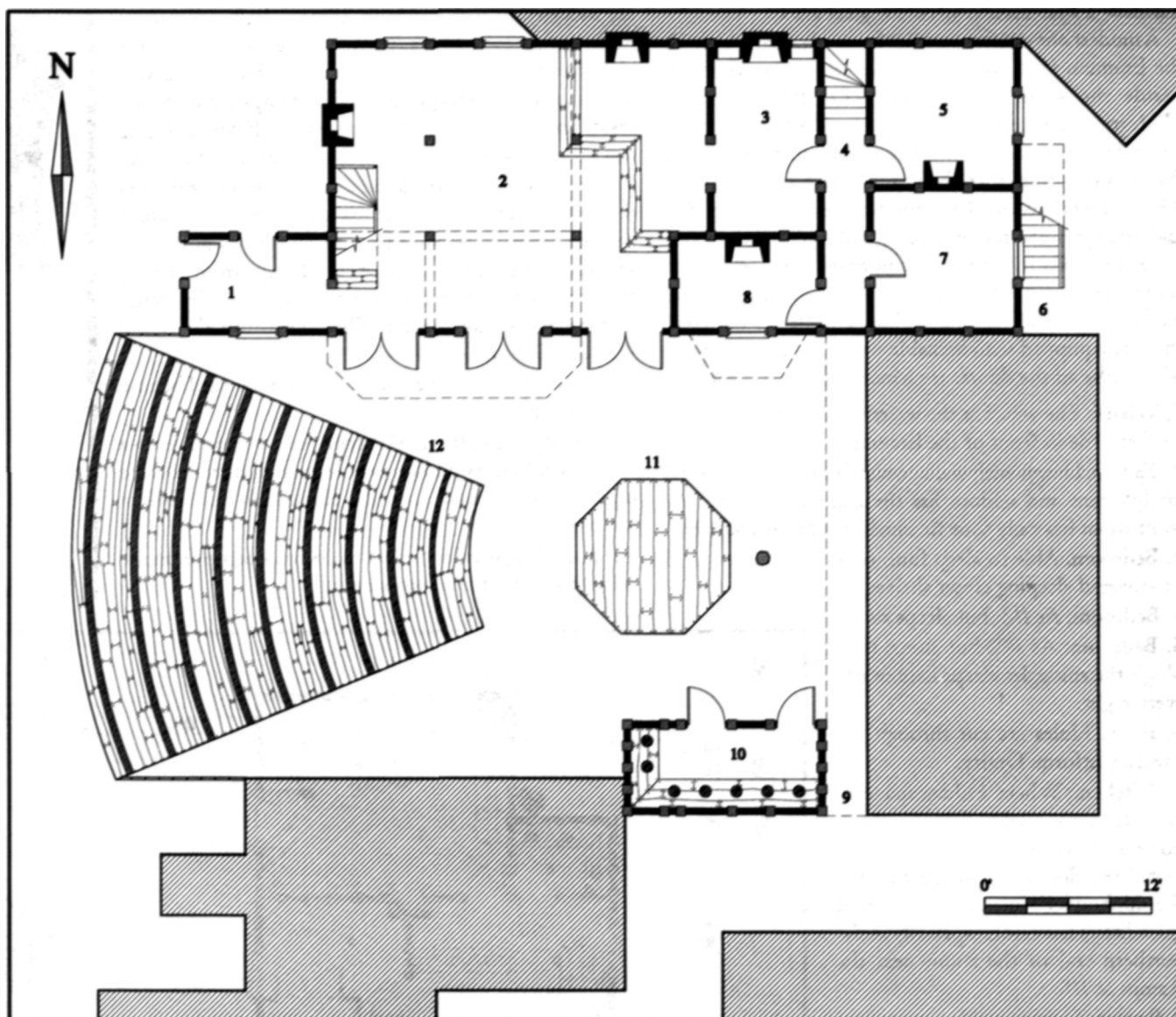
12. Boed-bylgas Inlet. Several stairways lead up from the water just east of this map's extent.



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Erannun Tafen





*Gúma's and the
Witehuil,
first floor*

12.2.3 GÚMA'S AND THE WITEHUIL

The large Gúma's, called the Stig (No. "Sty") by regular patrons, would be an unremarkable tavern fronting onto the Westorf if it were not connected with the Witehuil (No. "Amphitheatre; Torture Hall"). Both are owned and operated by Gúma (No. "Warrior; Hero"); because of the enormous popularity of the bareknuckle boxing matches held on the Witehuil's stage most evenings from spring to autumn, they have become two of the most lucrative establishments on the Westside. The tavern is a typical two-story half-timbered building with glass windows and external shutters (Medium, +0, to pick). A series of huge door-like shutters may be opened to allow the barroom a view of activities on the stage in the yard to the south. They are not especially secure (Medium, +0, to pick), but there is little that is both portable and valuable in the tavern area.

The Witehuil is a wooden amphitheatre which imitates the greater stone structures of the Dúnedain. Its form may well date back millenia to a time when Northrons and Dúnedain lived alongside each other in Erebor. Except for the back, which is boarded over to prevent illicit entry into the yard, the alternating seats and aisles are simple planks set upon a sturdy open frame. Lighting for evening bouts is provided by numerous lanterns attached to sconces on the exterior walls of Gúma's, the outdoor privy, Gowyna's, and hanging from the eave of the covered walkway at the area's eastern extreme. A 12' high plank-built fence encloses the gaps in the yard that are not bordered by buildings.

FIRST FLOOR

1. Entry. A small porch that allows entry from the street. An employee collects a variable admission fee from a counter tucked into the corner of the Barroom (#2) on evenings when events are being staged in the courtyard.

2. Barroom. A large bar for dispensing beverages and taking bets on fights sprawls across most of the eastern wall. Stairs lead up to the second floor balcony. A stuffed Moosehead with attached Auroch horns, Wolf fangs, and Atenla ears sewn onto it hangs in a prominent spot on the southern wall. This piece of taxidermy once graced the wall of the nearby Seolfarn Calc tavern, and was filched in a bit of drunken revelry by some of the Stig's patrons. Every year the item mysteriously acquires a new appendage of some variety and tales on the Witehuil's stage of how the doughty Gúma singlehandedly slew the terrible beast to which the head once belonged grow more lengthy and more magnificent with each telling. The regulars call the beast the Nogscul (No. "Nagshead"), a reference to the famed Nog ale brewed and served at the Seolfarn Calc and a put-down of the mounted caravan guard-mercenaries who frequent the rival establishment. Newcomers, the butt of the ongoing Nogscul joke, are told a version of the yarn in lurid detail (while they purchase the storyteller's drinks, no doubt).

One interesting customer invariably at the bar of Gúma's who will likely accost players visiting the tavern is Crym (No. "Bent"); he is a hunched, toothless old coot who swears that his only nourishment comes from eating silver and gold coins (his friends will back him up on the truth of this tale, indicating his lack of teeth to be a consequence of this peculiar diet). If PCs are foolish enough to offer him coinage, he will flip the coin up the arm of his tunic with remarkable sleigh-of-hand and crunch away for effect on one of the fragments of dried pork rind he keeps secreted in his sleeve (treat Crym's Trickery bonus as +70; players must make an Extremely Hard, -30, Perception roll to notice the maneuver).

3. Storage. Used to hold food and drink for the tavern. A secret passage (Hard, -10, to perceive) at the back of the unused fireplace leads both to a secret space beneath the stairs at #4 and to a storage closet at the Vaett Storc next door. Doors are usually locked (Medium, +0, to pick).

4. Corridor. Stairs lead up at the end of the hall.

5. Ready Room. Provides space for training, storage, and contestant preparation for Witehuil events.

6. Stair. Allows access from the Wurmsweg to Gúma's second floor office.

7. Animal Pen/Ready Room. Sometimes a fence is attached to the Witehuil stage and animal fights are held there. The animals are kept here immediately prior to their use.

8. Ready Room. See the Ready Room (#5).

9. Gate. A 12' plank gate (Hard, -10, to pick) provides access to the yard from the Raett Slype. A narrow covered walkway leads from it to the back entry of Gúma's.

10. Privy. For the use of patrons.

11. Stage. A durable hexagonal wood structure raised some 4' off the town platform. It may be equipped with a railing (stored underneath) for animal fights. A carved wooden post immediately east of the stage is hung with a large bell used to designate rounds (although fights generally continue until one contestant is unconscious).

12. Witehuil. This bleacher-style stage seats 100 people. Benches are increasingly elevated from east to west.

SECOND FLOOR

13. Barroom Balcony. More space for patrons of the tavern. Two shutter-style doors provide access to a pierced-rail outdoor balcony overlooking the Witehuil yard.

14. Staff Quarters. Doors are Medium (+0) to pick.

15. Corridor. Stairs at the north end of the passageway lead down.

16. Gúma's Office. Gúma works here much of the day. A stairway outside provides access to the Wurmsweg. He is always willing to speak to potential Witehuil contestants. Doors are Hard (-10) to pick.

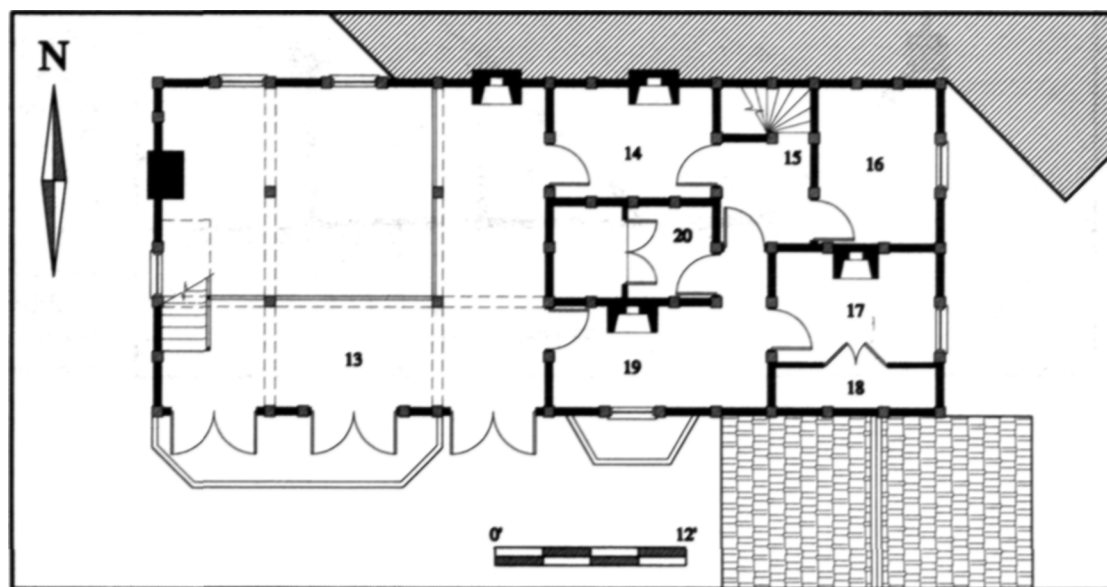
17. Kitchen. Gúma's wealli cook sleeps on a pallet in the corner.

18. Pantry.



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*Gúma's and the
Witehuil,
second floor*





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*Vulf-plaech,
first floor*

19. Parlor. Part of Gúma's personal suite. The proprietor takes his meals, and often entertains young women here. A connecting balcony overlooks the Witehuil yard. Doors to the balcony and Bedroom Alcove (#20) are Medium (+0) to pick; doors to the Barroom Balcony (#13) and the Corridor (#15) are Hard (-10) to pick.

20. Bedroom Alcove. With a large sleeping closet.

12.2.4 VULF-PLAECH

Vulf-plaech (No. "Vulf's Place") is a popular gambling establishment on the Westorf. The half-timbered building has glass windows with external shutters which are Hard (-10) to pick. The main iron-bound doors have drop-latches which are Hard (-10) to pick. Vulf regularly purchases Arunya from Uphelb's apothecary. To diffuse potentially violent situations he will offer angry patrons a round on the house, and then liberally taint the drink of the most belligerent louts with the sleep-inducing herb. Other patrons are wont to play cruel practical jokes on

those thus disposed of, and the unfortunate brute usually wakes up on the Westorf (or in the Gaol) filthy, bruised, partly or wholly bald, poorer, and wiser. Breagla has been subjected to this treatment three times without realizing there is more than coincidence to his blackouts after swigging booze proffered by Vulf. Regulars snicker at the lug behind his back, calling him Aegnog (No. "Baldy; Egghead").

FIRST FLOOR

1. Gaming Room. Just inside the main doorway, bouncers gently compel patrons to check their weapons with employees who stash them in a small curtained room behind the bar. Visitors are not searched, however, so concealed weapons which are not voluntarily surrendered will not be confiscated. A bar serves the usual tavern beverages; customers may rent various dice, card, and boardgames for a nominal fee and gamble among themselves at one of the numerous tables scattered about the room. Several of Vulf's staff also run house games.

2. Weapons' Storage. Where the weapons of patrons are stored. Tipping weapon checkers will help insure one's possessions are treated with care.

3. Vulf's Office. A secret safe with valuables is located under the stairway (Hard, -10, to perceive). Vulf often entertains special patrons and runs high-stakes gambling games here. Another secret door (Hard, -10, to perceive from the inside; Extremely Hard, -30, to perceive from the outside) exits onto a narrow alley just off the Fithelrod. The main door is Hard (-10) to pick.

4. Back Stairs. Lead up to Vulf's family quarters.

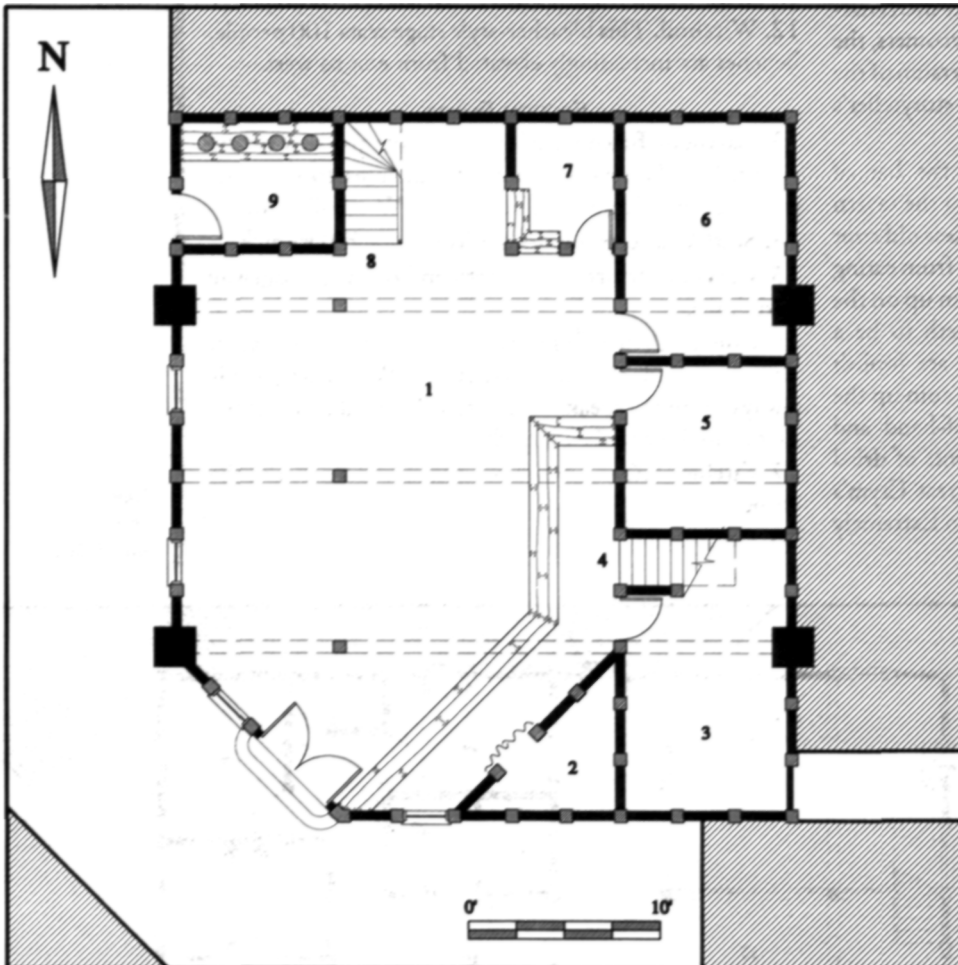
5. Storage. Bar supplies are kept here. Doors are Medium (-0) to pick.

6. Staff Quarters. The door is Hard (-10) to pick.

7. Moneychanger. A single staff member will provide change for patrons (with a 5% charge) from behind iron-barred windows. The iron-bound door is Very Hard (-20) to pick.

8. Railed Stairway. Leads up to the second floor Gaming Room at #10.

9. Privy. Accessed directly from the Westorf. The door is rarely locked, so it is essentially a public latrine, used by dockworkers and the like.

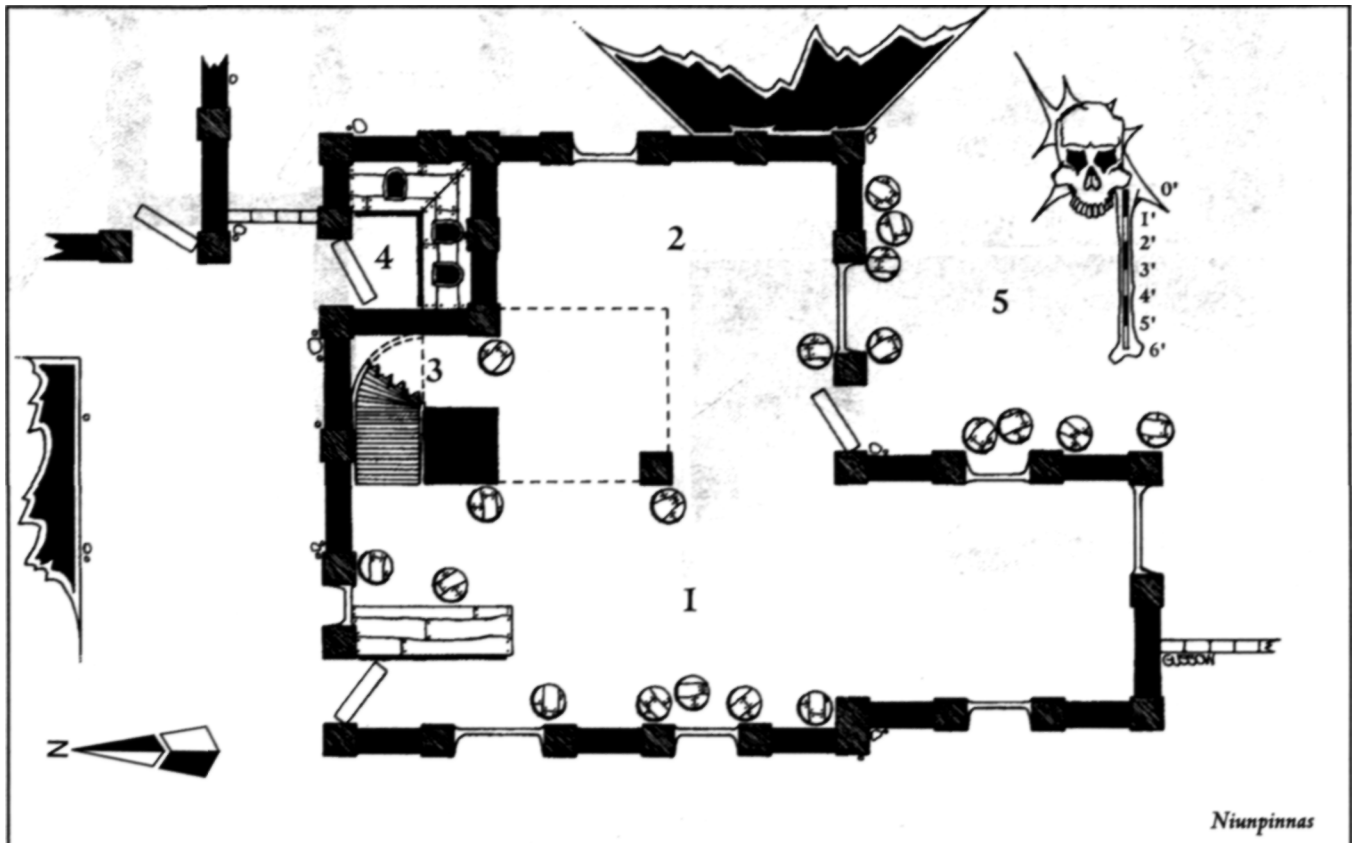
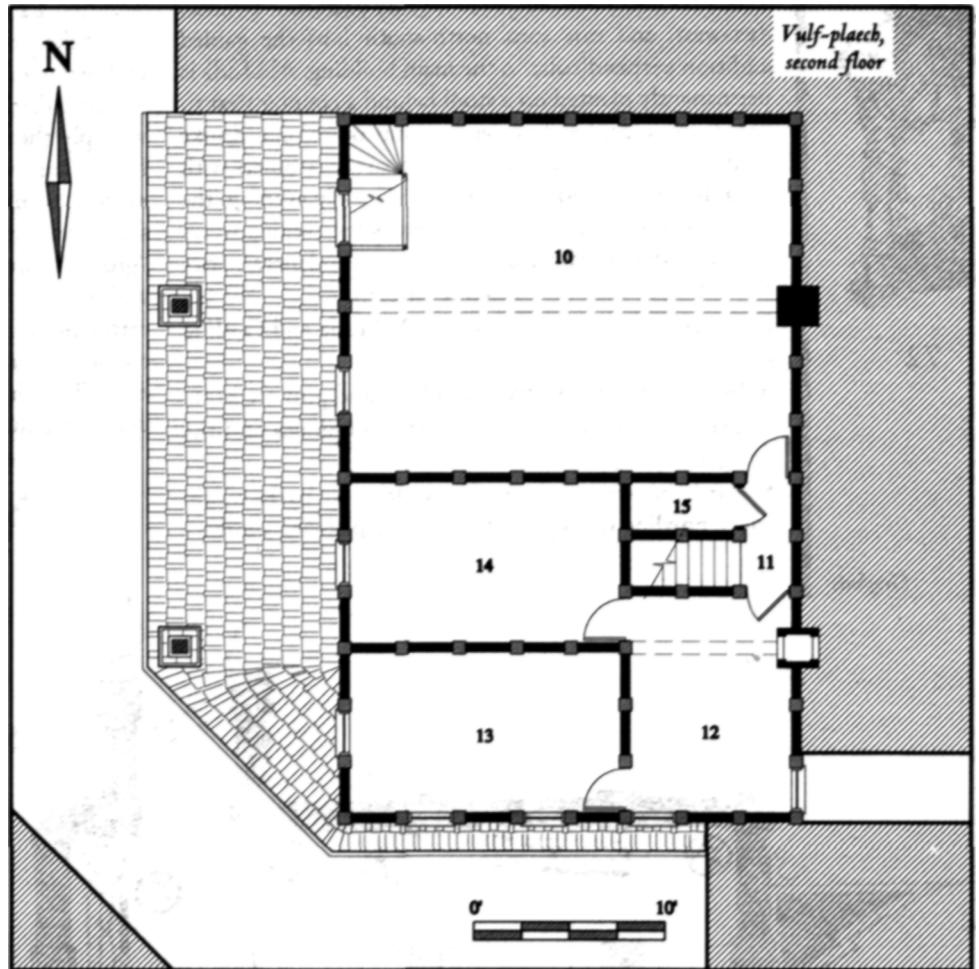


SECOND FLOOR

10. **Gaming Room.** With tables aplenty.
 11. **Corridor.** Doors (Very Hard, -20, to pick) lead to Vulf's family suite and to the upstairs Gaming Room (#10).
 12. **Kitchen.**
 13. **Master Bedroom.** Vulf, his wife, and their infant daughter sleep here.
 14. **Bedroom.** Vulf's two older children sleep here.
 15. **Pantry.**

12.2.5 THE NIUNPINNAS

The Niunpinnas (No. "Ninepins") is a small gambling hall where customers may participate in and bet upon various bowling games. Players are charged per game and may bet either against the house or independently against each other. The shop is run by Ald Lida (No. "Old Man Lida; Old Sailor") and his nephew, Gosling. The lofty one-story half-timbered hall has a thatched roof and glass windows with wooden lattices on the inside (locks are Medium, +0, to pick). The lattices at the far end of the bowling alleys are kept shut, so the structure's interior is rather dark. The exterior doors have drop-latch locks which are Medium (+0) to pick.





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Groghuis

1. Main Hall. Three alleys are used by patrons—two run east-west, and one runs north-south into the gabled addition perpendicular to the main building. Ald Lida is permanently planted on a stool behind a counter next to the main entry; Gosling fetches him occasional drinks from the Groghuis next door and assists customers with assembling knocked-over pins. In the early evening, the crowd is mostly locals; this changes as the evening wears on and both river rats from the Groghuis and mercenaries from the Seolfarn Calc begin to drift in.

2. Stairs. Leads to the loft where Ald Lida and Gosling live.

3. Storage Alcove. Where extra balls and pins are kept.

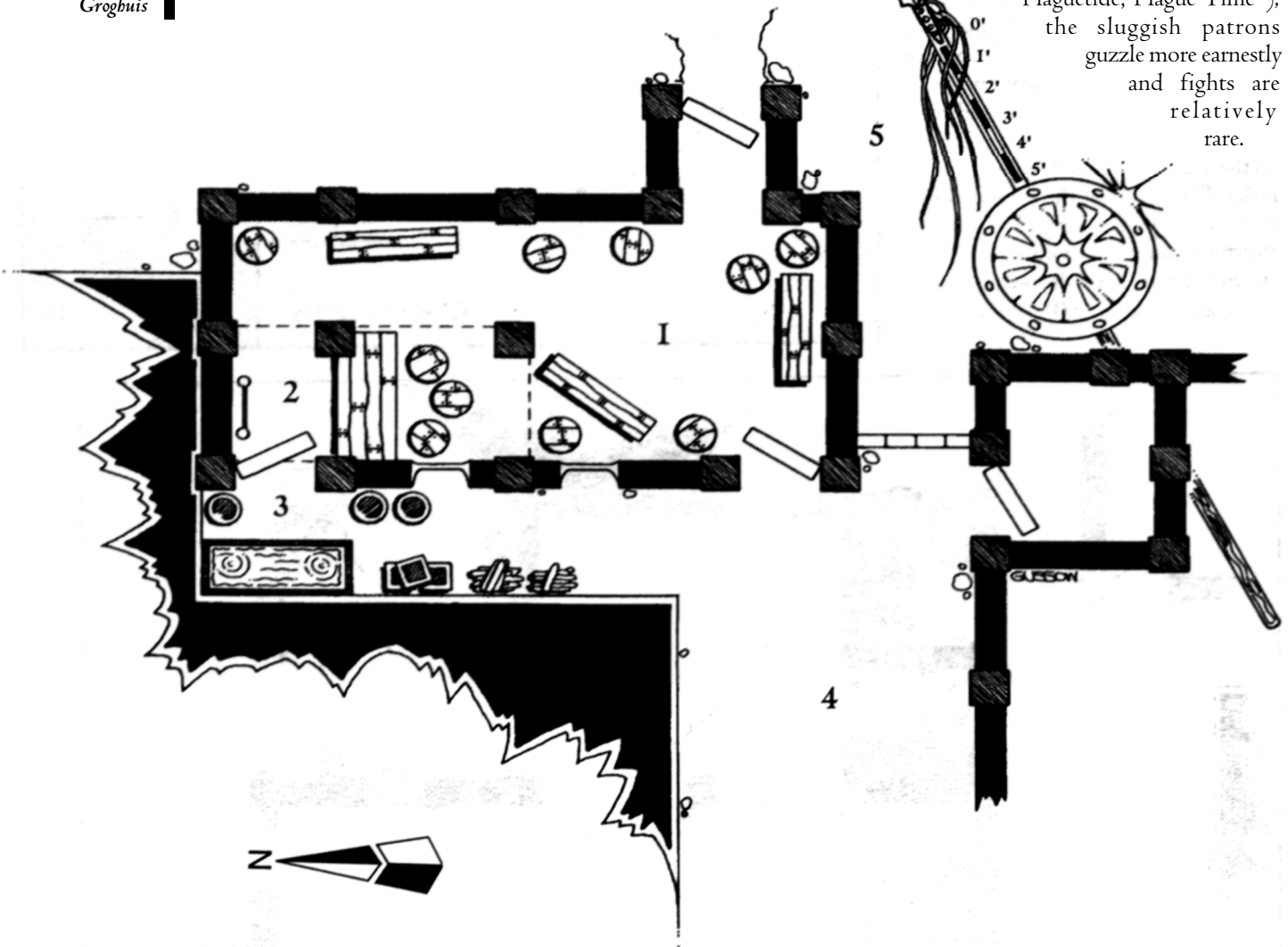
4. Privy. Shared by patron of the Niunpinnas and the Groghuis.

5. Yard. Shared with the Seolfan Calc tavern to the south. More bowling takes place here during pleasant weather.

12.2.6 THE GROGHUIS

A rickety one-story plank-built edifice with two doors and two windows, the Groghuis (No. "Grog House") is a serious drinkers' tavern popular with the river rat crews who ply the merchant trade up and down the Celduin River. Run by a half-Lakeman/half-Dorwinadan retired sailor, Lassman (No. "Dorwinadan Sailor"), the small bar serves only cheap mulled wine, watery hot mead, and "grog," a buttery liquor from Dorwinion that is a favorite with sailors. All the drinks are served in cheap Cotstow earthenware mugs, since Lassman allows (and even encourages) his customers to visit the Niunpinnas next door. The Groghuis has been a fixture of Lake-town for decades; in the old days, river rats used to slip out the back

entrance onto the Raettslype when the drihten came to break up the frequent fights—hence that street's name. Nowadays, in the wake of the Voldegas (No. "Plaguetide; Plague Time"), the sluggish patrons guzzle more earnestly and fights are relatively rare.



1. Tavern. Wooden lattice screens that do not open and thick curtains keep out light and cold from the two glassless windows. The walls are ringed by a shelf at head-level crammed with pottery drinking vessels, flagons, and demijohns; stools and benches are scattered haphazardly about the hall. The furniture, walls, and support beams are covered with profuse graffiti; some of the carving reflects remarkable skill. Impromptu musical sets—shanties and the like—are not uncommon. All three doors may be impeded with a drawbar and have old drop-latches (Medium, +0, to pick).

2. Proprietor's Corner. From here, Lassman dispenses liberal quantities of drink. All three types are commonly heated in the fireplace. A ladder leads up to the cramped loft, where the owner eats and sleeps.

3. Storage Nook. This corner of the alley is used to stash barrels and firkinas (No. "Quarter Kegs") of booze. A window from Lassman's loft overlooks the space, but few would be tempted to steal from here anyway. There is also a great quantity of firewood and a large trundel (No. "Wooden Tub") in which Lassman infrequently bathes.

4. Lassman's Alley. Named after the Groghuis's proprietor, this alley is filled with patrons of that tavern in warm weather. A 9' plank fence separates it from the Raettslype, and the entry to a privy shared by the Groghuis and the Niunpinnas is located in the side of the latter building, just to the south.

12.3 HEAH-HUISAN

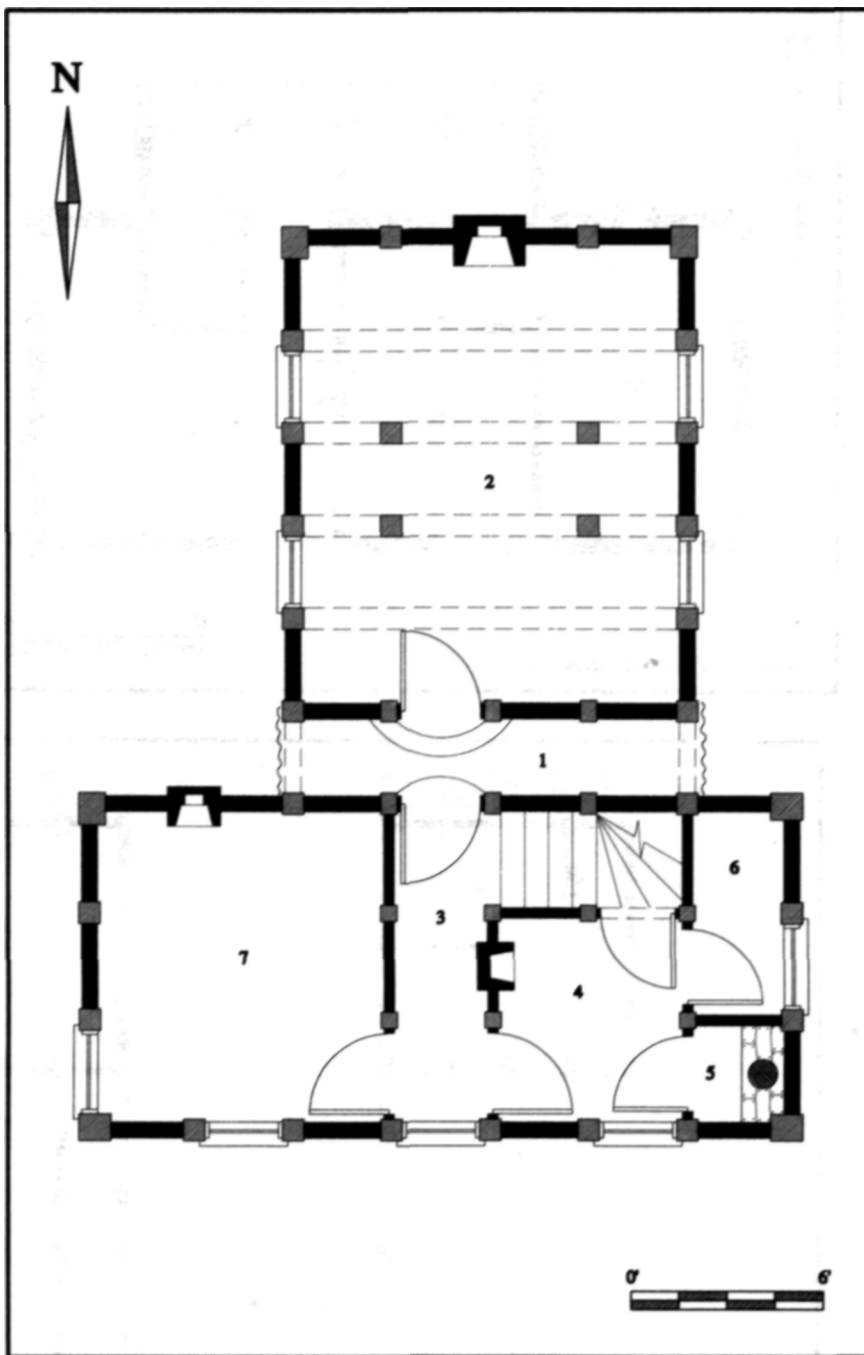
A number of Heah-huisan (No. "Greathouses") inhabited by the Lake-town's financial elite are located around both the northern and southern Woetsala and in the wealthy Thrainhuilstede.

12.3.1 ODAGAVIA'S HEAH-HUIS

Quite small in comparison to most of the other greathouses lining the central Woetsala, Odagavia's unostentatious home is a well-built two-story structure where he lives with two wealli. The timber beams are elaborately carved with foliage, fanciful water-creatures, and sailing scenes, and the glass windows have external shutters which are closed each evening. Interior doors have drop-latch locks which are Hard (-10) to pick. Other residences of wealthy artisans or lesser merchants might have a similar layout.

FIRST FLOOR

I. Passageway. With carved timber arches and thick curtains at each end, this corridor pierces the building, but remains open to the outside.



2. Great Hall. A large, window-lined and aisled two-story hall with a sizeable fireplace. Odagavia entertains and dines in this, the main room of the house. The door is iron-bound and has a lock which is Extremely Hard (-30) to pick.

3. Entry Corridor. The iron-bound exterior door has a lock which is Extremely Hard (-30) to pick; stairs just inside the door lead up to the second floor.

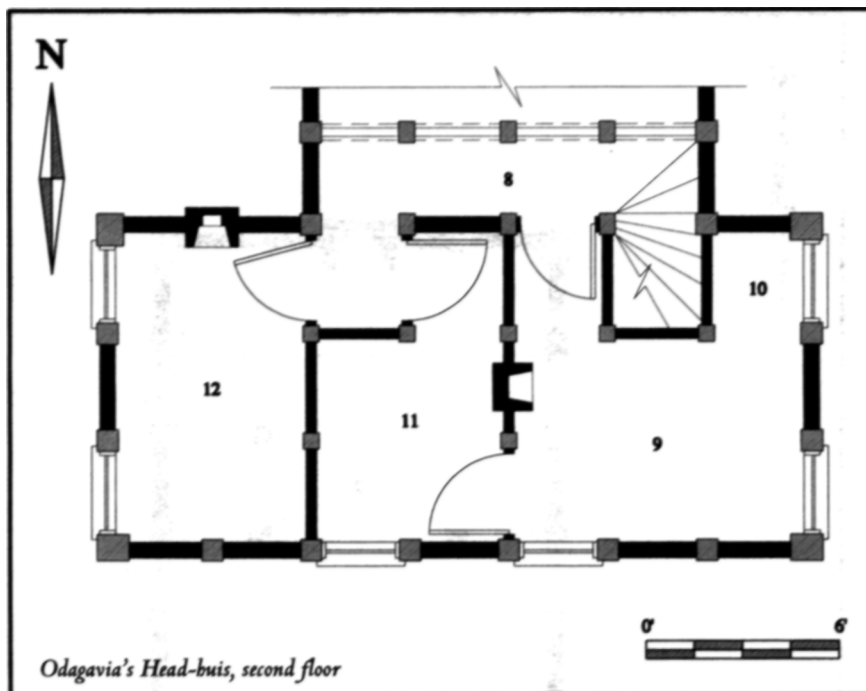
4. Kitchen. One door in this room accesses a storage space beneath the steps.

5. Privy.

6. Pantry.

7. Guest Bedroom.

*Odagavia's
Heah-buis,
first floor*



SECOND FLOOR

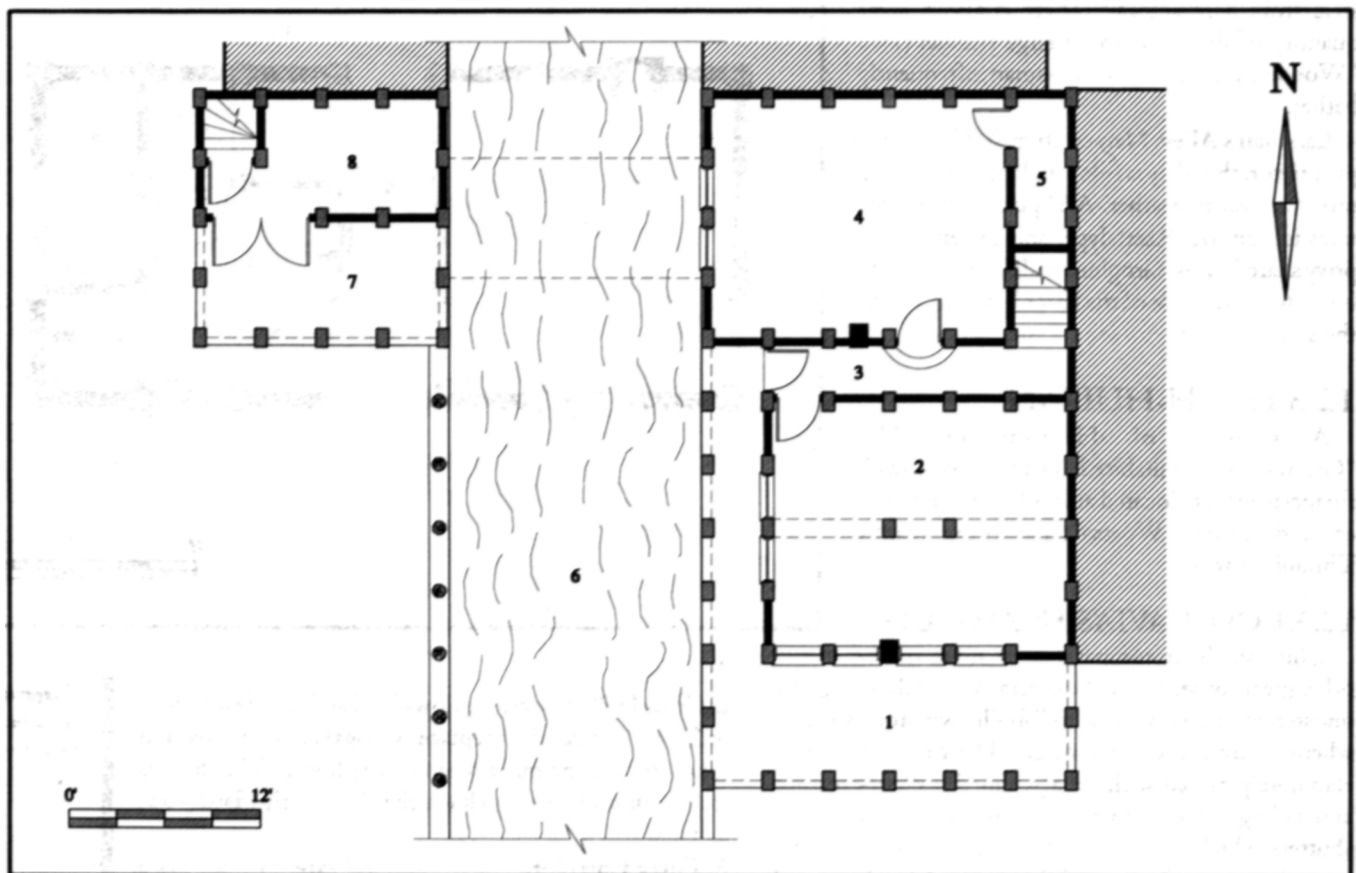
8. Gallery. A railing-lined balcony which overlooks the Great Hall to the north.

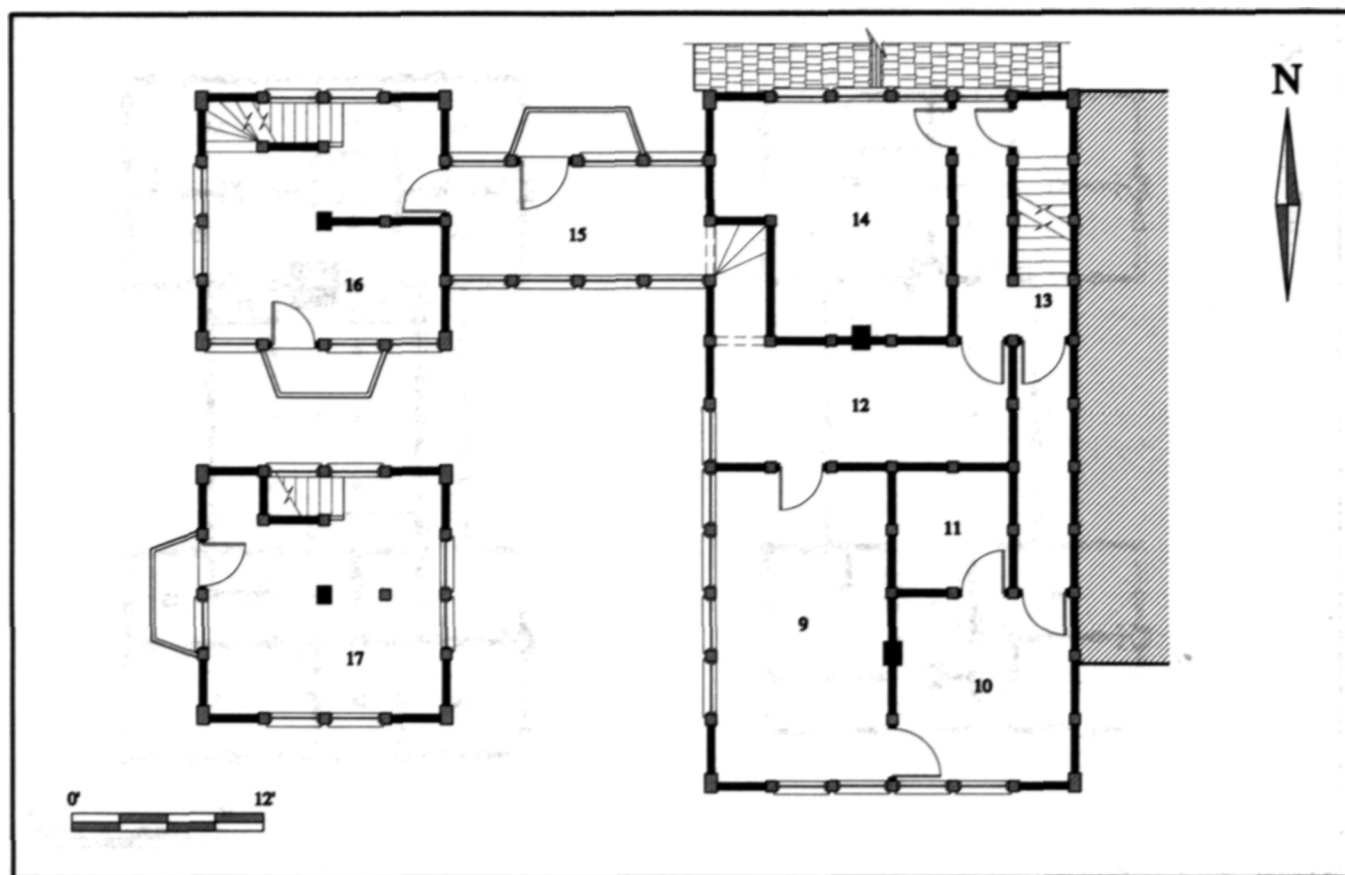
9. Master Bedroom. A hidden compartment in the floor (Extremely Hard, -30, to perceive and pick the lock) contains 3000sp of valuables.

10. Nook for books. Odagavia is one of the few individuals in Lake-town who has an abiding interest in books. Since the cultures of the Northrons are primarily oral in nature, most of the small trove of books on various subjects he keeps here are from Dorwinion and Gondor. One window overlooks the Woetsal.

11. Sitting Room.

12. Servants Quarters. The married couple who serve as butler/huilward (No. "House Guard") and cook for Odagavia share this chamber.





12.3.2 RIGUNTHA'S HEAH-HUIS

Riguntha lives and runs her business out of a half-timbered building straddling the northern Woetgelad (No. "Canal"), near the homes and shops of the clothworkers of Lake-town, with whom she deals. Windows have glass and exterior shutters, and the roofs of both the main eastern structure and the western tower are thatched. Interior doors, unless otherwise noted, all have drop-latch locks (Hard, -10, to pick).

FIRST FLOOR

- 1. Porch.** A covered arcaded porch that runs alongside the canal and provides access to the main door.
- 2. Worker's Room.** Riguntha's employs two assistants who work here.
- 3. Entry Hall.** The heavy external door is equipped with both a drop-latch lock (Very Hard, -20, to pick) and a drawbar.
- 4. Office.** Although most ship merchants have offices in the Mangthor (No. "Trader's District"), Riguntha runs her business from here.
- 5. Storage.** Used to store valuable dyes and cloths, the door is always locked (Very Hard, -20, to pick). When especially valuable goods are stashed here, Riguntha is not above hiring a guard to keep watch at the entry hall (#3).

6. Woetgelad. The northern stretch of the waterway running through Lake-town is adjacent to Riguntha's home. There is a mild southern-flowing current here.

7. Tower Porch. Similar to #1 above.

8. Stable. A private stable for two fine Horses, who are tended by one of the wealli. The broad doors may be barred and have a lock that is Very Hard (-20) to pick.

SECOND FLOOR

9. Great Hall. For dining and entertaining guests.

10. Kitchen.

11. Pantry.

12. Parlor. A more relaxed area than the Great Hall (#9).

13. Corridor. Stair lead up to the loft/servant's quarters, and down to the entry hall (#3).

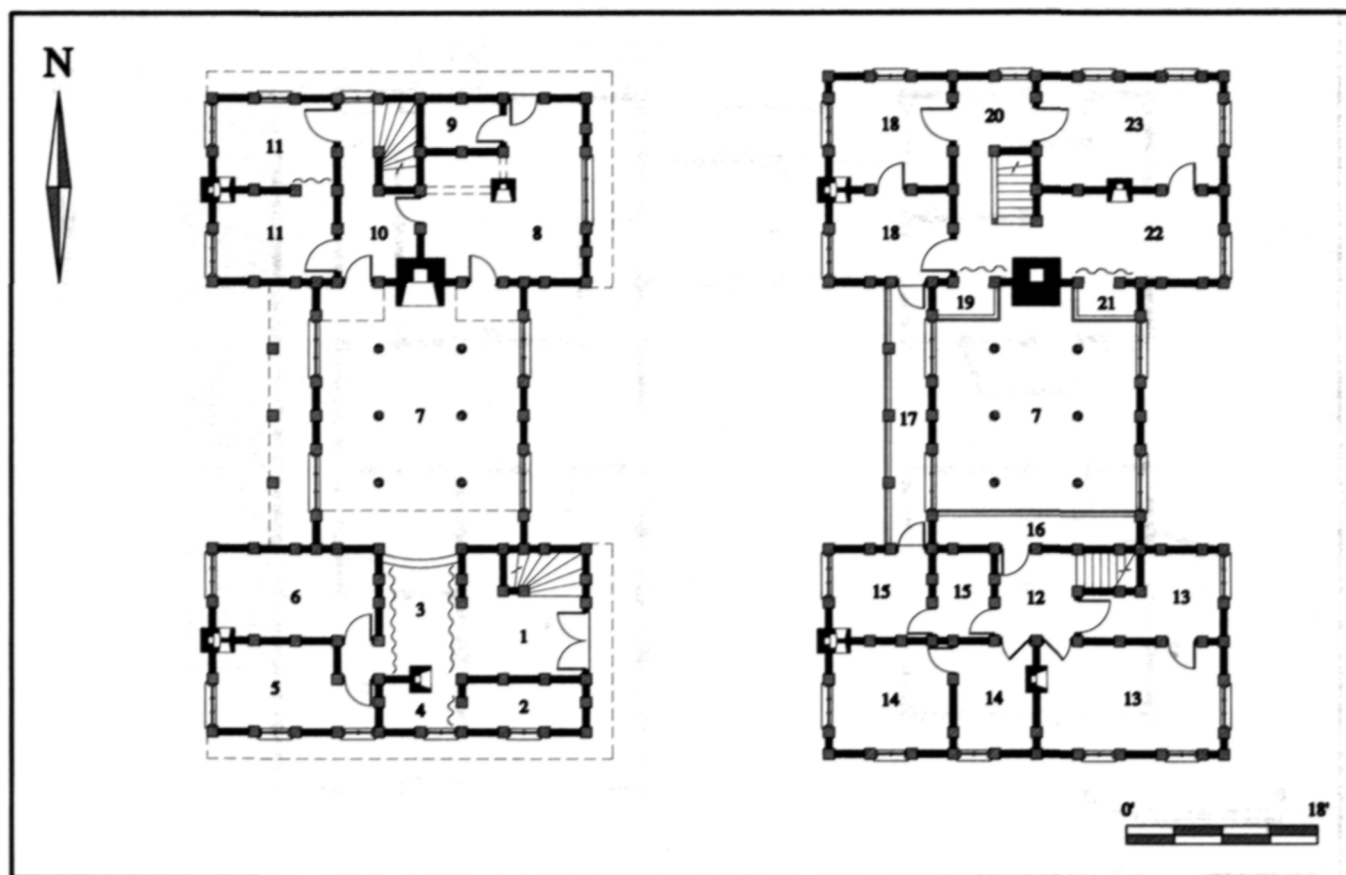
14. Guest Quarters. A well-furnished bedroom for overnight house guests.

15. Summer Room/Solarium. Bridging the canal below, this well-lit room is occupied most summer evenings, but empty during the winter because it becomes quite chilly. A door opens onto a pierced-rail balcony looking north along the Woetgelad.

16. Quarters. Shared by Riguntha's aging uncle and aunt. Stairs lead up and down. A balcony opens south.

17. Riguntha's Quarters. The third floor bedroom chamber has a balcony facing west.

*Riguntha's
Heah-buis,
second floor*



*Vormenric's
Heah-huis,
first and
second floors*

12.3.3 VORMENRIC'S HEAH-HUIS

Vormenric's greathouse is of a central hall design common in Esgaroth. Half-timbered, with a slate roof and glass windows shuttered on the exterior, the merchant's residence is prominently positioned directly across the northern Woetsal from the Thrainhuil. Vormenric inhabits the structure with his large extended family, huilweardan, and wealli. Interior doors have drop-latch locks which are Medium (+0) to pick, while exterior door locks are Very Hard (-20).

FIRST FLOOR

1. **Foyer.** A broad stairway to the north leads up.
2. **Privy.**
3. **Anteroom.** Exits are hung with curtains.
4. **Guard Room.** A warming room for the huilweardan guard manning the front door and great hall entry.
5. **Servants' Quarters.** The wealli in debt-bond to Vormenric sleep here in crowded circumstances.
6. **Guest Quarters.** Appropriate for an assistant or servant of a more important overnight guest.
7. **Great Hall.** Balconies and a southern gallery overlook the tall room; raised platforms occupy the two outside aisles.
8. **Kitchen.** Large and well equipped.
9. **Pantry/Buttery.**
10. **North Hall.** A broad hall leads up to the second floor.
11. **Suite.** Occupied by Vormenric's mother- and father-in-law.

SECOND FLOOR

12. **Guest Hall.**
13. **Guest Suite.** Lavishly furnished for distinguished visitors.
14. **Suite.** Inhabited by Vormenric's son, daughter-in-law, and their two children.
15. **Suite.** Vormenric's trusted huilweardan duo (father and son) and their families reside here. A door accesses the outdoor balcony.
16. **Gallery.** Overlooks the Great Hall. Often, hired scopas play music from here.
17. **Outdoor Balcony.** Covered and providing access between the huilweardan quarters (#15) and the master's quarters (#18).
18. **Vormenric's Suite.** The merchant, his wife, and two younger children all sleep here.
19. **Private Balcony.** Overlooks the Great Hall (#7), and allows passage from the master suite.
20. **Master's Hall.**
21. **Balcony.** Overlooks the Great Hall (#7).
22. **Parlor.**
23. **Study.** Vormenric collects woodcarvings which he displays here. A locked (Extremely Hard, -30) cabinet holds valuable Wood-elven and Dorwinion wines.

12.4 CRAFT ATELIERS AND RETAIL MERCHANTS

Although all of these buildings are identified as specific workshops found on the main town map (Section 11.2), their general plans are common to many workshops throughout Esgaroth and could be used as the home of any number of artisans or modest retail merchants. All are locations adventurers might need to visit while they are in Lake-town.

12.4.1 HEMMING'S COBBLERY

A two-story half-timbered building with a steep thatched roof, Hemming's cobbler is well-kept and has glass in the externally shuttered windows, indications of his status as an edfrehar Kryn and his financial success. Drop-latch door locks are Hard (-10) to pick.

1. Shop. A small room partitioned by a counter, where customer transactions are made, especially during the colder months.

2. Main Workshop. Horizontal wooden shutters fold down to form a large counter in the oriel windows facing Wainstraertan, allowing transactions with customers on

the street during pleasant weather. Most evenings, an older woman visits to cook meals here for Hemming and his apprentices.

3. Stairs. A steep uncovered external stairway leads to the second floor.

4. Privy. Tucked beneath the stairwell.

5. Storage/Workroom. Hemming makes leather armor to specific order here (or in the back yard, during the summer). In similar buildings, this area could be used as living quarters.

6. Hemming's Quarters. Filled with relics of his past life as a mercenary.

7. Covered Porch. With a pierced railing, this outdoor porch accesses the second-story flats. A ladder leads to a lockable trap door, the entrance to the loft where all of Hemming's apprentices live.

8. Large Flat. Hemming rents this chamber to a family of four.

9. Medium Flat. Rented to a young couple.

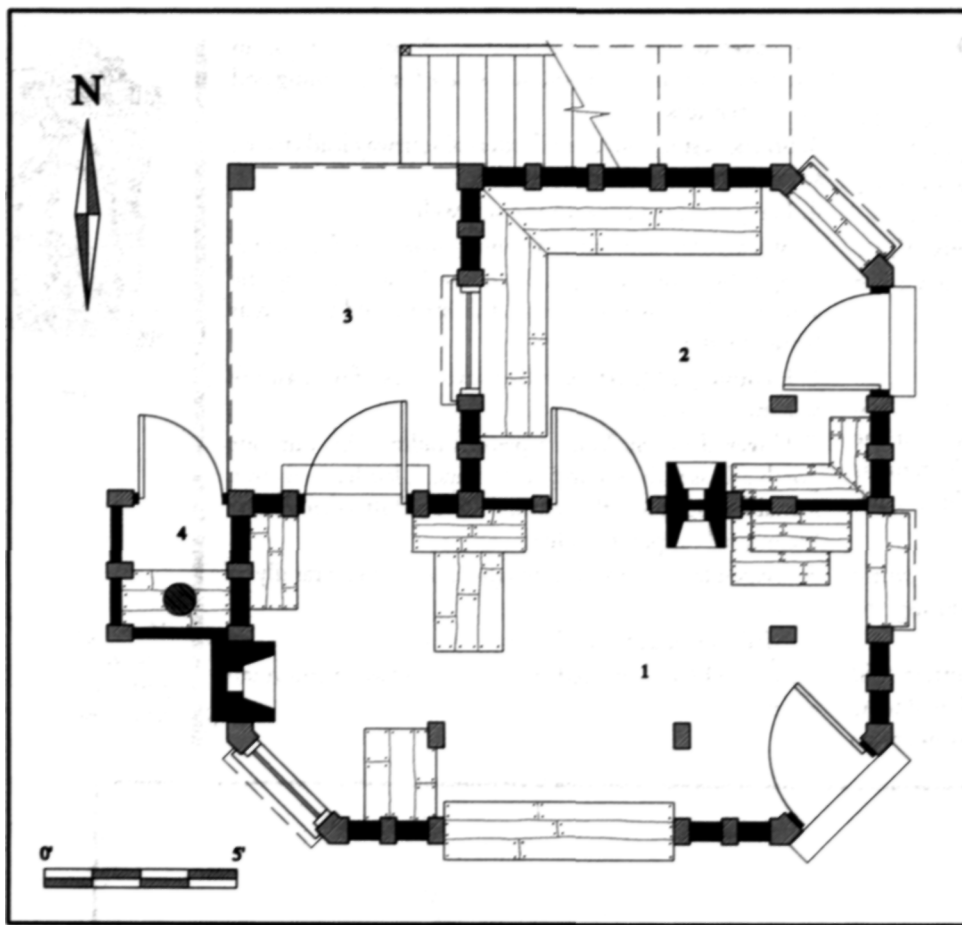
10. Small Flat. Occupied by Hemming's two journeyman assistants.



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*Hemming's
Cobblery,
first and
second floors*





12.4.2 EORMENLIC'S WEAPONSMITHY

A narrow three-story half-timbered building with jettied upper stories and a slate roof, Eormenlic's smithy has glassed and shuttered windows and fancy carved beams, indicative of his trade success. External doors have drop-latches (Very Hard, -20, to pick). The structure is similar to many other buildings throughout Lake-town.

FIRST FLOOR

1. Workshop. The shutters in the window open to form a counter accessing the street, which is kept open in all but the fiercest cold, because the smithy gets so hot. The floor is covered with clay to help prevent fires, although much of the work is done out back during all but the coldest weather.

2. Workshop/Storage. Again, with a clay-covered floor, especially around the central forge.

3. Yard. Partially covered with a one-story slate roof. Barrels of water and enormous piles of firewood are also stored here. An uncovered external stairway leads to the second floor.

4. Privy.

SECOND FLOOR

5. Kitchen. Stairs lead up to the third floor.

6. Parlor. A widow who helps Eormenlic keep house and prepares meals sleeps here. She also prepares meals down the street at Hemming's Cobbler.

7. Eormenlic's Quarters. The skápar and his only child live here.

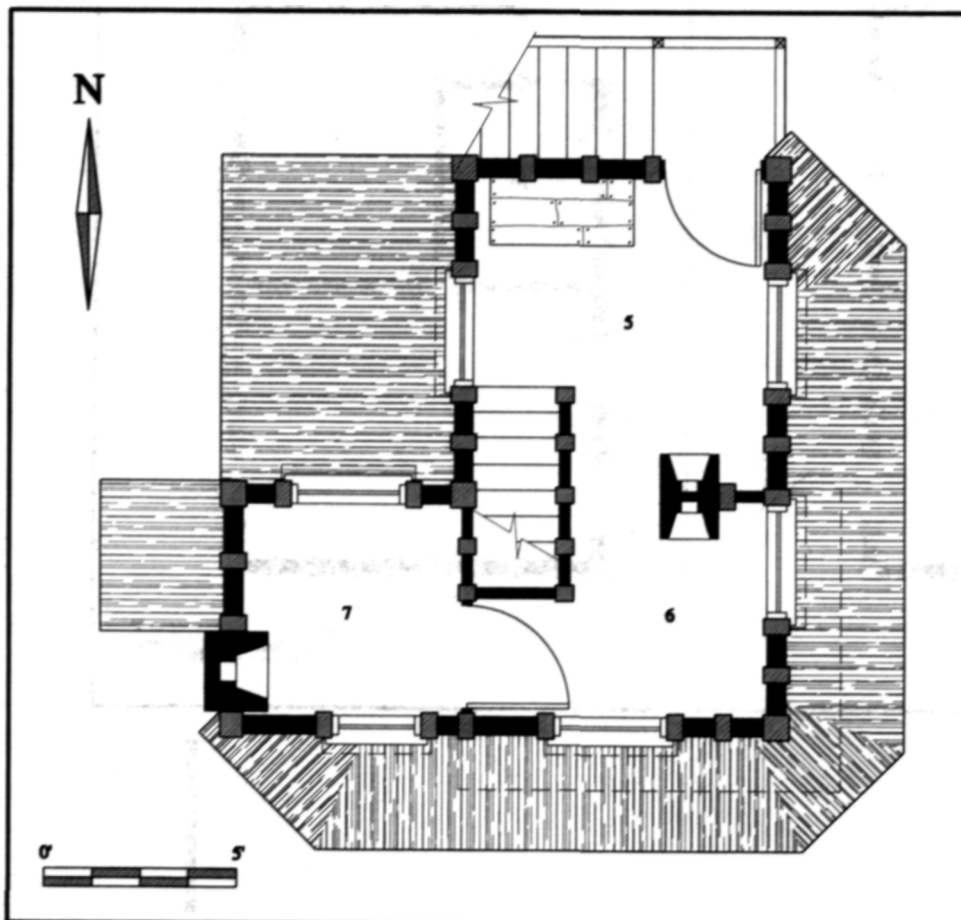
THIRD FLOOR

8. Workers' Quarters. Eormenlic's assistant and two apprentices live here.

12.4.3 FREDEGONDE'S CANDLESHP

The successful chandler Fredegonde resides here with her daughter and apprentice, Gelda, in quarters similar to many other retailers and craftsfolk. The unusually tall one-story half-timbered building is steep-roofed, thatched, and the glass windows are shuttered on the inside. The exterior of the structure is colorfully painted.

*Eormenlic's
Weaponsmithy*



FIRST FLOOR

1. **Workshop.** Candles of all colors, scents, shapes, and sizes line shelves along the walls and hang from the ceiling.
2. **Backroom.** A ladder provides access to the loft.
3. **Privy.**
4. **Shed.**

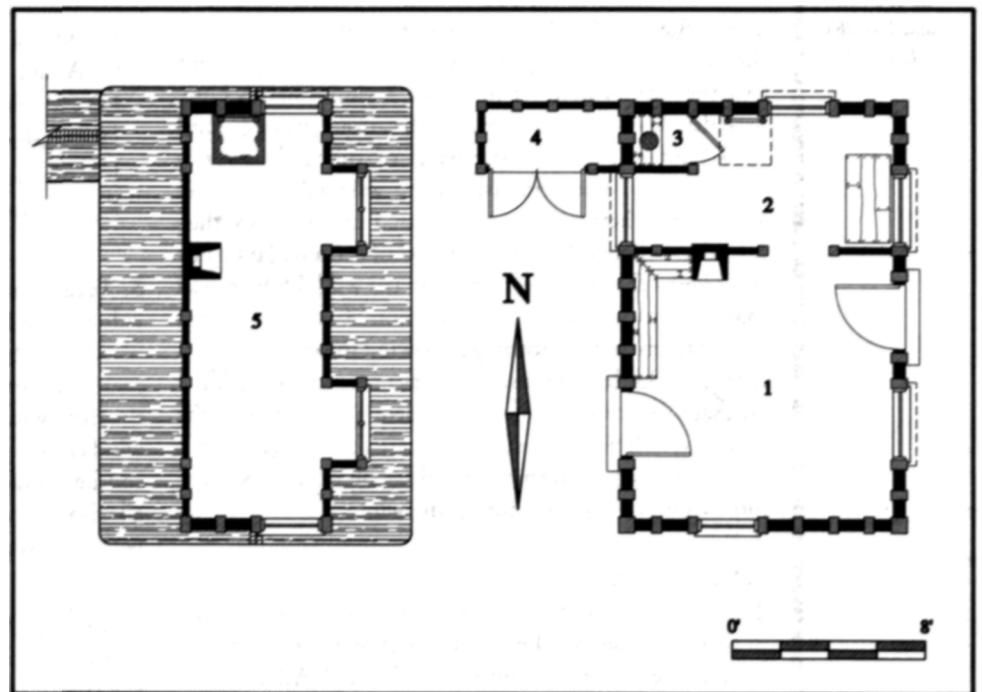
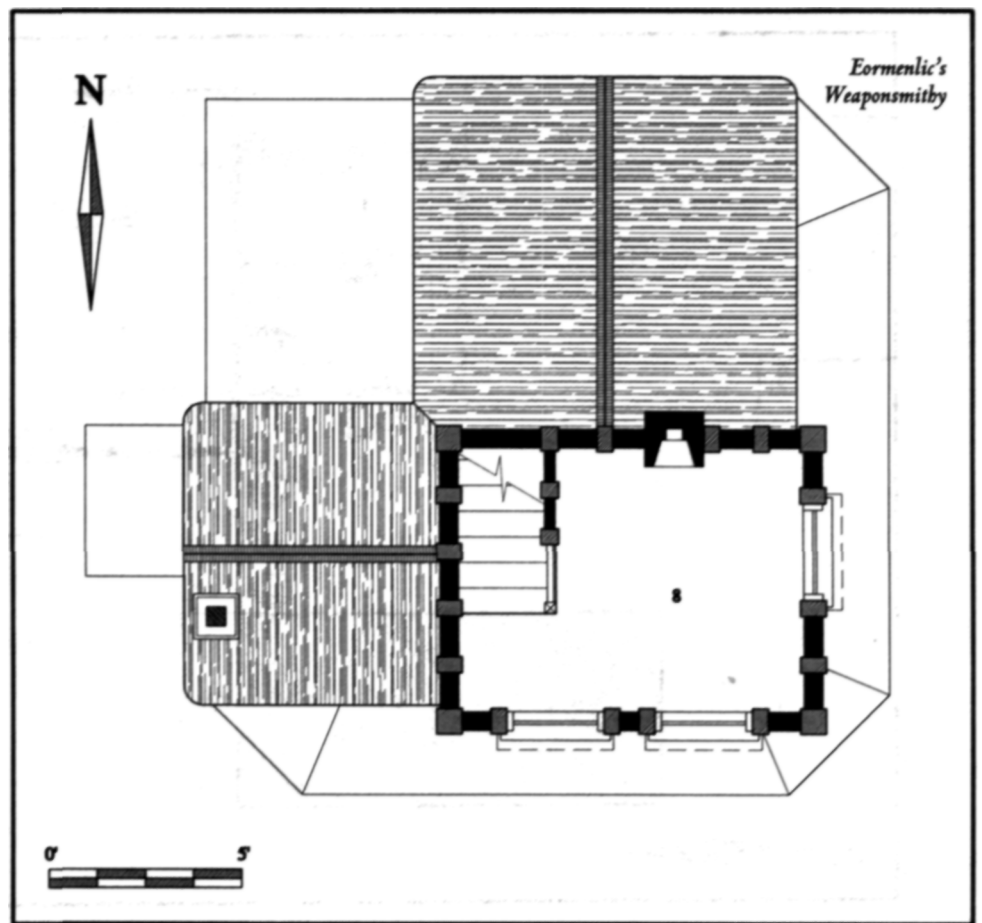
SECOND FLOOR

5. **Living Space.** Low-ceilinged, with dormer and oriel windows.

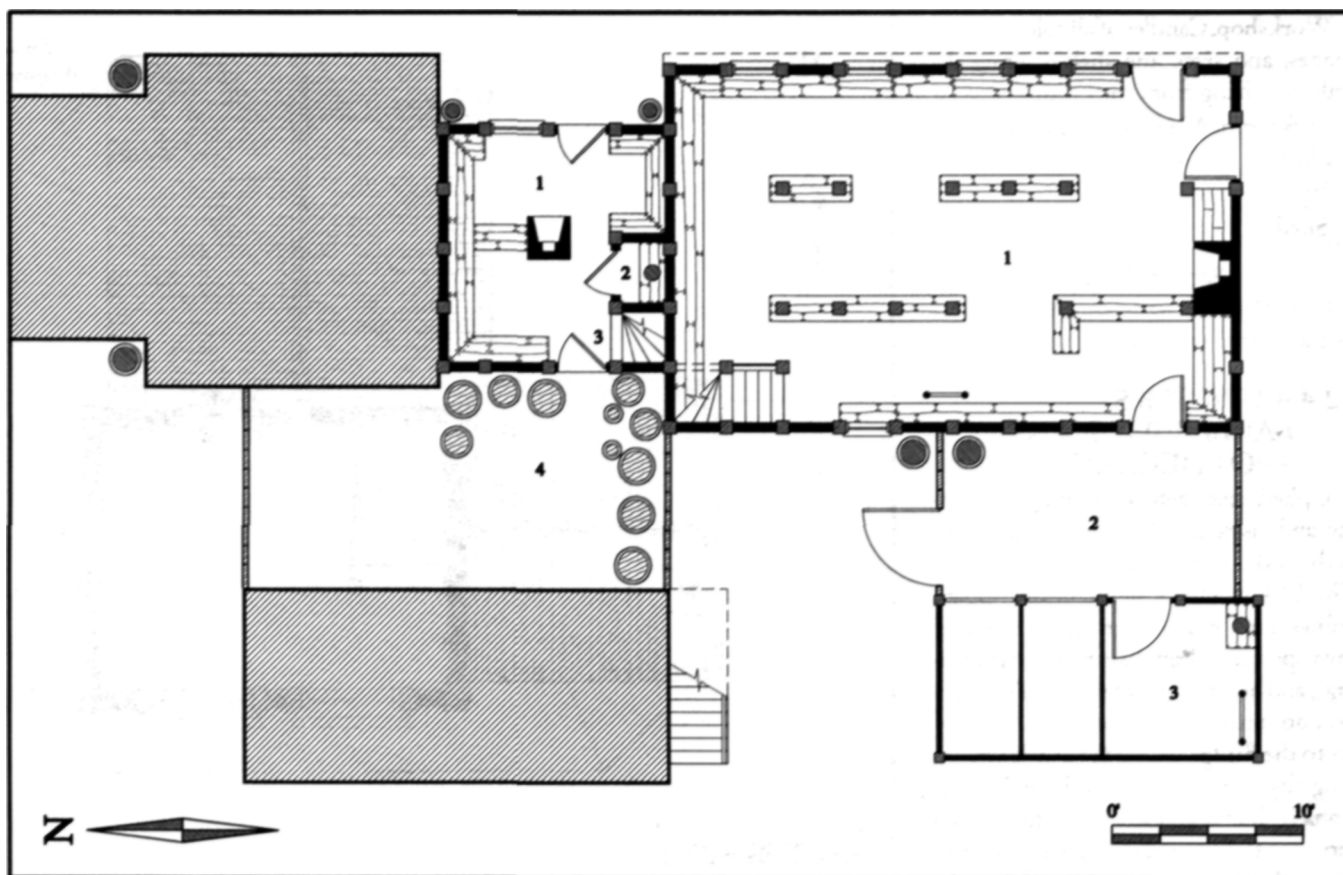
12.4.4 UPHELB'S BARBERSHOP AND APOTHECARY

Uphelb rises before dawn each morning and visits the shore to attend to his herb gardens and forage for wild herbs. The Hlaestcamol's night Bridge Guard knows him well (often he is the first townsman to leave Esgaroth each morning), and he usually stops by Egil's bakery next door to collect bread which he delivers to the Bridge Guard for breakfast. On long forays into the wild, he will occasionally hire company (Woduhaw has served in this capacity). Uphelb also pays Gwyn the Swineherd for forest herbs she collects in her travels beneath the eastern eaves of Mirkwood and he might be interested in buying or trading herbs from animist player characters. While the herbalist is away, his wife tends their shop. On most days, Uphelb returns to town between late morning and midday, and will treat patients and cut hair in the afternoon.

The relatively young couple live alone (their only infant fell victim to the Plague) in a narrow three-story half-timbered building fronting onto the Huwaerkyn. Sandwiched between Valdor's General Store to the south and Egil's Bakery to the north, the structure has glass windows equipped with exterior wooden lattice screens which are Hard (-10) to pick. Exterior doors have drop-latch locks which are similarly Hard (-10) to pick. Interior doors have Medium (+0) locks.



*Fredegonde's
Candleshop*



*Valdor's Store
and Uphelb's
Barbershop*

FIRST FLOOR

1. Apothecary. A bell is affixed to the front entry to alert the proprietors to the presence of customers in the event that they are upstairs or in the back yard. Shelves hung with dried herbs and crammed with various jars of ground herbs and salves cover the walls of the dark, sweetly scented shop. The herbalist and his wife will crush, mix and prepare herbs to customer specifications; also, they can advise clients about the benefits of certain plants. For fresh herbs that must be foraged in the wild, Uphelb asks that customers give him a day's notice, so that he can collect them on the morning following the order. In such cases, he asks that the customer make a deposit of half the estimated price of the herbs needed (refundable in the event that Uphelb is unable to locate the desired herbs). Needless to say, many herbs are obtainable only in season; most cannot be gotten during the winter.

2. Privy.

3. Stairs. Lead up.

4. Yard. Shared with Egil's Bakery and a building fronting onto Wainstraentan. The plank fence on the north side is 5' high; the one on the south is 9'. Although Arfandas can only be grown in Uphelb's gardens along the lake shore, eleven half-barrels located here serve as planters for small quantities of cultivatable herbs (listed by quantity in descending order):

- A,B) Breathblossom;
- C) Arnuminas;
- D) Thurl;

E) Thurl and Rewk;

F) Silraen;

G) Arlan;

H) Carefree Mustard and some Darsurion;

I) Sindoluin;

J) Arunya and Yaran;

K) Rumareth and Tulaxar.

SECOND FLOOR

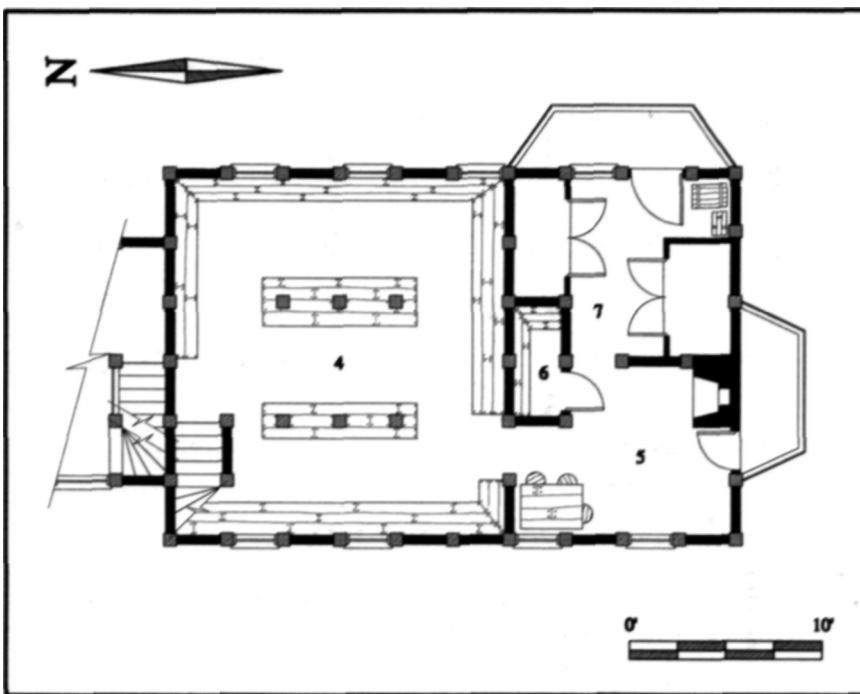
5. Treatment Room. Two stacked sleeping pallets provide a place for patient to recline while being treated or bled. Uphelb also cuts hair and shaves customers here. A great believer in the benefits of fresh air, the barber keeps the front window open in all but the bitterest cold; magic wind chimes hanging from the jamb just over the window soothe the nerves of patients (a level 10 *Calm* spell affects all who hear it). A door provides egress to a small balcony with a solid plank railing.

THIRDFLOOR

6. Living Quarters. Occupied by the barber and his spouse. Furnished with shelves, a small table and stools, a stand with a washbasin, a large chest, a sleeping closet, fine wool curtains, and an empty cradle which the couple has refused to burn in accordance with Northron tradition. Their nest-egg of jewelry and coin is stashed in a pillow in the closet. The sloping roof means the ceiling in the corners comes rather low; a door accesses a plank-railing balcony overlooking the Huwaerkyn.

12.4.5 VALDOR'S GENERAL STORE

Valdor's well-known general store is located at the corner of Fithelrod and the Huwaerkyn. A large two-story half-timbered structure, the edifice has glass windows shuttered on the outside and a slate shingle roof. The upper floor is jettied slightly out over the front of the ground floor. Shutters and exterior door locks are Very Hard (-20) to pick. Valdor runs the shop with his wife and younger son. Another son serves in the drihten. A retired drihten member himself, Valdor knows many of the town guard personally. He is well-liked by his wide clientele: a wealthy man whose family avoided any tragedy during the Plague, Valdor is extremely lenient in keeping records of the "credit" purchases many destitute townsfolk have been forced to make in the last few years.



FIRST FLOOR

I. Store. Items of every conceivable sort clutter the wall-to-wall shelves (see Section 19.6 for prices), and someone is always present at the counter opposite the front entry to help customers find what they want. A ladder nearby allows access to shelves higher up. Drihten members can purchase fair quality, second-hand weapons; caravan traders can buy cloaks, animal feed, and preserved rations; and Beortnov often stops in to refill his purse with honey-sweets and apples which he dispenses to Esgaroth's children. Much of the equipment is slightly used. Valdor is always interested in buying or trading for new items, and he makes regular purchases from the Westborguz pawnshop.

Items currently available in the shop are:

- four dozen +5OB Wood-elf arrows (non-magic);
- two Gramuz composite bows made from Kinehorn (+10 OB, due to quality);
- a Dorwinion conch horn from the Sea of Rhûn which magically summons 10-50 fish 1x/day;
- a magic Dwarven +10 OB broadsword;
- a magic Dwarven +10 OB battle-axe;
- a suit of well-made Estaravë studded leather armor (wears as Soft Leather/AT 5, protects as Rigid Leather/AT 9);
- a single Wood-elfen Fiara-hide boot which magically provides +10 to Stalking maneuvers; and
- a Vargurat schist honestone (non-magic, +5 OB to the first five attacks by bladed weapons sharpened for at least 20 minutes on it).

The arrows are in a barrel and recognizable to a skilled archer or fletcher (Normal, +0, Perception roll). The bows are unstrung, on a shelf near the owner's counter, as is the conch (Valdor is unaware of the latter's magic). Both Dwarven weapons are in a locked cabinet (Very Hard, -20, to pick) behind the counter, and are only available to examine upon request. Valdor knows Dwarven quality and will charge expensively for the items, but he has failed to recognize the superior quality of the Estaravë armor stashed across the room. The Wood-elfen boot is located upstairs (its mate was stolen some time ago), as is the Vargurat hone which lies hidden and forgotten at the back of a shelf of seaxes and broadswords (Very Hard, -20, to perceive).

2. Yard. Enclosed by a 8' high plank-built fence with a gate egress (which can be barred). Two rowboats (for sale) are stacked here.

3. Shed. With room for two horses (only one is currently present, and not for sale), storage space, and a privy.

SECOND FLOOR

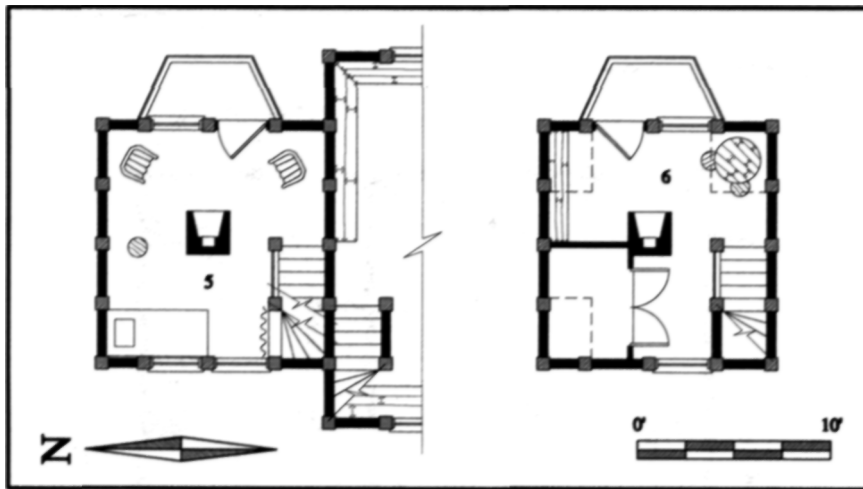
4. Upstairs Store. Like the main room downstairs, but with a high, raftered ceiling.

5. Kitchen/Parlor. Behind a door that is usually locked (Very Hard, -20, to pick) and filled with the usual accouterments. A door accesses a pierced-rail balcony overlooking Fithelrod.

6. Pantry.

7. Bedroom. With sleeping closets for the family and access to another pierced-rail balcony which provides a sweeping view of the Huwaerkyn.

*Valdor's Store,
second floor*



*Uphebb's
Barbershop,
upper floors*

12.4.6 FOLGAR'S TANNERY

Folgar's tannery is in the southern end of the Viscerstede, so that the terrible odors associated with such a business are carried away from Lake-town by the predominantly northerly winds. Although there are a couple of cloth merchants in Esgaroth who specialize in furs, Folgar is more likely to purchase furs directly from trappers and he generally offers a fair price. For ranger player characters who wish to bring in extra money, some approximate prices for furs that trappers most commonly catch are:

- Black Mink: 60-150sp
- Nimfiara: 40-100sp
- White Fox: 30-50sp (winter)
- Blue Otter: 15-35sp
- Ermine: 10-25sp (winter)
- Pine Marten: 8-15sp
- Stoat: 7-12sp (summer)
- Weasel: 7-12sp
- Beaver: 4-7sp
- Atenla: 1-3sp (winter),
.5-1.5sp (other)
- Raccoon: .5-1.5sp
- Glutan: 50cp average
- Badger: 50cp average
- Opossum: 30cp average
- Black Squirrel: 30cp average

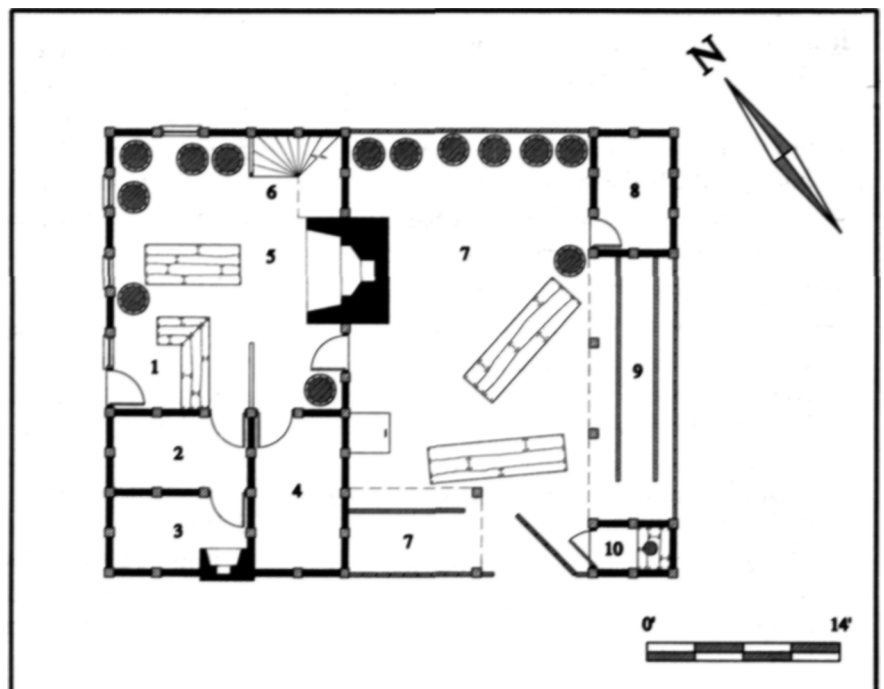
The finer pelts fetch much more varied prices, since their quality can span a greater range. Animals that have had their pelts slashed (from combat, for example) are liable to be worthless. The silvery-white hide of the Nimfiara is not really a fur, but highly valued nonetheless because of its suppleness. Some

Northrons, notably Cult of the Stag adherents, consider the hart a sacred animal and would object to hunting it merely for its hide. Folgar has no such qualms, but like some other Northrons, he finds the trapping of blue otters, a symbol of good luck throughout Rhovanion, objectionable and will not purchase them (the going price for their pelts are included for the sake of completeness). Northrons make little distinction between the pelts of various types of weasels (No. "Visulas"), except for the brown and black striped summer coat of the stoat (No. "Stota") and the more highly valued white and black-tailed ermine (No. "Harma") winter coat. Badger pelts are used to make arrow quivers, so they are in continual demand.

Folgar's workshop and home is a two-story half-timbered hall with glass windows and exterior shutters. The windows, like most of the doors in the building, have locks which are Hard (-10) to pick. A 10' tall plank fence surrounds a huge yard where much of the tanning work is done, weather permitting.

FIRST FLOOR

- 1. Customer Service.** Just inside the main entry (equipped with a bell to alert employees to visiting patrons) is a counter where customers are helped.
- 2. Storage.**
- 3. Storage.** The most valuable furs are stored here, behind a door which is Very Hard (-20) to pick.
- 4. Storage.** For oak bark, urine, lime, and other ingredients used in the tanning process.



*Folgar's
Tannery,
first floor*

5. Work Area. With a large work table and several boiling and curing vats. A huge fireplace provides space to heat the vats.

6. Stair. Leads up to the second floor living quarters.

7. Yard. Much work is done here, over wooden lattice grates in the main platform. Boiling and curing vats ring the area, and a main gate in the west fence is large enough to permit a wain to enter the yard.

8. Shed. Used to store peat and firewood fuel.

9. Covered Areas (2). Roofed spaces in the yard that are open to the elements. Railings beneath the eaves are for hanging and beating hides. Folgar also stores a two-wheeled wain here, alongside the southern fence.

10. Privy.

SECOND FLOOR

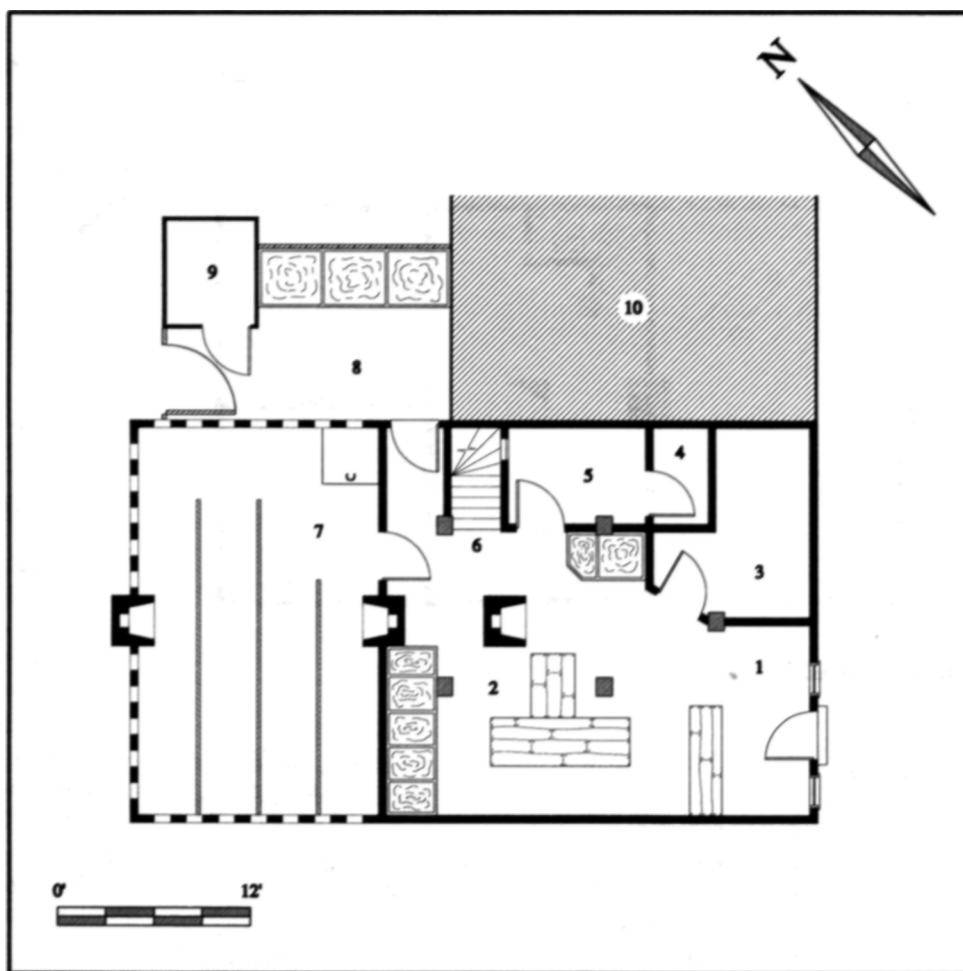
11. Kitchen.

12. Pantry.

13. Master Bedroom. Used by Folgar, his spouse and two children.

14. Bedroom. Used by Folgar's assistants and apprentices.

15. Sunroom. Used as an afternoon sitting room by the occupants.



12.4.7 HEREWULF'S CLOTH-DYEING WORKSHOP

Because of the large amount of water needed to create dye solutions, Herewulf's dyeshop is located at the northern edge of Esgaroth, so that water may be drawn directly from the lake without heed to the cess and other refuse that pollutes the waters beneath the platform-town further south. The building is a large plank-built two-story structure that resembles a warehouse because of its relative lack of windows. The few windows that do exist have glass and external shutters (with locks that are Very Hard, -20, to pick). All the doors in the building are equipped with drop-latches of similar complexity. Many of the dyes and some of the cloth that are stored in the building are valuable commodities.

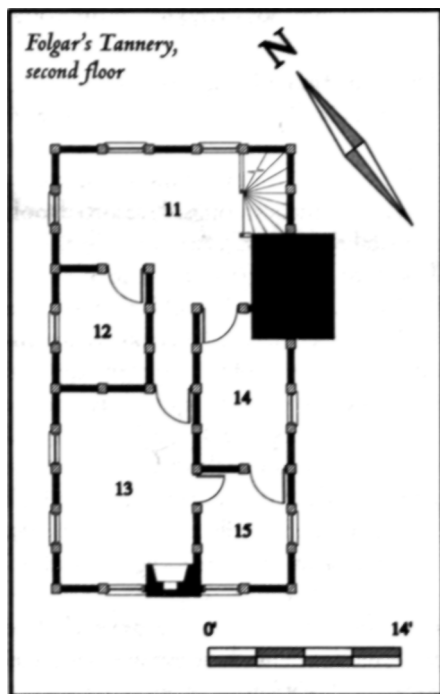
*Herewulf's
Cloth Dyeing,
first floor*

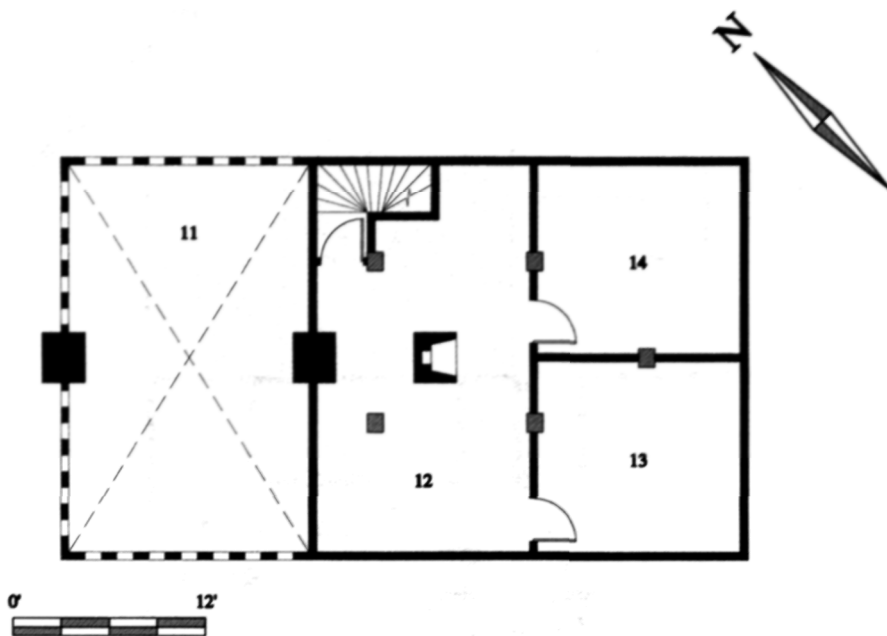
FIRST FLOOR

1. Shop. A small alcove partitioned off from the main working area by a counter.

2. Main Working Area. Huge dye vats ring the room, and fireplaces provide space to heat solutions. Two heavy-duty mixing tables stand in the center of the room. The Dorwinadan woman Earwunga (No. "Without Cause"), the spouse of Kynoden, is usually in charge here.

3. Solution Storage. Barrels and other containers of dyes, mordants, urine, etc.





*Herewulf's
Cloth Dyeing,
second floor*

4. Closet. The most expensive cloths (e.g., purpura [No. "Silk-shot Taffeta"]) and dyes (e.g., dog whelk shellfish) are kept here.

5. Herewulf's Office. A secret storage space (Very Hard, -20, to perceive) beneath the stairwell holds an iron coffer with a trapped lock mechanism (a needle coated with Brithagurth is Hard, -10, to disarm; the lock is Very Hard, -20, to pick). The coffer holds:

- some 1000sp of assorted coinage;
- 11 embroidered silk scarves (worth 35sp, 32sp, 30sp, 30sp, 27sp, 27sp, 25sp, 25sp, 24sp, 23sp, 21sp);
- a forest green giant spider-silk tunic embroidered with silver thread, tiny silver bells, and beryl cabochons which allows its wearer to cast a level 5 *Calm Song* once per day (no Attunement roll is needed, use half of Dance skill bonus instead of Base Spell attack bonus; worth 1800sp); and
- a wonderfully embroidered, red-purple (dog whelk-dyed) purpura cloak shot through with gold and lined with white fox pelts (worth 3000sp).

6. Stairs. Equipped with a door at their summit.

7. Dyeing Area. Large wooden racks reach far overhead—long poles allow workers to drape wet cloth over the racks to dry. Vents high up in the walls all around may be opened with another special pole. Lattice drains cover the floor. A large trap door in the eastern corner of the room permits barrels and buckets to be lowered with a rope to collect lake water.

8. Yard. Surrounded by a 12' high plank fence with a gate on the northwest side (may be barred from the inside). Herewulf keeps a small wain here, and several more dye vats can be used during the warmer months.

9. Storage Shed. Plank-built; it contains firewood.

10. Herewulf's House. A brightly painted two-story half-timbered hall abutting the dyer's workshop. Many of his twenty-odd apprentices and assistants live either in upstairs flats or the loft.

SECOND FLOOR

11. Dyeing Area. Open to below.

12–14. Storage Areas. Doors are Hard, -10, to pick.

12.4.8 LINNLOC'S COINSMITHY

Linnloc Maela's coin and jewelsmithy is located in a well-kept, one-story, half-timbered workshop abutting his two-story residence in the well-to-do Thrainhuilstede. The walls in the disarmingly quaint building are actually a full foot thick; the iron-barred and shuttered glass windows and the iron-bound exterior doors have locks which are Extremely Hard (-30) to pick. The roofs of both buildings are shingled with slate. Linnloc was the assistant of the Maela of Esgaroth. When his predecessor perished in the Plague, he took on the role of coiner, and now operates his business alone.

1. Yard. A large yard with an unused thirruc boat stored beneath a canvas cloth. The entire northern stretch of the fence is stacked with an enormous amount of firewood.

2. Privy.

3. Workshop. The entire floor of this area is covered with a thick layer of lakebed clay to discourage fire. The large forge is equipped with a huge pedal-operated bellows; broken bits of old earthenware crucibles are scattered across the floor and workbenches alongside assorted tools (hammers, tongs, metal shears, etc.). An iron safe imbedded in the wall next to the forge (with a lock that is Extremely Hard, -30, to disarm and pick) is trapped with a needle coated with Ashgurash. Linnloc strikes two coins at a time by placing heated pieces of the appropriate metal in an iron die just dipped in cold water, quickly fitting the three-piece die together, resting the die on his anvil, and striking the top of the die firmly with a hammer (see the illustration of a coin die inset in the layout of Linnloc's workshop). Preparing the metal, striking the die correctly, trimming the coin afterwards and redefining the recessed imprints of the coins on the dies when they begin to become dull and indistinct all require a great deal of experience. The safe, hidden behind a secret wooden panel which is Extremely Hard (-30) to perceive, contains:

- gold pendant with gold wire decoration and garnet cloisonné in the form of a stylized boar's head (worth 250sp);
- 3 millefiori glass rods, lengths are 22", 14", and 10" (1100sp, 700sp, 500sp, respectively);
- twisted silver armring (9sp);
- 14 gold beads (50sp each);
- 23 colored glass beads (12sp each);
- wooden spool of silver wire (85sp);
- wooden spool of copper wire (2sp);
- gilded bronze skeleton key (100sp);
- leather drawstring pouch with 6 large garnet beads (25sp each);
- 12 millefiori glass beads (25sp each);
- 2 gold pins set with garnet cabuchons and linked by a fine gold chain, for fastening a snood on a woman's head (300sp);
- a silver "pig", about 23" x 5.5" x 2.5" weighing just over 42lbs. (2700sp);
- 3 copper pigs, each about 23" x 5.5" x 5" and weighing about 50lbs. (12sp each);
- silver niello quoit brooch, 2 inches in diameter (20sp);

- silver neck torque (30sp);
- silver saucer brooch with gold wire decoration, 2" in diameter (150sp);
- silver square-headed brooch, 3" square, with enamel cloisonné (55sp); and
- an extremely supple nimfiara hide pouch embroidered with the emblem of Esgaroth in blue and brown; has two pockets, each containing a hard iron coin die, one with two intaglio imprints of a mietan and one with two imprints of a mael;

4. Front Yard. A small enclosure ringed by a 4' high plank fence.

5. Stairs. Lead up.

6. Main Hall. The main living and dining space for Linnloc.

SECOND FLOOR

7. Corridor.

8. Pantry.

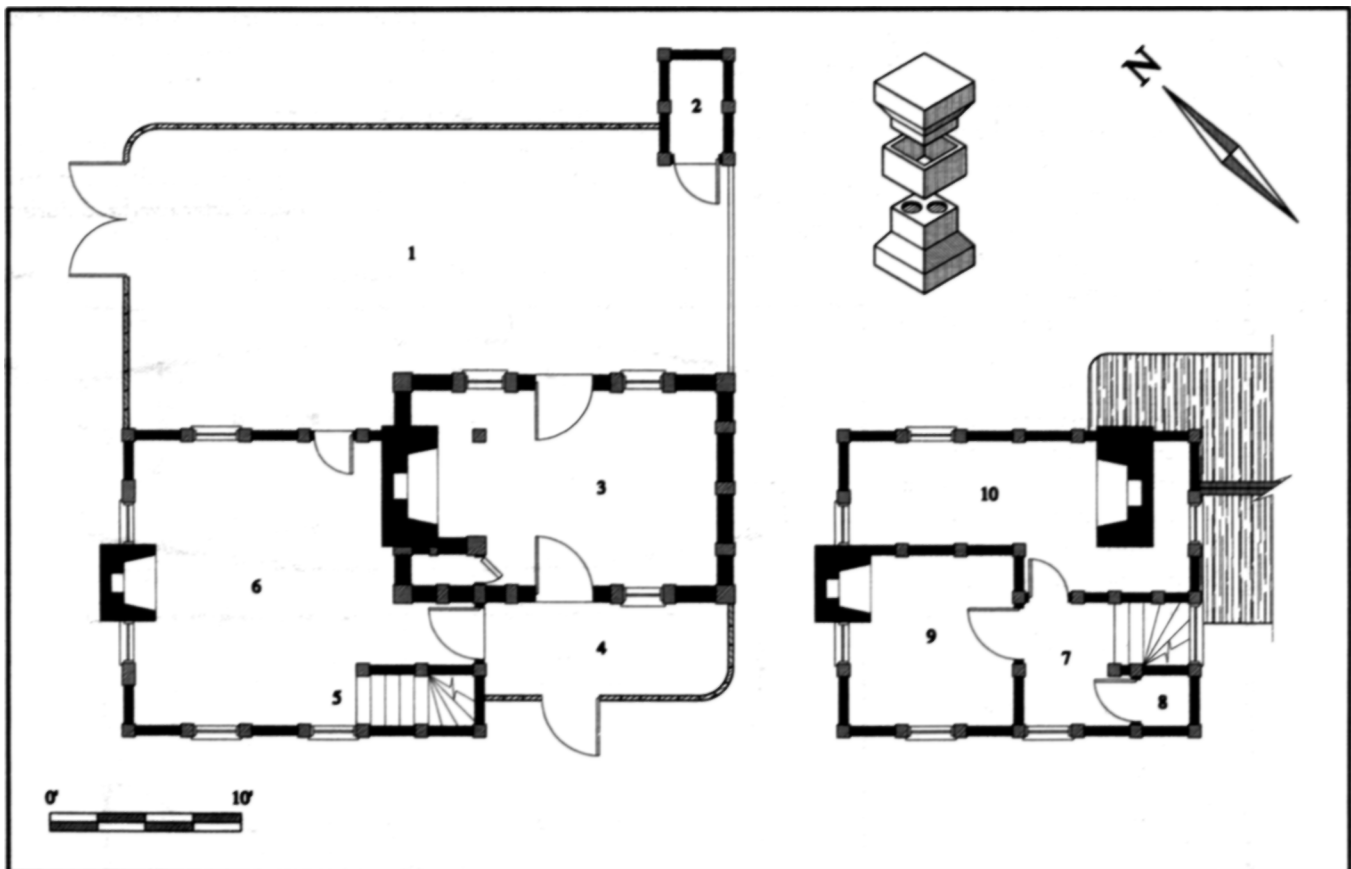
9. Bedroom.

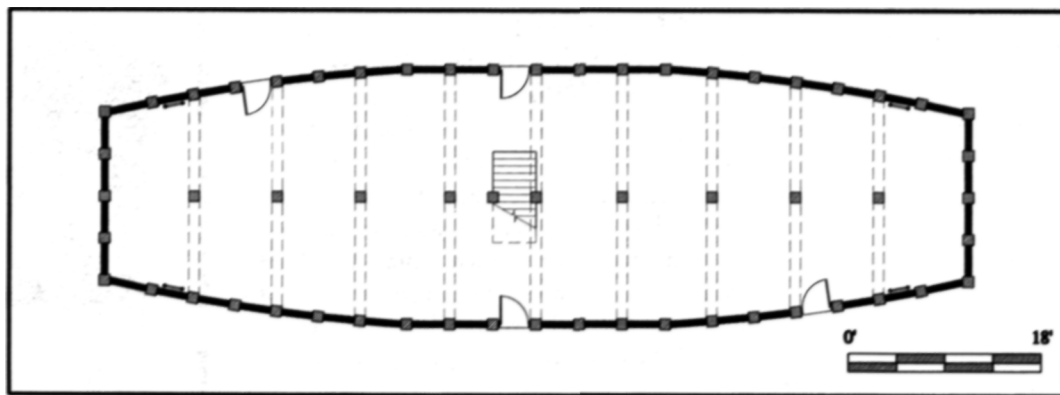
10. Kitchen. An aged wealli who serves as Linnloc's cook, butler, and huilweard sleeps behind the fireplace. His head is right over the safe in the workshop (#3), so he is very likely to hear thieves attempting to rob the yard (#1).



85

*Linnloc's
Coinsmithy*





Folcsteall

12.5 OTHER BUILDINGS

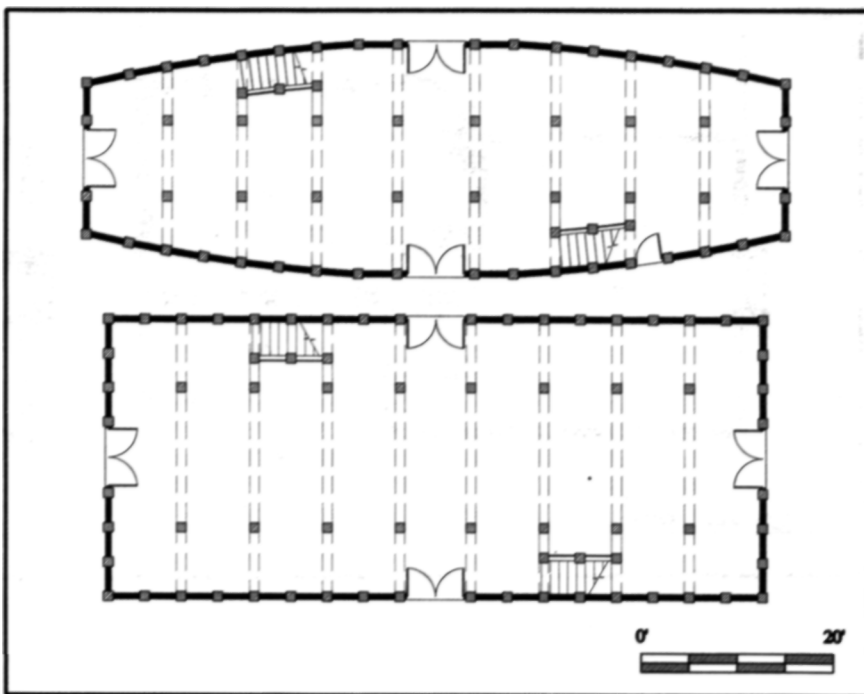
12.5.1 WAERHUILAN

Most Waerhuilan (No. "Warehouses"), appropriately located in the Waerúthor (No. "Warehouse District"), are two-story structures, plank-built to increase their strength and discourage theft. They tend to be windowless, and stout iron-bound doors with drop-latch locks are invariably at least Hard (-10) to pick. Many have slate roofs to inhibit the spread of fire. Broad stairs lead up to a second floor in several locations, and many have several internal walls (not shown) to separate areas used by different merchants.

12.5.2 FOLCSTEALLAS

Three huge two-story half-timbered buildings with steep, thatched barrel-roofs located on the western shore near the town-upon-the-water serve as community stables. Two of the folcsteallas (No. "Town Stables") are occupied primarily by horses, cattle, and sheep; other animals are grouped together in the third building. Although town dwellers keep livestock in their yards on the platform proper, many also raise them in the stables. Feeding is largely the responsibility of the owners, although Éothwyn and two assistants manage the work not undertaken by community members. Éothwyn is paid out of Esgaroth's taxes; it is up to her, in turn, to pay her stablehands. She resides in a small plank-built hall near the stables; her apprentices live on the second story of one of the horse stables, amidst the feed stores and the fishing cats kept to discourage pests.

Waerhuilan



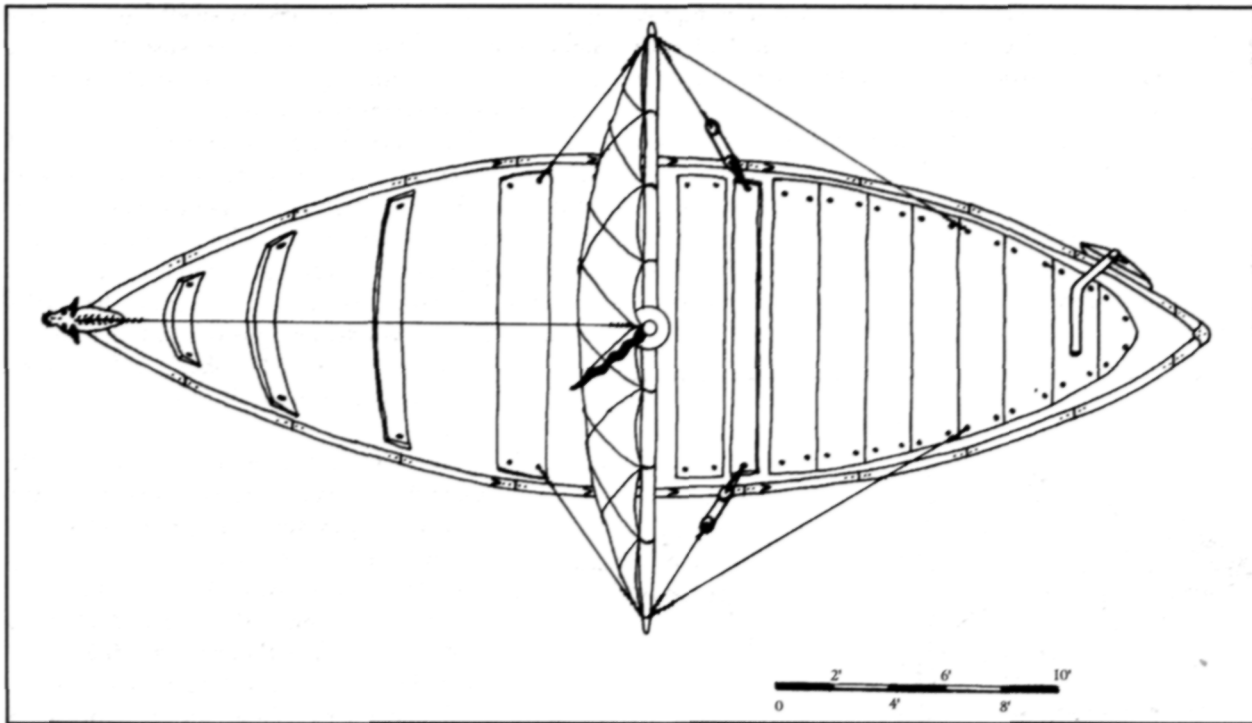
12.6 SHIP PLANS

The plans of three ship types commonly found docked in the Woetsala, and another commonly encountered on the lower River Running, are described below. Small oared boats, log, and plank rafts (used both by Raft-elves and Lake-folk), and even Wood-elfen Sirithorn canoes are also common on the Long Lake.

12.6.1 CNEARRA

The cnearra (No. "River Boat; Merchant Ship") is one kind of merchant ship that trades along the Long Lake and the River Running. Most are clinker-built and range from 20-40' long, with beams of 8-12'. The cnearra is of shallow draught to enable its crew to portage around rapids, shallows, and the Lindal Falls. Although setting sail with as many as ten, or even twenty hands would be possible because of its large size, the snip's captain, like most traders, rarely employs a full crew in order to maximize cargo capacity.

The cnearra sports a single large lugsail upon a notched mast that may be quickly lowered. The vessel lacks a genuine deck, but benches provide rowers with seating and the bottom of the cnearra at midship is relatively flat. A rudder at the high, rounded stern is manipulated by a steerer who stands on a removable platform. Often, the platform is extended to cover much of the aft portion of the ship, forming a makeshift poopdeck to allow two levels for cargo storage: the ship bottom and the platform itself. The crew rigs up a canvas shelter overhead during foul weather. The bow of a cnearra is even higher and more curved than the stern, and sports a well-carved prow.



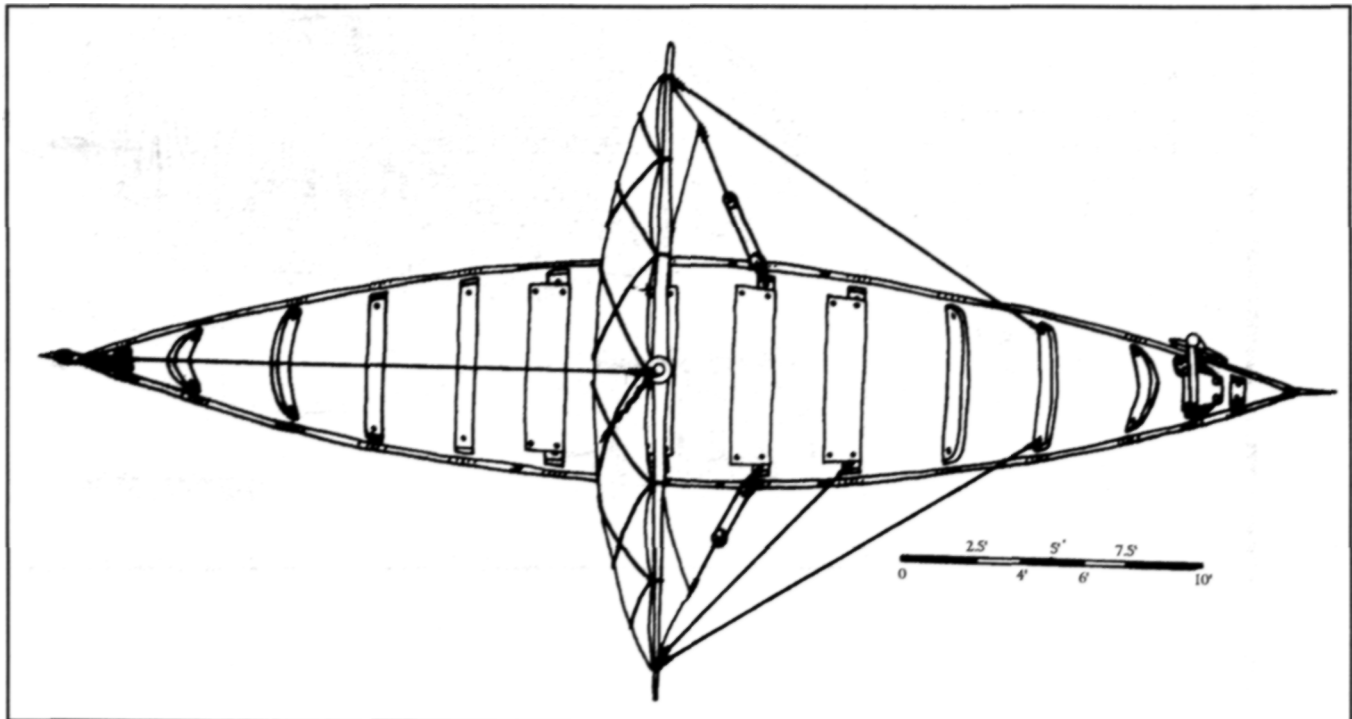
Despite its shallow 2' freeboard (when laden), the cnearra is quite capable of navigating even the stormy waters of the Sea of Rhûn. It is more lightweight and open to the elements than Dorwinadan ships of comparable size, but it is designed to ride atop the waves rather than cut through them. This makes for rough sailing in high winds (repeatedly lurching up to the crest of each large swell before plunging prow-first down into the following trough) unsuitable for the faint-hearted or weak-stomached.

I2.6.2 MERNAC

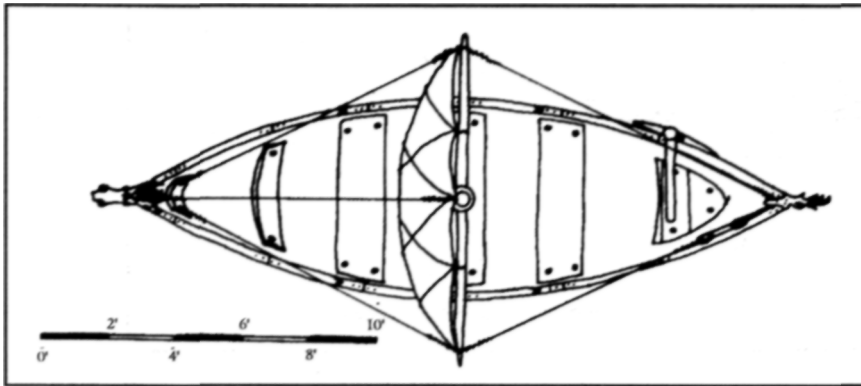
Lake-town maintains five drihten patrol ships, or mernac (No. "Lake-ships"), although all five are seldom employed at one time. Clinker-built, each has an external rudder and a single mast which may be lowered to allow access to the Woetgelad; this also makes storage in the drihten heribuhr (No. "Harbor") easier. A full crew of eight is normal, but the ship frequently operates with half that.

Cnearra

Mernac



The narrow vessel is 8' wide at its broadest point, and some 44' long. Wooden braces reinforce the hull, with benches for the rowers and a platform for the rudder operator. The freeboard is only 3', and a full crew can portage the ship without too much difficulty. The prow of each of Lake-town's mernacan is intricately and individually carved with a fantastic monster or animal visage, and the lugsails of all of them are dyed with broad, vertical, maroon stripes. Each also flies a small triangular banner of blue embroidered with a representation of the platform-town.



Thurruc

12.6.3 THURRUC

The Thurruc (No. "Small Ship") is simply a smaller version of the basic deckless, single-masted, clinker-built Lake-town design common also to the cnearra and mernac. Twenty feet long, with a 6' beam and a 2' freeboard, the very light thirruc is popular amongst Esgaroth's viscerae. Some use a triangular lanteen sail instead of the more typical lugsail. A normal crew is six hands.

12.6.4 RIVER BARGE

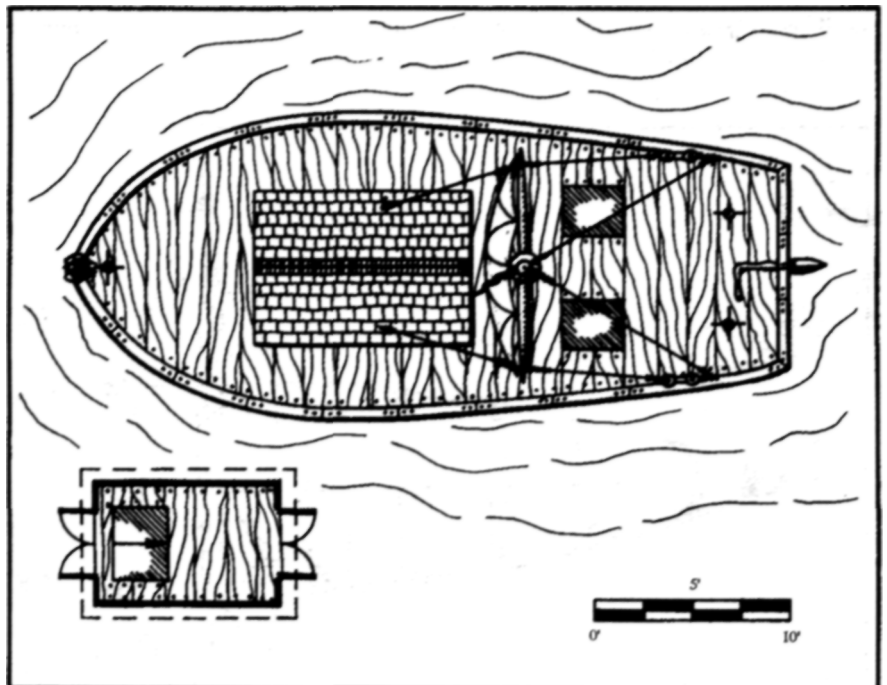
This river barge is typical of the Dorwinion craft that ply the merchant trade up and down the River Running and the Redwater, although such vessels are rare above the Lindal falls. Thirty-seven feet long, with a beam of 16' and a freeboard of 4', the barge is a flat-bottomed craft with a rounded

bow. Although it is rigged with a small lugsail (other similar vessel often use a lanteen), travel is usually achieved by crewmembers with long poles who literally walk the barge up and down the river routes.

It has slightly superior cargo capacity when compared to a similar-sized cnearra, equipped as it is with a cramped hold below the main deck; this advantage is more than counteracted, however, by its difficulty in navigating shallow, rapids, and the fact that the craft cannot really be portaged. This poses a significant problem at the falls of Lindal, and for barges delivering goods to Esgaroth, the entire shipment must be unloaded at Londeroth and reloaded onto another vessel in the Long Lake.

The river barge, however, does provide more shelter than a cnearra for the crew of ten that typically inhabit it: although quarters are cramped, a cabin located on the deck lodges the seafarers when asleep in their bedrolls and hammocks. A ramp in the cabin and two holes in the aft portion of the deck provide access to the hold. The rudder is at the stern of the craft.

Besides the river barge, another Dorwinion vessel encountered with increasing frequency on the River Running as one nears the Winelands is the sampa (Lo. "Three-planked"), a flat-bottomed skiff with a single spritsail and two very large oars. Most Lake-folk are familiar with its description as a result of contact with river rat sailors, even if few have actually seen such a vessel.



River Barge

12.7 BUILDINGS IN LONDAROTH-BY-LINDAL

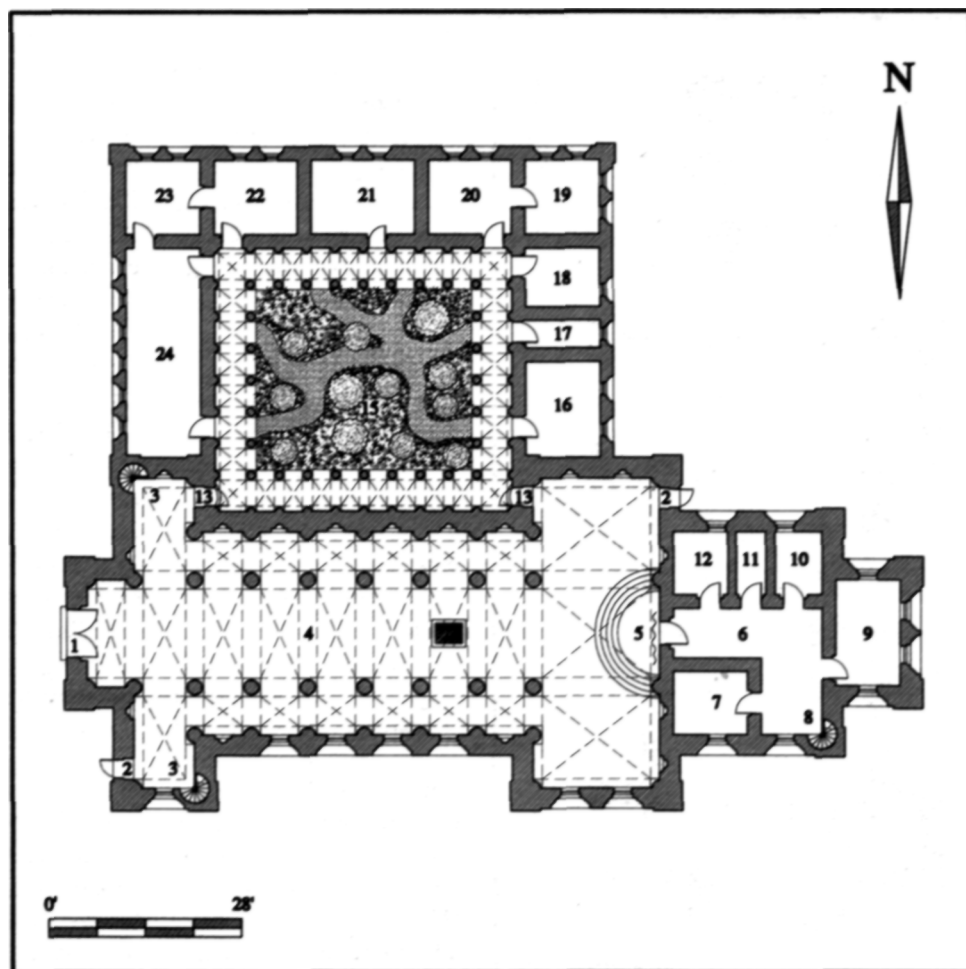
The once sizeable community of Londaroth, located along a portage track by the magnificent and picturesque 80' Lindal falls, has dwindled in the wake of the Plague from over 200 inhabitants to a mere 55. Most of these are employed either by Viloric and Woedwyn, the self-proclaimed leaders of the shrinking community, or by the run-down Dúiaian (No. "Misty View") Tafen. The majority of folk reside in makeshift, semi-collapsed versions of once-standing stone structures, or in wattle-and-daub huts built atop the ruins of previous edifices. Viloric, Woedwyn, their wealli, and henchmen-apprentices are a notable exception to this: they have taken up residence in the decaying Citadel of the Maestas.

12.7.1 CITADEL OF THE MAESTAS

The once grand limestone structure is modelled upon Dúnadan architecture, with a grand, columned central hall of consecutive arched bays. The walls vary from 1' to 3' thick, with fireplaces set into them; the gabled roof is covered with slate (now falling off in many places). The main building is two stories, with a three-story tower rising over the west end's main entry. An enclosure of first floor outbuildings surrounds an overgrown garden just north of the main hall. Most interior doors are fitted with drop-latch lock mechanisms which are Hard (-10) to pick. All portions of the structure have seen better days, but some areas remain more habitable than others.

1. Main Door. Iron-banded and equipped with a drop-latch lock that is Extremely Hard (-30) to pick, these double doors are also designed so that they may be barred, but the drawbar has disappeared. The hinges squeak alarmingly.

2. Doors (2). Each of these doors is iron-banded and possessed with a lock that is Extremely Hard, -30 to pick. The westernmost is the normal egress used by the present occupants.



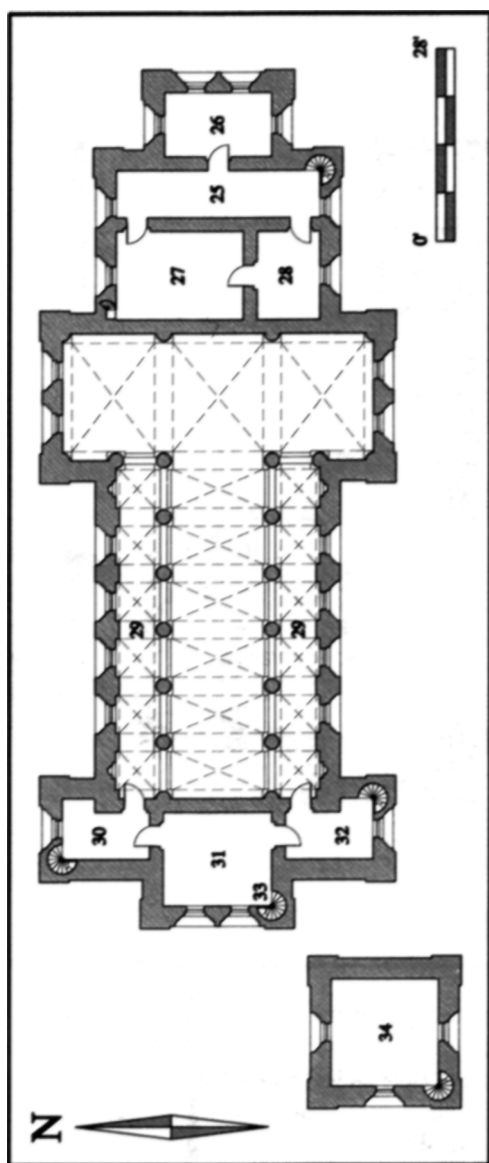
3. Stairs. Spiral steps lead up to the high second floor at the western end of the building.

4. Main Hall. The columns and multiple arched bays of this great chamber were once brightly painted and furnished with tapestries, benches, and tables. A pile of burnt rubbish is all that remains of the once-great trappings, and the faded walls are scorched and streaked with smoke. Glass in the windows high up on the southern wall is broken and dangling from its lead frame in many places, and the firepit in the central aisle has not been used for years.

5. Dais. A raised platform at the end of the hall.

6. Corridor. A broad corridor behind a new tapestry which Woedwyn had put up at the end of the Main Hall (#4), this space was once the home of Londaroth's Maesta, but is now occupied by Viloric, Woedwyn, and their five wealli. One of Viloric's thugs keeps watch here each evening (in four-hour shifts).

Citadel of the Maestas, lower floor



*Citadel of the
Maestas,
upper floor*

7. Kitchen.

8. Stairs. Spiral stair lead up to the private chambers of Viloric and Woedwyn.

9. Dining Hall. Well furnished with tapestries and a large polished oak table.

10. Wealli's Chamber. Five bondservants share these meager quarters.

11. Privy.

12. Storage Room. Firewood and foodstuffs.

13. Doors (2). Two iron-banded doors, with latches which are Hard (-10) to pick, lead to the arcaded hallway bordering the courtyard.

14. Arcade. Only a half-height wall separates it from the garden. One of Viloric's thugs is supposed to keep watch here each evening, but in colder weather, he usually spends it indoors with his comrade at the Balcony (#29).

15. Garden Courtyard. Now totally overgrown, but providing good cover. Foragers can still find common garden herbs and vegetables amidst the tangled undergrowth, and several unpruned pollard apple trees still bear fruit.

16. Barracks. Once used to board the town drihten, this chamber is now abandoned.

17. Privy.

18. Barracks/Storage. Once used to board the town drihten, this chamber is now used to store smuggled goods en route to and from Esgaroth.

19-20. Barracks/Laboratory. Once used to board the town drihten, these connecting chambers now serve as Woedwyn's lab. Tables and shelves are lined with jars containing all sorts of bizarre herbs, poultices, and alchemical ingredients (e.g., eye of newt, tongue of frog,

etc.). Some would probably be quite valuable to the right customer. Woedwyn removes all her successful concoctions and potions to her chamber at #28, but leaves an assortment of unusual toxic mixtures here just in case any intruders are tempted to sample.

21. Barracks. Now abandoned.

22. Pantry/Food Storage. Once used to supply the drihten kitchen. All that was edible has been scavenged from here.

23. Kitchen. Where food for the drihten was once prepared. Now unused.

24. Refectory. At one time, the dining hall for the drihten of Londaroth. Woedwyn initially used this large chamber as her laboratory until an experiment went awry, burning the interior and shattering the windows.

25. Corridor.

26. Parlor. The comfortable, well-furnished sitting room of the miller and his sister.

27. Viloric's Chamber. Cluttered with fine furnishings, including a desk and a huge feather bed piled with luxurious furs. Incriminating vellum sheets in the desk (locked and Hard, -10, to pick) indicate the miller's role in smuggling activities. They are partially written in code. A stout chest, locked (Very Hard, -20, to pick) and trapped with a needle coated with Ondokamba (Hard, -10, to disarm), holds 2200sp worth of coin, gems and jewelry. A rack against the wall holds 1200sp of vintage Dorwinion wine skimmed from smuggling activities. A secret door in the northern wall (Very Hard, -20, to perceive) leads down a narrow flight of stairs to exit near the door below at #2.

28. Woedwyn's Chamber. In contrast to her brother's cluttered mess, the Cult of the Long Night adherent keeps little here besides a table, a chair, and her one luxury, a feather bed. Most of her wealth she spends obtaining peculiar alchemical ingredients, but beneath her mattress is a locked steel jewelry box containing 800sp of gems and jewelry. The box is coated with a contact poison of her own creation made from Brithagurth (see Section 19.5.2, but the poison need not be injected to take effect). Numerous magic potions are scattered about the room (all unmarked).

29. Balconies (2). Two balconies overlook the Main Hall 30' below. The railings are solid and elaborately carved. One of Viloric's thugs (sometimes two—see the Arcade description at #14) keeps watch from the southern balcony here each evening.

30-32. Wendriht's Quarters/Thugs' Quarters. Now occupied by Viloric's five henchmen.

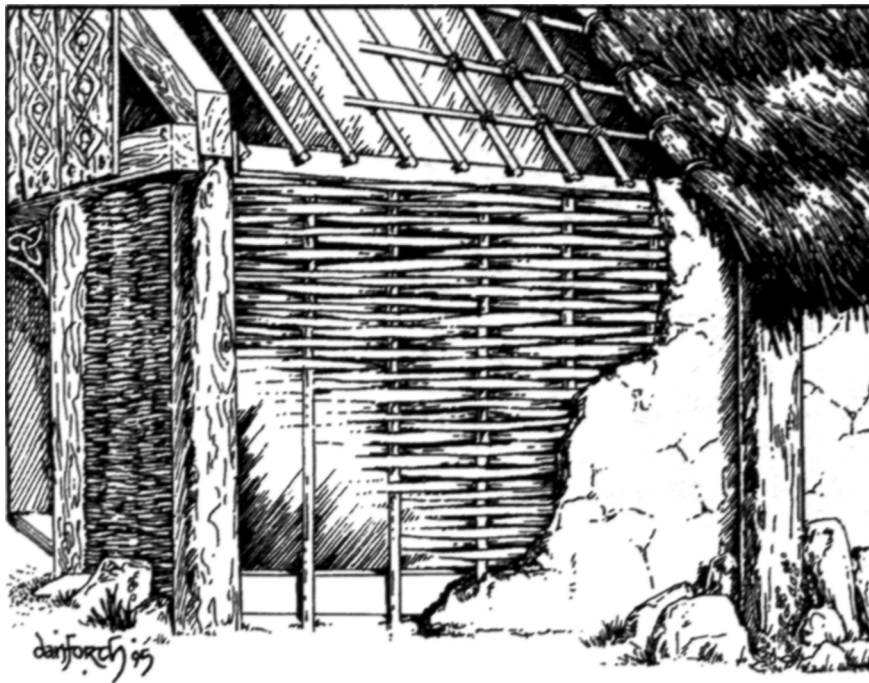
33. Stairs. Spiral stairs lead up to the tower chamber.

34. Wendriht's Quarters. Now unused. The thugs who live downstairs believe this place is haunted.



12.7.2 WATTLE-AND-DAUB COTTAGE

Thick, tapered wattle-and-daub walls, reinforced with stouter withies and tree branches, form the basic structural material for the cottages scattered among the ruins of T.A. 1640 Londaroth. Most buildings reuse at least some materials from the abandoned limestone structures, while other homes actually consist of crudely patched pre-Plague masonry homes. Sunken floors dug through the topsoil are the norm and help to keep interiors warm during the winter. With adequate firewood or peat fuel, a well-sheltered, thatched cottage can maintain a toasty interior temperature above 60° F in the fiercest winters.



13.0 LAKE-TOWN IN OTHER TIMES

Lake-town changes very little in basic plan from the time when it is first constructed on a platform over the Long Lake around T.A. 1450 until its destruction by Smaug in T.A. 2770. At that time it is rebuilt as a smaller rectangular platform with just one central Market Pool. After Smaug's final mortal assault on the town in T.A. 2941, Esgaroth is rebuilt a third time further north along the western shore of the lake. Gamemasters wishing to run a campaign set after this time could use the plan of the settlement included on the central insert of Lake-town, although its placement in the Long Lake would change.

After the Dwarves arrive at Erebor in T.A. 1999, Esgaroth thrives with an increasing volume of trade, entering what many would call its "Golden Age" between about T.A. 2000 and 2500. The Balchoth presence in Rhovanion, the removal of the seat of the King of Durin's folk from the Lonely Mountain to the Grey Mountains, and the increasing presence in the North of Goblins and Dragons all take their toll thereafter, but the town nevertheless enjoys continued success.

Twice during the Third Age, Esgaroth is occupied by Easterling invaders. From T.A. 1856 to 1899, Wainrider overlords rule the community, although many of the Northron inhabitants remain. Lake-town is even rowdier and more lawless than at other times, and the "order" enforced by the Wainriders is vindictive and arbitrary. This is an exciting time for a gamemaster who wishes to run a campaign for characters sympathetic to the

Northrons—as player characters could find much to do as rebels preparing for the Northron Revolt of T.A. 1899. Underground support for the Northron resistance is widespread, and guerilla activities against the Wainriders in the North are directed by the displaced Krythéod heir, Wendeling.



9I

Wattle-and-daub cottage

Wattle-and-daub cottage



92

*The buiding
of Lake-town*

Following are some possible adventures (several of which could also be played at the time of the War of the Ring in T.A. 3018-19, when most Lake-folk are besieged in Erebor and Esgaroth is occupied by Easterlings):

- Player characters, serving as rebel agents, operate as spies, assassins or coordinators for the rebel-linked Boed-bylgas smuggling operations within Lake-town.
- Player characters, acting as rebel scouts, are to reconnoiter the caves beneath Erebor as a potential site for a secret rebel base.
- Player characters, acting as rebel-backed outlaws, prey upon Easterling merchants and their Northron collaborators plying regional caravan routes and shipping lanes, by collecting wealth and redistributing it to the rebels and suffering rural Northrons.

- Player characters, acting as envoys for the Northron resistance, must visit the Elven-king and solicit covert aid.
- Player characters, acting as envoys for the Northron resistance, must visit and solicit covert aid from Gondorian contacts visiting Wilderland.
- Player characters, serving as rebel agents, are to escort secret arms shipments and other aid from their source (either the Wood-elves or Gondorian contacts) to hidden rebel strongholds.
- Player characters, serving as rebel agents, are involved in running arms up the Celduin, in conjunction with Esgaroth's Boed-bylgas.
- Player characters, acting as rebel scouts, are to establish a hidden rebel base at any of a series of locations throughout the region, e.g., the Lang Marish, the Widu Marish, the eastern eaves of Mirkwood, the caves along the eastern shore of the Long Lake (see Section I7.0), etc.
- Player characters, acting as secret couriers for the rebels, must relay important messages between various leaders which are vital to the coordinated Northron revolt planned throughout Wilderland.



14.0 PEOPLE OF NOTE

14.1 RESIDENTS OF ESGAROTH

Many of the 770 residents of Esgaroth are detailed below (with *MERP*, *Rolemaster*, and *LoR* statistics listed in Section 19.0). Unhir Wadflad is detailed elsewhere, in Section 15.2.

ODAGAVIA

The Maesta of Lake-town has served just three years of his seven-year term, and he remains very popular. Elected just after the first onslaught of the Plague, but before the scourge had forsaken Esgaroth, Odagavia (No. "Sunrise") is largely responsible for the continuing existence of the settlement, having quelled the panic and looting that threatened the place and negotiated with the Wood-elves to obtain precious foodstuffs that enabled inhabitants to survive the winter of T.A. 1637-38. A naturally personable and charismatic fellow, Odagavia's tact in diplomatic matters has increased trade to nearly its pre-Plague volume.

Forty-six years old and unmarried, he stands a lofty 6'6" and, at 270 lbs., is beginning to show the signs of age about his midriff. Local tales relate how Odagavia encountered and slew a Giant in his youth. Local jokes whisper that Odagavia may soon be able to fit into the hide garments of that Giant. The Maesta is usually dressed in tough, rugged, but nevertheless well-made, clothing. He is rarely seen without his cap of office, the Maestancappe (see Section 20.2); during the colder months, dons a fabulously beautiful cloak of Dog Whelk-dyed, violet-hued purpura (No. "Silk-shot Taffeta"), shot through with yellow thread and embroidered at the hem in gold. The cloak is quite valuable and fastened about Odagavia's neck with a hefty gold and silver fibula. His hair and beard are a golden blond that matches the undertones of his mantle, and his eyes are the light brown of Lake-town's worn wooden streets.

BEADAROF

Considered the best swordsman in Lake-town, the 6'2" and powerfully built Beadarof (No. "Warlike One") serves as Wendriht, commander of the Town Guard. In his youth, he spent time as a warrior and sailor on the Anduin; although his thirty-eight years have scarcely tempered his military bearing and warrior's fondness for battle, he displays, like most Lake-folk, a tactful diplomacy and recognizes the usefulness of nonviolent intimidation tactics in maintaining order. Handsome, with light brown eyes, braided dirty-blond hair, and a long grey-speckled beard, Beadarof is not especially well-rounded, but he knows how to do his job. His integrity is beyond doubt, the justice he metes out is harsh but seldom unfair, and although few of his men like him, they all respect his leadership.

Beadarof treats his wife and one-year-old son (an older daughter died in the Plague) like guardsmen under his command, incapable of demonstrating tenderness. Partially as a result, his timid spouse has retreated further from him (and from everyone else, save her manipulative mother and overprotected infant).

MAETHELGAR

Although he is only thirty-one, the serious Maethelgar (No. "Sharp-tongued speaker"), a rangy 6'1", is already almost completely grey. He wears his hair at shoulder length, his beard well-trimmed, and dresses like a dandy, with subtly-hued, but elaborately embroidered clothing, fine boots, and plenty of red-gold jewelry. He hides his innate suspicion behind a pose of good-natured affability. His occasional biting sarcasm suggests the personality beneath this facade.

Maethelgar loves music and his position as Town Crier (to which he was appointed by Odagavia). On rare occasions, he appears at the Vodagarazun to play his horn, but during the day, he is usually with Odagavia in his capacity as unofficial lawgiver and advisor. Maethelgar alone suspects there is more to Woffung than merely buffoonery, for he recognizes the skills of that fellow scop.

The Crier is unmarried, but considers Gaervicca to be a prudent choice as a future spouse and has tried to spend increasing amounts of time with her. She is unaware of his interest.

BOGATUNG

Bogatung (No. "Crooked, Curvy") the wyrdwoman is the oldest resident of Lake-town, at nearly one hundred years old. Decades ago, she was the head Fisknakyn priestess in Esgaroth. Hunchbacked, with skin like leather, and disturbing milky orbs for eyes, she cultivates the crazed appearance that inspires fear among the townspeople. Children flee when they hear the fishbones rattle against her staff. Bogatung adopted her name from the sarcastic kenning with which many Lake-folk refer to her behind her back.

Completely blind, the wyrdwoman rarely leaves her small home, and employs an intelligent short-ear owl as her familiar and her eyes. Her ability to foresee the future is legendary, but her business acumen is also, and few strangers who seek her advice get their money's worth. The counsel she gives is invariably cryptic, and she frequently responds to queries using ventriloquism to make it appear as if her owl Etenleax (No. "Salmon-eater") possesses her voice. This, coupled with her ability to literally see through the owl's sharp eyes, has fueled rumors that sometime ago the beast mistook her eyes for Sparrow eggs and her tongue for an Eel and swallowed all three. Folk say that her sorcery allows her to continue using the devoured body parts.





SHINRINC

The thirty-year-old Shinrinc (No. "High Mage") was the extraordinarily apt pupil of Bogatung's Fisknakyn successor. His mentor was drowned by a mob during a panic-stricken riot at the height of the Plague in 1637. Bogatung still treats the capable but somewhat self-serving Fisknakyn head-priest as a child, something that continues to irk Shinrinc. He is slowly winning her over, however, by regularly seeking her advice and bringing her gifts of fresh fish.

In the wake of the pestilence, Shinrinc has disassociated himself from his predecessor and won a newfound following among younger generations of Lake-folk. The rather homely, dark-haired, blue-eyed man runs his sect like a shrewd merchant. As a skilled sailor and fisherman, the holy man also spends a fair amount of time among the fisherfolk of Esgaroth. He remains unmarried and feels little pressure to seek a mate—it is common for Fisknakyn clerics to remain single for life. Shinrinc dresses in a long, water-blue tunic and trousers and carries an eelskin drum to signify his religious role. About his neck is draped an expensive, deep blue purpura scarf embroidered in green with fish, eels, and freshwater mollusks.

GAERVICCA

A prominent and respected individual whose advice is frequently sought on all manners of healing, Gaervicca (No. "Battlefield") rivals Odagavia in popularity. Her skills as a midwife and the healing she effected during the Plague years insure her a following among the Lake-folk, although her leadership and diplomatic skills still need to be honed. As the leech, or healer, for the town's drihten, she is quite at home aiding fallen warriors on the battlefield. Gaervicca always carries a sword and shield and dresses as a warrior: with leather armor, arm greaves and leg puttees over her shift and leggings.

Thirty-five years old, with long, coarse, honey-colored hair bound in one large braid reaching to the small of her back, the healer has been a widow since before the Plague and enjoys the unique freedom accorded to such women. She is considered tall, at 5'9", and possesses strikingly beautiful green eyes which her 8-year-old son has inherited. Several of the young drihten warriors whose minor injuries she nurses have grown inordinately fond of her.

WOFFUNG

Woffung (No. "Wild Talk") is a fairly recent arrival to Esgaroth, but due to his phenomenal diplomacy and acting skills he has swiftly won the trust himself of the highest officials of Lake-town. Invited to all social gatherings of any consequence held by the town's economic elite, the Woodman jester commands attention with his juggling, acrobatic antics, stories, and scathing humor. He spends much of his day accompanying Odagavia and Maethelgar on their administrative rounds.

A lean man in his thirties, with tousled curly brown hair down to his angular shoulders and several days of beard growth, Woffung dresses in a clumsy patchwork tunic, britches, cloak, and a foolscap bedecked with bells. An agent of the Necromancer, he seems the comic antithesis to a clever, adept spy, but his drollery is entirely staged. Woffung is actually a merciless killer who will further his own advancement in the ranks of the Necromancer's information network by any means. His absurd cloak actually allows him to take on the form of a shadow amidst the dark fogs common after nightfall in the platform-town, and his jingling cap is magicked to silence any noise the agent might make while furthering the evil ends of his master. The jester keeps the long-knife he always carries coated with one of several deadly poisons.

If Woffung has a fault, it is the tendency towards vindictive cruelty that sometimes overwhelms his better judgement and threatens his cover. To prevent exposing his true identity, the Woodman operates independently of other evil organizations in the region, like the Cult of the Long Night (although the Maeghirrim Haed is aware of the presence of a spy in Lake-town).

GUDRINC

Gudrinc (No. "Warrior") is one of the fifteen cuirlas who command Lake-town's guard. The soldier spends most of his days manning the gaol and patrolling the wharfs; he also serves as Esgaroth's hangman (although he wears a hood while acting in this latter role, so his position is not commonly known). The broad-shouldered, tan, sandy-haired 36 year old is essentially a family man, spending his evenings at home with his wife, a Clathwyrendas member, and daughter.

GUTHWIN

Young, efficient, and popular with his men, Guthwin (No. "Fellow Warrior") is a cuir in the guard and the main Bridge Guard Captain during daylight hours. In the evenings, the twenty-seven year old can often be found at the Vodagarazun at either the table or bar just inside and south of the main door, where off-duty drihten members frequently stop for a drink.

CHLODOMIR AND CHLOTAR

The identical twins Chlodimir (No. "Shield-judge") and Chlotar (No. "Little Shield, Buckler") serve in the daytime shift of the Bridge Guard. The young tow-headed, green-eyed pair play an important role as drill bagpipers at the monthly faerd training sessions. Both spend much off-duty time at the Vodagarazun, where Chlotar has an on-again off-again romance with the bartender, Anni.

ÉODORIC

The nineteen-year-old son of Odavacer and Brunehaut, Éodoric (No. "Horse Leader") is a young warrior who lives with and works in the town drihten. Tanned and golden-haired with startling aquamarine eyes, Éodoric, like his mother and sisters, turns heads wherever he goes. He shows tremendous promise as a warrior and spends much of his time out on the lake patrolling. Already, his superiors have marked him for advancement. Éodoric recently broke off a secret affair with the Vodagarazun employee Gisela.

VORMENRIC

A prominent merchant Kryn of an edfrehar concerned with shipping goods of all varieties up and down the River Running, Vormenric (No. "Great Lord") owns three cnearras (No. "River Ships") and is one of the richest and most influential men in Esgaroth. The leading merchant always dresses in richly embroidered clothing, fine jewelry, and carries a gold-hilted broadsword. In matters of business he pays little heed to morality or legality, and his silver has greased the palms of more than one corrupt drihten official. Vormenric is married to a self-absorbed woman twenty years his junior; they have two thoroughly spoiled children, both under ten years old.

FREAMUND

An established merchant and longstanding friend of the Maesta, Freamund (No. "Openhanded") is Kryn of one the five merchant edfrehir and always keeps a hand in the political life of Esgaroth. Up until the Plague, he was a boisterous and jolly drinking companion and a frequent patron of Odavacer's Vodagarazun; Freamund was utterly crestfallen, however, when his wife, his mother, his brother, and four of his children perished in the epidemic. Being a man who keeps his grief to himself, Freamund remains a talkative and active town figure, but his loss has affected him deeply—he seldom jokes or smiles any longer. The merchant dotes upon his only remaining daughter, Blossoma, and drinks very little now aside from what he takes with his meals, since alcohol makes him moody.

Freamund owns two cnearras, Screevar (No. "Smooth, Swift Mover") and Barda (No. "Beaked Ship"); once he owned three, but the third was burned in the panic just after the first outbreaks of Plague swept through the region. He concerns himself mostly with trade in the southern Long Lake and on the Celduin River. As Lake-town begins to settle once more into its prosperous pre-Plague routine, Freamund, now age forty-six and very alone, has felt the absence of his lively sister Hreowalda more strongly of late, and has taken a great interest in the safe return of the refugees to Lake-town.

Standing 6'1", Freamund is taller than average, but in the years following the pestilence, he stands a bit stooped. Dressed always in practical but beautifully embroidered tunics and boots of supple Losrandir hide, the merchant is broad shouldered, large-boned, and reasonably well muscled, but not overweight (few in the years after the Plague are). His dirty-blond hair is streaked gray like his lengthy but well-groomed beard; his large eyes are an intelligent pale blue.

BEORTNOV

A hale warrior and adept ship captain, Beortnov (No. "Bearcub; Bold at Birth"; S. "Bear Hollow") has served as captain of Freamund's ship Screevar for twelve years, and the two men have a strong relationship of mutual respect. Beortnov is the only person who can make the morose Freamund laugh. Thirty-six years old, the sailor has begun to lose his chestnut hair, but he retains a ring of shoulder-length curls beneath the green-and-white striped cap which he habitually wears. Unlike most Lake-men, Beornov shaves his beard, but sports a long drooping mustache. His deep-set emerald eyes are perpetually amused, and he habitually carries a broad assortment of sweets which he dispenses to the children who congregate around him. The joking Beortnov knows most of the street urchins by name. His fondness for sailing and gambling is surpassed only by his love for the ropemaker Flota and her young son. Beortnov plans to propose marriage soon.

BLOSSOMA

The only remaining child of Freamund, Blossoma (No. "Flower") is a pampered and protected child. Just eighteen, she has managed the loss of most of her family with remarkable resilience; mentally, she is much more healthy than her father. Standing 5'7" tall, she wears her fine, straight sienna hair long beneath a pretty embroidered wimple and ties a brightly colored scarf around her neck. Her father has provided her with valuable jewelry, trinkets (including Fimfindil—see Section 20.3) and several fine shifts, but the breathtaking loveliness of her round face owes more to sparkling hazel eyes and high cheekbones than it does to the gold filigree earrings that frame it. Shy around nearly everyone but her close friend Shagelda, Blossoma is not exactly the reserved young lady his father and others take her to be. She emulates the slightly older Shagelda, whose sophistication she admires. Blossoma spends time helping out at the Vodagarazun, and Brunehaut is very fond of her. She harbors a secret crush on Shagelda's handsome older brother, Éodoric.





VICLAF

The 15-year-old son of Hreowalda, Viclaf(No. "War Survivor") is a natural outdoorsman and a budding warrior. He fancies himself a scop, but his desire is greater than his ability. He is quite good-looking, and his artistic posturing helps attract the attention of young women, including Aud, the daughter of Brunehaut and Odavacer. His cousin, Blosoma, and her constant companion, Shagelda, spare nothing in their attempts to ridicule him. Viclaf is big for his age, with long dirty-blond hair, blue eyes, and a broad jaw covered with yellow fuzz.

RIGUNTHA

Riguntha (No. "Important Matter") is Kryn of a ship merchant edfrehar. The 6'0", Raven-haired Lake-woman trades mostly cloth and dyes with her two cnearras; her dress reflects this. She is thirty-nine, single, and intends to stay that way.

AGILULF

A scheming, thieving wretch of the worst sort, Agilulf (No. "Wolf-hinderer") hides his vindictiveness behind his role as a successful ship merchant. He deals mostly in cloth, and his business is always somewhat precarious since he is too cheap to join an edfrehar. He owns a single large ship, which he captains himself, much to the alarm of his crew. A skilled diplomat with a silver tongue, the wiry, ginger-headed trader knows well how to circumvent irritating hlaestingas (No. "Import Tolls"). Agilulf has an excellent memory and keeps most of his records (especially those of questionable legality) in his head. Single at thirty-four, he has made overtures to Riguntha, who finds him tedious and small-minded.

THAL ÉOLSEN

Thal Éolsen (No. "Virtuous Son of Éol"), a prominent caravan merchant of forty-eight and an edfrehar member in good standing, has managed to reap quite a fortune, for he is one of the few merchants who regularly sponsors trips through Mirkwood along the Old Forest Road. Of exceptional size, the trader uses his height of 6'4", his riveting black eyes, and his bushy black hair and beard to good effect in his business dealings, and few would dare to swindle him (see ICE's *Denizens of the Dark Wood* for more details).

ROTHAAR

Rothaar One-Leg has supervised shipping for Thal Éolsen for fifteen years. An adept warrior and conscientious caravan master, he lost the lower part of his right leg in a Goblin ambush beneath the eaves of Mirkwood some years back and now sports a wooden leg. A Woodman who has lived in Lake-town for twenty years, Rothaar saw his Lake-woman fiancé fall ill with the plague and die while journeying to relatives in the Anduin valley. The green-eyed redhead has always had a serious and reserved demeanor; since the Plague it is even more so (see *Denizens of the Dark Wood* for more details).

ANTHARIS

Antharis (No. "Kinsman?") is a retired Estaravë warrior who served in the Angmarean army as a youth. After two eight-year terms of service, he was mustered out at thirty-three, and became an independent trader. Making his way east along the Eastweg, Antharis settled temporarily in Dale, but eventually moved to the less clannish Lake-town. Now he trades primarily with the Nenedain of the Anduin valley, the easternmost Estaravë villages in the Nan Mithlin (S. "Greymere Valley"), and Dwarf holds in the Iron Hills.

The caravan master is powerfully built and big, at 6'6". His features are rough and weather-beaten, his grey eyes icy cold, and a long-sword scar runs across his forehead and up beneath his lank brown hair.

GUTHLAF

One of the many coopers in Esgaroth, Guthlaf (No. "War Song; Valuable Warrior") heads the Byden-bottan (No. "Tub Fixers") coopers' association. An elderly Lake-man of fifty-one, he has a slight hunchback and appears shorter than he is. Fiercely loyal to his fellow association members, Guthlaf is brusque with almost everyone else. He conceals a (largely unfounded) fear that he will lose customers as he ages, and his workshop supplements its income by providing barrels with secret compartments for Vogir. Guthlaf's wife perished in the Plague, but he has five grown children; two of his sons are also coopers.

SIGEBEORTA

Sigibeorta (No. "Triumphant") heads another of the four cooper edfrehar, the Byrla-bytlas (No. "Barrelmakers"). Ambitious and skilled at her craft, the forty-four year old harbors an old resentment for Swertling and continually fuels the fierce rivalry that has developed between their two associations.

MEROVECH

Generally a reserved man, Merovech (No. "Waterway") seems an unlikely candidate for Kryn of the Tunne-craftas (No. "Tun Builders") coopers' edfrehar, but his fellow craftspeople respect his judgement and skill. The auburn-haired forty-seven year old is a bit of an oddity, for he maintains a close friendship with several Raft-elves and is acquainted with both Ohtar and Camthalion. Folks say Merovech could build a wine barrel faster than the Elvenking's royal court could empty it. A skilled diplomat and administrator, Merovech has headed the Tunne-craftas for fifteen years. His anecdotal association speeches, while surprisingly out of character, are legendary for their humor.

SWERTLING

Swertling (No. "Titlark"), the son of a fisherman, is relatively young, at thirty-one, to be Kryn of the Byrel-byldas (No. "Barrelmakers"). The lean, 6'0", brown-eyed, chestnut-haired cooper is quite good-looking and possesses remarkable personal charisma. Somewhat short-sighted, Swertling has helped perpetuate an old family squabble, expanding it into a full-scale association rivalry with the Byrla-byldas (including occasional outbreaks of violence by overzealous apprentices). Like any business-minded artisan (he tells his workshop), he is not above making barrels according to particular specifications for individual customers. Swertling enjoys creating unusual containers with traps or hidden compartments, but never inquires about the purpose of such vessels. A flute player, he sometimes appears at the Vodagarazun to make music.

GOSHAFOC

A skilled artisan who heads the Hudan-byldas (No. "House Builders"), Goshafoc (No. "Goshawk") the Carpenter heads the largest construction crew in Lake-town. Though something of a disciplinarian, he does run a successful business due to his energy and enthusiasm. It is common to see the thirty-eight year old hanging nimbly off the side of a building, a leather belt of tools slung about his waist, shouting orders to his assistants and apprentices below. A friend of Swertling, the two enjoy playing music together.

ODALINDA

A wainwright who spends most of her time repairing the wagons of merchants, Odalinda (No. "Fire Shield"), the Kryn of the large Wodu-craftas (No. "Woodworkers") edfrehar, is noted for her clear voice. She also heads a singing group of Wodu-craftas members that performs at various public functions.

GNORN

A talented musician in his own right, the moody Gnorn (No. "Sorrow") has combined his two passions—music and woodworking—in his instrument workshop. With the aid of a set of magic Dorwinion tuning forks, the musician constructs a variety of well-crafted rebecs, flutes, lutes, and other instruments. The young (just twenty-seven), arrogant Gnorn places a high price on his creations, but he is the only specialist of his kind for leagues, and his customers range from Raft-elves to travelling Gondorian scops. He remains a member in good standing of the Wodu-craftas and a friend of Odalinda, Raendoric, and Odavacer. Each spring, Gnorn treks up to Buhr Thurasig (usually with his friend from Dale, Baric the Armorer) for that town's fair and because he has distant relatives there.



SAHALI

Sahali (No. "Willow") is a twenty-one-year-old talented artist who makes a brisk business as the only sign painter and carver in Esgaroth. She inherited many of her customers from her mother, who died in 1637 of the plague.

HYGEGRIM

Hyeggrim (No. "Fierce One") is a crusty, weather-beaten, and grizzled man of sixty-one years and the patriarch of the huge visceras (No. "Fisherfolk") edfrehar. His deep-set eyes are blue, his long silver-grey hair and beard are braided into many small strands, and his slightly stooped (but still strong) 6'3" frame is supported by a wooden left leg from the thigh down. Years ago, the original limb was crushed between a lake-ship and the wharf to which the cnearra was tethered. Always ready with a joke, Hyeggrim's Lake-town accent is so thick that foreigners may have difficulty understanding him. He still goes out fishing on the Long Lake six days a week, and makes a point of sending the prize of his catch to Bogatung every day. Hyeggrim's (third) wife is nineteen years his junior; some of his fourteen surviving offspring are nearly the same age as she is.

*Boat coming
into Lake-town*

**BEOTTA WEBBA**

One of the most prominent women in Lake-town, Beotta Webba (No. "Promising Weaver-woman") heads the rich and politically powerful Vebberas (No. "Weavers") association. As a youth she served part of her apprenticeship with a Wood-elven mistress, and her proficiency with the loom reflects this. She also possesses a legacy to that apprenticeship, a fabulous loom that obeys her verbal commands. Beotta, now fifty-three, resides in one of the greathouses overlooking the northern Woetsala with her husband (who assists in the bookkeeping), two daughters, a son-in-law, and one younger son.

UNN

Unn is Kryn of the general Clath-wyrkendas (No. "Cloth Workers") edfrehar. Possessed of incredible perseverance, the forty-six year old singlehandedly manages the administrative duties of her association and still finds time to operate her own workshop with the help of a daughter.

HEREWULF

A personal survivor of the Plague, Herewulf (No. "Warrior") still has pockmark scars that bear witness to his past illness. He runs the only telegunging (No. "Cloth Dying") workshop in Esgaroth, a huge hall with twenty employees. He and his assistant spend much of their time conducting business with various folk about the town; Earwunga (No. "Without Cause"), Kynoden's beautiful Dorwinadan wife, runs the shop while Herewulf is away.

RINEL

A member of the Clath-wyrkendas, Rinel (No. "Courier") is the most prosperous sailmaker in Lake-town. Married to a sailor, the bewitching tow-headed Lake-woman is raising a six-year-old daughter, and shares a close friendship with Flota.

FREDEGONDE

Fredegonde (No. "Very Perceptive, All-knowing") runs the most successful chandler's shop in Lake-town with the assistance of her daughter. Well schooled in the ways of divination, she is consulted frequently by a number of Lake-folk. Others find her obsequious manner irritating, and several nasty (and untrue) rumors have sprung up about her. Widowed twelve years ago, the black haired forty year old has never sought to remarry.

GELDA

The nineteen-year-old daughter of Fredegonde, Gelda (No. "Golden[-haired]") has inherited her mother's adeptness with sorcery and foretelling the future, but also, unfortunately, her irritating personality. The brown-eyed belle is lazy, sometimes reckless, and a friend and sometimes companion of Shagelda and Blossoma.

EORMELIC

An enormous man, 6'9" tall and nearly 300 lbs., Eormenlic (No. "Great/Huge Body") heads the Airn-smithas (No. "Ironsmiths") and operates his own smithy. Immensely strong, he spent time wandering as a youth and served as a mercenary in the Gondorian army with his close friend, Hemming. Eormenlic is a gifted weapon-smith and has had an uncanny interest in mystical Northron runes since his childhood. Extremely superstitious, the Bearlike warrior was notorious among his sell-sword compatriots for his fearless blood-frenzies.

His black eyes and long, dark-brown hair are frighteningly unkempt, and he sports several wicked battle-weals on his face, but those who know him well acknowledge his good humor. The forty-two year old was abandoned by the Éothraim barmaid he married years ago; he has raised the child they had singlehandedly, with real competence.

LINLOCC MAELA

Linlocc (No. "Flaxenhair") is a silversmith, goldsmith, and jeweler who has been appointed town Maela (No. "Coiner") by Odagavia. The position is one of significant status (jewelers are always accorded respect in Northron cultures), but little real power, for Linlocc only mints at the request of the Maesta. The thirty-year-old bachelor works alone, keeping both Lake-town's special coining dies and his own valuable work materials in a hidden metal safe in his workshop, protected by a Hound named Dolg (No. "Scar, Wound"). Overall, Linlocc leads a rather quiet life.

HEMMING

A mercenary in his youth, the Kryn of the Leder-wirtas (No. "Leatherworkers"), Hemming (No. "Hide shoe"), is a quality armorer, but lacks the administrative and diplomacy usually required of an edfrehar leader. This lack of concern with the daily grind constantly worries his assistant, but Hemming's ribald sense of humor insures his popularity with the cobblers and tanners who make up most of the Leder-wirtas ranks. A confirmed bachelor, Hemming has several mistresses in town. The forty-year-old, 6'4" warrior enjoys taking regular days off with his good friend, Eormenlic, ostensibly to chop wood or conduct some other outdoor chore, but actually just to relax and reminisce about their adventurous youth.

FOLGAR

Folgar (No. "Retainer") runs a tanning yard on the southeast edge of Lake-town's platform in the Viscerstede. The Leder-wirtas is not popular among his residential neighbors because of the overwhelming, putrid stench that accompanies his craft. Folgar owns a medium-sized boat which he uses to transport some of his rubbish away, for neighbors have complained about the refuse his business produces. A handsome blonde man of 5'11", Folgar is courting one of Hygegim's daughters.

FLOTA

Flota (No. "Sailor") is Esgaroth's most prominent ropemaker. She uses both hide and imported hemp for her craft and has a shop upon Wainstraertan by the southern Woetsal. The 5'5" redhead is close friends with Rinel the sailmaker. Flota has an eight-year-old son and is being courted by Beadarof.

HOLTING

A Dale-man of the Stahnothéod clan, Holting (No. "Cope; Woodsman") runs a brisk business as Esgaroth's only stonemason. Fear of fire and certain town rules require chimneys in most buildings, so Holting has a guaranteed market. The black-haired, grey-eyed twenty-five year old makes regular monthly visits back to his mentor and uncle in Dale, Pepin. Often he rides with the merchant Antharis, who treks to Dale for market day each month, and the two have struck up an odd friendship. Holting is innately able to comprehend Throsel-tunge (No. "Thrush-speech"), and, with Hurm Watoler, he shares an interest in and affection for birds of all varieties, especially the Storks that nest each summer around the chimneys of Lake-town.

HURM WATOLER

Hurm Watoler (No. "Soot the Thatcher"), a gangly and homely man of thirty-three, is a member of the Hudan-byldas and the preeminent roofer in Esgaroth. Aside from his profession, Watoler's consuming passion is birds, and the top floor of his three story home in the Clathor is filled with twittering population. Watoler is especially fond of Storks, an interest that has spawned a friendship with Holting. Unfortunately, the roofer tends to prattle on endlessly about his hobby, so most folk who know him avoid the irritating and goofy, but relatively harmless, man.

GRIPA AND LANNING

Watoler has two apprentices in their early twenties, Gripa (No. "Handful") and Lanning (No. "Bondsman"); they are agile young men who scamper across the roofs of Lake-town, repairing old thatch. Gripa moonlights as a cat burglar with his lover Dudannis; although he is a skilled thief, his judgment leaves something to be desired.

EGIL

Egil (No. "Fearless"), a Beijabar from the southern vales of the Anduin and a cousin of the Waetan Beoraborn (No. "Bear-born; Bear Bearer"), owns and operates a thriving bakery on the Great Wharf with his Lake-folk wife, daughter, and apprentice. Like many of his kin, Egil is a very large man (6'6") and was at one time a Witehuil boxing champion. Now he brews beer and sells it to taverns like Gúma's as a sidelight to his baking business. He is friendly with his neighbor, Uphelb the Barber.

SAEWULF

Saewulf (No. "Lake Wolf, Pirate") runs a successful maritime provisions shop on the Byrel-céah, adjacent to the southern Woetsal, and supplies many merchants and Fisherfolk. In his youth, the Lake-man worked as a sailor on the Celduin trade route.

VALDOR

Valdor (No. "Woodsman") runs a general supply store on the Great Wharf with the assistance of his wife and young son. The 6'0" tow-headed man suffered no personal tragedy during the Plague and is generous to those who did. A retired drihten member, Valdor still has many friends and connections in the town guard, and his elder son currently serves with them.

UPHELB

Uphelb (No. "Coot"), a thin, long-nosed man, and his wife operate an apothecary and a barbershop sandwiched between the Egil's bakery and Valdor's general store. He is always interested in purchasing fresh herbs from travelers.

ÉOTHWYN

Éothwyn (No. "Horse Maid") is the ostler for the Town Stables and lives in a small hall alongside the three Folcsteallas. She is paid out of the town hlaestingas and employs two stableboys to assist her. An excellent horsewoman, she has twice won the Lithe Fair horse race.

CARLOMAN AND ROTARIS

Carloman (No. "Man") and Rotaris (No. "Pensive, Sorrowful") are adolescent stableboys who assist Éothwyn in maintaining the Folcsteallas. Both sleep in the loft of one of the Stables and would take special care of a particular animal if adequately paid.

vYNODEN

The wealthy and powerful Kryn of the Boed-byldas edfrehar, Kynoden (No. "Clan Croft, Family Yard") is also the head of the smuggling ring which controls most of the illicit trade in Esgaroth. Short, at 5'9", Kynoden is a skilled thief and remarkably perceptive—little escapes his notice. His wife, one of the smuggling ring's five lieutenants, also manages the cloth dyer's workshop of Herewulf. The couple live with their two grown sons in a Heah-huis on Wainstraertan.

HILDEGRIPA THE LEAN, VOGIR AND SAEWIC

Hildegripa (No. "Stranglehold") "the Lean" is the enormously fat proprietor of the Erannun Tafen and a ranking smuggler. She is prone to heavy drinking and outbreaks of violence; the other smuggler leaders, while recognizing her usefulness, especially as an intimidation factor, do not fully trust her. They keep her in the dark about the wider involvement of the group's operations. Hildegripa keeps two vicious guard hounds to protect her inn, Gring (No. "Slaughter") and Hryfing (No. "Scab").





VOGIR

Vogir (No. “Crooked, Dishonest One”) is a smuggler of the Boed-bylgas who monitors the arrival and unloading of shipments at the Erannun. He lives in a spartan manner, and, although he has a flat, he stays at the Erannun most evenings.

SAEWIC

Saewic (No. “Lake Sailor, Pirate”) is a brown-haired, average-sized smuggler thug; he is indistinguishable from his fellows except for the large black eyepatch he wears over an empty socket.

ODAVACER AND BRUNEHAUT

In his youth, Odavacer (No. “Watchfire”) served with the drihten and roamed eastern Wilderlond. While passing through Buhr Mahrling, he met his breathtaking wife, Brunehaut (No. “Dark-complexioned Noble”), who was visiting relatives, and she convinced him to return with her to Esgaroth (via a roundabout route). Not long after their return, they were married, and Odavacer, the nephew of the reknowned Vodaga, inherited his uncle’s magnificent inn, the Vodagarazun. Since that time, Odavacer’s easy manner has won him countless friends, although the years behind the bar have begun to weigh heavily upon his appearance. Brunehaut, however, remains quite attractive, and, in addition to helping to run the inn and cook its meals, is one of the town’s most valued midwives.

SHAGELDA AND AUD

Shagelda (No. “Long Yellow[-haired] Sorceress”) and Aud (No. “Lifeblood; Energetic”) are the nineteen- and seventeen-year-old daughters of Odavacer and Brunehaut. Shagelda works as a barmaid for her parents, while her sister assists their mother with the cooking behind the bar. Both women are quite beautiful and skilled with magic (like their mother), but Shagelda is more forthright than her shy sister and enjoys the effect she has on most men. Shagelda’s closest friend is Blossoma, the daughter of Freamund. Aud harbors a secret crush on Vidlaf.

BARMAIDS AT THE VODAGARAZUN

Marluh (No. “Big Lake”), Anni (No. “Gift”), Gudelinda (No. “Good Shields”), and Gisela (No. “Hostage”) are a close-knit group of self-possessed waitresses who serve the varied clientele at the Vodagarazun. Marluh, the eldest, keeps a protective eye on the two younger and wilder beauties, Anni and Gudelinda. Gudelinda recently married the young owner of the public stables across the Vodagahamm, but a patron of the inn’s barroom would scarcely know it. Gisela is a stunning Sagath woman who was taken in by Brunehaut years ago. She and Eodoric have conducted a secret on-again off-again affair for several years. Gisela’s proficiency with any one-handed edged weapon—an ability she honed growing up alone—makes her doubly useful at the Vodagarazun as a bouncer.

WAGGEORN AND FREAGLA

Waggeorn (No. “Wave Enthusiast”), a former Cuirl, and his close companion, Freaga (No. “Emotional”), are two of Esgaroth’s finest fighters. The two are close friends, and, as long-term bachelors, they spend nearly every evening upstairs in a balcony booth at the Vodagarazun gambling with challengers and entertaining women. Freaga is also the father of the thuggish Breagla and will back his offspring up in a fight.

BREAGLA

Breagla (No. “Thug”; literally “Heavy Eyelids”) is the product of a union between Freaga and a now-deceased barmaid. A champion of the bare knuckle brawls at the Witehuil, the large 6’7” lug manages to live rather well off his stage winnings. He also mugs an occasional traveller. The butt of many jokes by the patrons of Vulf-plaech (see Section 12.2.4), Breagla has had his head shaved several times while unconscious, and some folk surreptitiously refer to him as Aegnog (No. “Egghead”).

He is physically handsome, but his witlessness and lack of self-control make him a less than desirable catch. He has a consuming infatuation with Shagelda which prompts him to pick fights whenever he imagines someone else is flirting with her. Though behind his back she professes to find him crude, Shagelda does little to discourage the thug’s advances. Breagla lives in a third floor suite at the Vodagarazun.

RAENDORIC SCALE-CLATTERER

A gifted musician proficient on the flute and lute, Raendoric is also an accomplished singer. A Gramuz of the Frithas clan, he is fairly handsome and his profession and manner win him great favor with young female admirers. He is called the “Scale-clatterer” because it is said he could charm the armored scales off of a Dragon. In return for a reduced rent on his third floor suite, Raendoric performs most nights in the barroom at the Vodagarazun (usually from the balcony). Often, he is joined by Gnorn, Odalinda, Goshafoc, Swertling, and others for impromptu sets.

DUDANNIS

Dudannis is a small and incredibly nimble thief from Dorwinadan. Her specialty is nighttime burglaries, and in this profession she is assisted by her lover Gripa. The woman is also not above slitting the purse of some fat merchant, but she is very sharp and values her freedom highly. As a consequence, she rarely pulls off a heist that has not been elaborately planned beforehand. She keeps her distance from most folk—prying questions make her jumpy. The young woman lives in a third floor suite at the Vodagarazun that has a good view of the town’s rooftops.

URDRATH

An enigmatic mage from far Nuriag, beyond the Sea of Rhûn, Urd Rath dresses in the colorful robes of his homeland, and in the years after the Plague, most folk unfortunately regard him with suspicion. By chance, that suspicion is well founded, for Urd Rath is an unscrupulous magician of black sorcery. He is not, however, a worshipper of darkness—he deems that religion to be a sign of personal weakness. Urd Rath despises the cold weather of Lake-town and longs to return to Nuriad, but a family dispute prevents him from returning. Recently, he has been late in paying his rent for the small third floor suite at the Vodagarazun and has been forced to take illegal jobs to counter some gambling debts.

EARM HREOLFA

Earm Hreolfa (No. “Wretched, Poor the Leper”) is a sickly middle-aged man who is paid by the town to collect the refuse that piles up on the streets. With his small boat, he removes the rubbish that is not dumped into the Long Lake to pits dug near his home and buries it. He carries a tambourine to warn passersby of the disease that has rendered him partially crippled. Because of the amount of time he spends in the shallows west of Esgaroth, Earm is very familiar with activities on the Westorf.

SCULDING AND HIS URCHIN GANG

Sculd ing (No. “Punished”) heads a cohort of young urchins and gamines who make a living through petty theft and pickpocketing. Many of the children were orphaned during the Plague, and some, like the youngster Ymb (No. “Swarm of Bees”), bear the pockmarks of the disease themselves. Sculd ing lost his left hand as punishment for stealing during more pressing times, and the gang’s lookout, Hilman (No. “Helmet”), is lame, although even on crutches, he is remarkably good at disappearing into a crowd.

The core of the group also includes the tiny Spearwa (No. “Sparrow”), the tall and broad-shouldered Ariberta (No. “Honorable”), and Hwaetrinc (No. “Warrior”). Many folk view the street children as parasites and treat them accordingly; Beortnov is one of the few who helps them when he can (and is sometimes taken advantage of as a result).

14.2 RESIDENTS OF COTSTOW

FENNRIC AND FLANA

Two prominent members of the small Cotstow community of some 70 people are the elderly and somewhat pompous Fennric (No. “Marsh Lord”), Kryn of the Laiskáparas (No. “Potters”) edfrea har, and the dexterous, thirtyish Flana (No. “Arrow; Bowyer”), Kryn of the Taynel-wirtas (No. “Basketmakers”). Nearly three-quarters of the village folk are involved in these two industries.

HUC

One notable exception to the village’s focus on pottery and basketweaving is the teenage orphan Huc (No. “Pikefish”), who ekes out a marginal existence on the edge of the village in a hut by the Lang Marish. The boy knows the marshlands like few others and sometimes acts as a guide.

14.3 LOCAL RURAL FOLK

VRACOTH AND GRISTLUNG

Vracoth (No. “Wicked; Hateful”) and his son Gristlung (No. “Teeth Gnasher”) run a charnel house on the western shore of the Long Lake, just opposite Esgaroth. The miserly old man persisted in charging a fee to collect Lake-town’s deceased through the worst years of the Plague (“Bring out your dead!”), earning the enduring ire of the town’s inhabitants. Only a proclamation issued by Odagavia, which temporarily forbade Vracoth from charging for the service, saved the greedy man from being lynched by the populace. Even now, the townspeople associate him with the scourge and, fittingly, avoid him like the plague.

Vracoth’s son, Gristlung, a cringing and sycophantic youth with a cleft jaw and an irritating habit of grinding his teeth, assists his father with the disposal of the corpses of the lately departed. Unknown even to his father, he has begun to attend Cult of the Nights meetings held on the dark of the moon in the eastern Iron Hills—he was first led there by a dream.

GWYN

A marginal personality, Gwyn (No. “Maid’s”) is driven to a solitary existence by an urge to roam the region’s woodlands. Gwyn’s part-Elven heritage, though unknown to her, has blessed the dark-haired young woman with an extraordinary affinity for magic and an inhuman knowledge of the wilds. Tall and beautiful, she drives a large herd of swine wherever the whim takes her, occasionally foraging for herbs to sell to Uphelb the Barber.

ALDORA AND ALBOIN

The siblings Aldora (No. “Chief, Princess”) and Albain (No. “Eriadoran”) keep one of the largest herds of sheep and goats in the region, leading their flock wherever adequate pastureland can be found. They regularly visit Esgaroth at market time and, when possible, seek out the company of travellers in the countryside to exchange news and share music. The two are invariably accompanied by their two sheep hounds, Gingra (No. “Attendant, Follower”) and Haesel (No. “Hazel”).

TIERAN

Tieran is a tinker who travels a regular circuit, visiting regional Lake-folk and Gramuz settlements and homesteads. When in Esgaroth, he generally sleeps in the common room at the Vodagarazun in exchange for performing odd jobs about the inn. If presented with a good opportunity, Tieran will happily relieve careless people of their purses.





14.4 RESIDENTS OF LODAROTH

VILORIC

The owner of the two mills in Londaroth that grind much of the region's grain, Viloric (No. "Lost Will") is the self-proclaimed leader of Londaroth and has taken up residence in the abandoned Citadel of the Masters with his sister, apprentices, and wealli servants. Most regional folk resent having to take their grain to a miller to grind, so Viloric is careful not to give offense, and his manner with most folk is reserved but agreeable.

All this is a ruse, however, for in reality Viloric is a grasping, greedy man who covers his insecurities and fear of his sister by lording it over his servants; his apprentices he treats only slightly better. Viloric is a primary link in the smuggling operations that run contraband up and down the Celduin trade route. Material arriving from the south is inserted in bags and barrels of ground grain which are shipped directly to the Erannun Tafen and unloaded by parbuckle into its kitchen, circumventing normal drihten toll inspections.

WOEDWYN

Woedwyn (No. "Frenzied Woman") is the younger sister of Viloric and the true brains behind his smuggling. She is obsessed with her alchemical experiments and spends long hours experimenting in her laboratory. Though she is quiet in the presence of her brother and others, perceptive observers will notice that her silence is one of power. Viloric checks for her approval with a subtle glance before he makes any major decisions.

As a Cult of the Long Night member, Woedwyn's demeanor changes dramatically. When filled with the power of her black deity at the monthly rituals in the Iron Hills, she becomes wild-eyed and fervent as she carries out the rituals of her faith.

THE MILLER'S APPRENTICES

Viloric employs four apprentices who serve more as local thugs—they extort money and terrorize local poor folk in addition to packing contraband into sacks of grain and operating Viloric's mills. None of them are especially bright or skilled as a fighter. Lann (No. "Bondsman") is large and very lazy, while Mario (No. "Thick Thews") is huge and quite strong, but dumb as a hitching post. Maecwin (No. "Kinsman") is more normal-sized; his intelligence makes him the group's ringleader, a position which allows him to exercise a decidedly cruel streak. Umbor (No. "Child") is young, sloppy, and stupid; much of the time he is drunk.

14.5 RESIDENTS OF DALE

ÉODER AND SULWYN

Tall at 6'5", with straight charcoal hair to his shoulders and pale grey eyes, Éoder (No. "Brave Horse") is the Thyn of the Krythéod and, as such, the leader for all the Dale-folk. Just thirty-six years old, Éoder remains without an heir. In fact, Sulwyn (No. "Plough-woman"), his* conniving but breathtakingly beautiful Dalethéod wife, is barren, but she has convinced her husband that their childlessness is his fault. By nature a just, if overly serious man, Éoder's ear has become swayed by Sulwyn, and his decisions increasingly profit the Dalethéod and Krythéod at the expense of the other clans, especially the Aldurlingas.

In an attempt to hide her own black magic practices and the illicit gold mining her clan is involved in, Sulwyn has begun to convince Éoder that the Aldurlingas are involved in demon worship. She has long honey-colored hair, and walks with the haughty awareness that all eyes are upon her. She is secretly an adherent of the Cult of the Long Night, and disappears each month to attend meetings in the Iron Hills.

Her husband is never without his symbol of Thynship, Wurmspere (see Section 20.I), and is always accompanied by his two fierce, drooling marsh mastiffs trained for war, Ingwa (debased S. "Howl"; No. "Insufferable") and Huoth (S. "Guard Dog"; No. "Saliva"). Éoder, like many of his kin, is innately able to understand the language of Thrushes, Throsel-tunge.

JIRFELIAN

Sulwyn's hatred of Jirfelian (No. "Mischief Maker") is a primary reason she has sought to turn Éoder against the Aldurlingas. The clan's Kryn at only twenty-nine years of age, Jirfelian excels at everything. A brilliant public speaker the likes of which Dale has never before seen, the young Kryn possesses a piercing wit and extraordinary personal charisma. She speaks seven languages and can comprehend Throsel-tunge. Indeed, it is remarkable Sulwyn has been able to turn her husband against this fiery leader, for since his youth, Éoder has harbored a secret fancy for Jirfelian. She is gorgeous, with long sienna hair, glittering hazel eyes, and a lean cordlike body. Unmarried, Jirfelian has made her strong seven-year-old son her legal heir.

A reknown sorceress, Jirfelian is rumored to have slain a Cold-drake in single combat, and she has met Sulwyn's veiled threats and insinuations by challenging Éoder's poor judgment. Her kinsfolk back her, and many of the Feotlingas are beginning to be convinced by her powerful oratory.

MINUIAL

Minuial (S. “Twilight”) holds the revered position of Bocera (No. “Bookkeeper”) for the Dale-folk. In her late twenties, Minuial took over her position after the death of her mentor in the Plague two years ago. She keeps the key to the Dalebocshrein (No. “Shrine of the Book of Dale”) on her person at all times and is frequently busy recording important matters in the Daleboc, which is kept in the Kraethingashud. In keeping with the oral nature of Northron culture, the scop is a stellar singer and public speaker. Her magnetic personality inspires trust even in those who know her only casually, a useful quality for the individual charged with recording her people’s history. A member of the Krythéod clan, Minuial nevertheless maintains a friendship with Jirfelian.

VALCRIGGE

The Kryn of the Stahnothéod clan, Valcrigge (No. “Sorceress”) is an elderly woman with striking silver hair; she is a reknowned Storrakyn priestess who often makes pilgrimages up Erebor.

FORWEN

One of the most skilled and experienced mounted warriors among the Dale-folk, Forwen (No. “Insolence”; S. “Northmaid”) is also the Kryn of the Feotlingas clan. At one time a staunch supporter of Éoder, she has begun to be swayed by Jirfelian’s arguments; her change of heart is partly due as well to Sulwyn’s vicious and unprovoked verbal assaults on Beawyn, an elderly Feotlingas wyrdwoman.

ROGNACHAR

The Dalethéod Kryn and father to Sulwyn, Rognachar (No. “Close Victory”; S. “Demon Horse”) is a scheming diplomat with a tongue as sweet as Wood-elven cordial. Still hale despite his age, the warrior is the mastermind behind his clan’s illicit gold mining in Erebor and has even encouraged the pursuit of the black arts among his kinsfolk, all under the auspices of contributing to “the rightful consolidation of the Dalethéod clan’s power.” The aged patriarch keeps two battle-trained marsh mastiffs as his constant companions, Dreng (No. “Warrior”) and Dunn (No. “Dark-brown”).

OTHER TOWNSFOLK OF DALE

Many other Dale-folk of differing clans make their homes in Dale. Beawyn (No. “Injured Woman”) of the Feotlingas (see Section 22.3), a wyrdwoman whom many consider to be rather addled, lives in the settlement, as do many artisans.

The Krythéod clan brothers Hilderinc (No. “Warrior”) and Leovric (No. “Most Beloved”) are master jewelers especially fond of enamel and millefiori cloisonne, gold filigree and niello inlay. Hilderinc is called Puttablach (No. “Ashen/Grave-pale”) from a symptom of his lead poisoning. His brother Leovric is also the town’s Coinmaster. Their workshop is protected by Hilderinc’s pet marsh mastiff, Gurwafen (No. “Marsh”).

Gelmir (No. “Proud Mare”; S. “Flowing Jewel”) and Marach (No. “Croft; Bounded Space”) are master glassblowers who work in the Elvish tradition. The works of these reknowned Aldurlingas members are famous and in high demand as luxury items all along the River Running.

Pepin of the Stahnothéod is a master mason who directs a large atelier that works primarily with granite. He spends much of his personal time carving high-reliefs in limestone, however, and maintains contact with his nephew Holting in Esgaroth.

Guntram (No. “Strong Matter”) the Bylt-bylda (No. Caskmaker”), an uprooted Lake-man, runs the only Cooper’s edfrehar in Dale. He too has close contacts in Lake-town.

Brocking (No. “Badger-coat”) the Baker and his wife Stanchela (No. “Chestnut”) run one of the foremost bakeries in town, whose fame has spread all the way to the shores of the Long Lake because of the Twiddel-bannocks they produce (see Section 20.3). Stanchela is also in demand for her great skill as a midwife.

Baric (No. “Boar Lord”) of the Feotlingas is a well-known and skilled armorer who visits Burh Thurasig for the spring fair held there—he has formed a friendship with Gnorn of Lake-town, who also attends the festival—and foes to Esgaroth for the Lithe Fair at midsummer.

14.6 TRANSIENTS

Visitors to Esgaroth and other regional towns are a diverse lot—merchants, travelling performers, adventurers, and sell-swords.

LOTTO NIMBLETOES

Lotto Nimbletoes (Ku. “Luca Ranadad”) hails from the Stoor Hobbit village of Dundok (Ku. “Earth Embankment”) in the Gladden Fields. His family, the Nimbletoes, are fisherfolk known for their Fallowhidish streak of adventure. Lotto left his small community to seek his fortune after a mild falling out with his uncle, the family patriarch, Banakin. A going-away gift of biscuits from the aged hermit Jack Straw (Ku. “Pogo Spilikin”) was given to him wrapped in a colorful tartan cloth which is actually the powerful Hillman banner, the Brattokh Shae (see Section 20.1). Lotto has yet to realize the significance of the item.

Essentially a moral person, Lotto sometimes cannot resist the temptation to test his thieving skills by relieving some dupe of his purse. He usually feels guilty afterwards. Drawn to Lake-town by his love for and familiarity with life on the water, the Stoor has taken a room at the Vodagarazun, and spends his time eating and drinking, exploring, and running small scams like thimbelrig (No. “Shell Game”) in the Tafen’s tavern and on streetcorners.

Like most Stoops, Lotto wears soft leather waterproof boots on his furry feet. The dark, curly-haired Halfling does not yet have any whiskers on his chin, and he uses his cute childlike appearance to maximum effect. His personality can be summed up in a word—impish.





TRAVELLING JUGGLERS

The married couple Theuderic (No. "Tribal Lady") and Sigeberta (No. "Triumphphant") are Wood-folk of the Sairthéod (No. "Exalted/Raised [village] Folk") clan from Widlingholt (No. "Woodmen-town") in western Mirkwood. The jugglers have only recently travelled to the region of Esgaroth and draw large crowds on markets days in Dale and Lake-town.

TUMBLING TROUPE

The tumbling troupe of Théodolinda (No. "Tribal Shield-maid"), Ramdal (S/Lo. "Fleet-footed"), Nenladil (S. "Plainswater Lover"), and Morreg (S. "Blackthorn") travel along established roads throughout eastern Rhovanion and Dorwinion, entertaining at communities along the way. The group's leader, Théodolinda, is an Éothraim woman of the Gadraught (No. "Lance Knights") tribe who hails from Buhr Seath (No. "Pond Stronghold"). She met her Gondorian companion Morreg, the son of a Gondorian officer, while visiting the Gadraught village and Gondorian outpost of Warfingar. The two subsequently recruited Ramdal and Nenladil in Dorwinion, and lately have been working the towns and villages along the River Running and the Long Lake.

TRAVELLING PUPPETEERS

Grambeort (No. "Fierce Anger") the puppeteer is a Wood-man from western Mirkwood who met his apprentice Rant (No. "Courser") in Buhr Waldlaes (No. "Strayhold"). The shows they put on on market days are immensely popular throughout the region; often merchants will pay them to set up their small, portable theatre nearby because of the crowd it draws.

DAGOBERT THE PEDDLER

Dagobert (No. "Secretive") is a peddler who travels from village to village in the Nan Annen buying and selling minor items and swindling money from people on the street with various small gambling scams.

STREET MUSICIANS

Roenda (No. "Sailor") and Ballin (No. "Funeral Pyre"; S. "Song of Power") are traveling musicians who most often perform on the street. They are friendly with Raendoric and may turn up at the Vodagarazun if they are in Esgaroth. Their favorite spot in Lake-town is the Spellstalp alongside Bruckastraertan.

SELL-SWORDS

Many mercenaries spend their time frequenting drinking and gambling halls along the Westorf like the Seolfarn Calc, the Niunpinnas and Gúma's. Two such types are the cousins Chilperic (No. "[Death]-chill Spear") and Charibert (No. "Overwhelmer"), skilled Éothraim horsemen of the Ailgras (No. "Sacred Stag [People]") clan of the Ailgarthas (No. "Friends of the Sacred Stag") tribe at Buhr Ailgra.

Young men who have migrated from the country or fled unrest gravitate towards the Witehuil as a potential source of financial gain and social company. Romuald, for example, is an inexperienced young Gramuz Northron who hails from a small village near Buhr Shalca (No. "Warrior Stronghold") in the far southeastern eaves of Mirkwood; he is currently strapped for finances and may try his luck as a boxer at the Witehuil. Ebrion (archaic No. "Warrior") is an Estaravë rebel from a village near the confluence of the Gobbelswell (No. "Orc Stream/River") and the Langwell (No. "Long Stream") in the northeastern foothills of the Misty Mountains; he fled his homeland when his involvement in an Estaravë independence movement was discovered. Now he is a regular bareknuckler at the Witehuil.

Vennolandua, a Hillwoman from the Trollshaws of Eriador, has found her unkempt appearance and foreign customs make finding work difficult so far from home, but the skilled forester has made friends with a few Northron shield-maids and recently acted as a guard for a merchant shipment to Buhr Thurasig.

14.7 WOOD-ELVES AND RESIDENTS OF CELEBANNON

OHTAR AND CAMTHALION

Ohtar (S. "Warrior"), a Sindarin Elf, was one of the founders of the original community of Celebannon some 1500 years ago. Now he serves as the master of the small trading and fishing settlement. Camthalion, Ohtar's second-in-command, works closely with the Tirduin (S. "River Guard") force of twenty-seven stationed in the village and is continually on the lookout for any information about his missing daughter, Narmirë. (See Section 21.7.)

CELEQUAR, ELENWË AND FUINAR

Celequar (No. "Quicksilver"), Camthalion's woodland warder son, makes frequent visits to Celebannon to cheer up his father. Often Elenwë (Q. "Star Nandor") and Fuinar (S. "Gloom Lover"), two other woodland warders from Celebannon, accompany Celequar back to their village.

CUIVETPEL MEMBERS

Brandir (S. "Border Watcher") is a Cuivetpel (S. "Encircling Fence") lord who watches the woodlands in the northeast of Thranduil's realm with his force of eight Wood-elf rangers: Tathariel (S. "Willow[y] Maid"), Galerín (S. "Shining Wood"), Gilraen (S. "Wandering Star"), Belion (S. "Powerful"), Gwaedun (S/Q. "Zephyr"), Tiriel (S. "Watch-maid"), Calendir (S. "Green Gaze"), and Brethilwen (S. "Silver-birch Maid").

14.8 REGIONAL RESIDENTS

Many of the those who live in regions adjacent to Lake-town are described elsewhere: Hreowalda, Volaf, and Skessa are detailed in Section 15.2; Hofding and his band of highwaymen are described in Section 22.1.

TINTA AND MAHTO

Tinta (As. “Meadow”) and his son Mahto (As. “Bear”) are two displaced Asdriag Easterlings who tend horses on the oak savannah east of the Long Lake valley. Their customers (who must usually travel out into the countryside to make a purchase) include many local Gramuz, some Dale-folk, Éothraim from south of the Celduin, and bandits in Dieraglr’s entourage. Player characters participating in the adventure detailed in Section 22.5 might be able to locate Dieraglr’s hideout, Cleofacot, by spying on or bribing the horsetraders.

BROGDIN

Brogdin (No. “Cunning”) is the Thyn of the Frithas clan, and the preeminent Gramuz leader north of the River Running. Forty-eight years old in T.A. 1640, the weathered leader wears his white-blond beard and hair long and wildly flowing, and cuts an impressive figure galloping across the countryside. Although he makes his primary home at Wangail, not far from the Dorwinion Road, Brogdin spends a large part of each year travelling from one Frithas maedwe-dukas to another as an honored gift-dispensing guest, in a manner typical of Gramuz leaders. His entourage includes six huidrihten (No. “House-guards”), a talented scop, and a skilled jewelsmith who apprenticed with Hilderinc of Dale.

A man wise beyond his years, Brogdin’s council is often sought by those in a dispute given the Thyn’s special talent for reconciling feuding parties. His horsemanship and skills as a warrior are extraordinary; these skills have won him great respect even among the Éothraim, a warlike people who are often scornful of the farming Gramuz.

DIERAGLR OF RELMETHER

Dieraglr (No. “Brawny Noble”) was born in the village of Relmether (No/Lo. “Course’s End”) and grew up a member of the Padaruik (No. “Cloak Lords”) tribe of the Éothraim in eastern Dor Rhunen. While still a youth and a warrior of growing reknown, he became embroiled in a love triangle and, one night in a drunken rage, he broke the neck of a rival suitor in front of a hall of onlookers. The ensuing feud between families cost seven lives before a peaceful agreement was reached involving the payment of wirprikas (No. “Man-price; Head-price”) and the banishment of Dieraglr from the tribe.

With nowhere else to go, the handsome, auburn-maned outcast wandered north, working as a mercenary and highwayman. Eventually he and a small cohort of fellow outlaws took up residence at Cleofacot shortly before the outbreak of the Plague. As people fled more urban areas, the ranks of Dieraglr’s bandits swelled, reaching nearly one hundred warriors by T.A. 1640. Including wives, lovers, and bondservants, the population of Cleofacot after the Plague is nearly 150.

The bandit lord’s force ranges far and wide in three groups of thirty-three brigands each, and they prey mainly on travellers along nearby roads and small rural communities. Dieraglr commands one of these groups, as do each of his lieutenants, Utlash and Koumiss. At least one of the groups is always at Cleofacot to protect it against potential attackers. The warrior’s band of wolfsheds are particularly deadly because Dieraglr insists that all his bandits be skilled riders and archers. His own archery skills are legendary; tales claim he never fails to kill a chosen mark.

UTLASH

Utlash (No. “Outlaw”) is a longtime companion of Dieraglr, a Gramuz man from southern Wilderlond. Utlash lacks the immense stature and strength of Dieraglr but is an accomplished warrior, rider, and tactician; he also displays a dexterity to match that of his friend and leader. As the bandits’ first lieutenant, his opinion is frequently sought by Dieraglr.



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*Raft-elf on the
Forest River*





KOUMISS

A frightening-looking Sagath soldier, Koumiss (Lo. "Fermented Mare's Milk") is a squat berserk warrior who drinks the beverage after which he has been named to help work himself into a mouth-foaming battle fury terrible to behold. Despite being the second lieutenant to Dieraglir's band of brigands, Koumiss rarely leads raiding forays without either his leader or Utlash, for, while his astonishing fighting abilities are unquestionable, his decisions are occasionally rash and his tactics unnecessarily confrontational.

Koumiss has abandoned his real name, Ros Bom, because of his shady past. After murdering the son of the Ros clan chieftain, Koumiss had been imprisoned, but got free shortly before he was to be tortured and put to death. In escaping he slew all three of his guards and stole the sacred clan blade Ros Nolusav (see Section 20.3). Knowing that returning to his home means torture and execution spurs Koumiss on to new levels of brashness in combat.

HAED

Haed (No. "Bright") is one of the Maeghirrim (S. "Piercing Lords") of the Cult of the Long Night, a thoroughly depraved and black-hearted person dedicated to the worship of darkness and the destruction of all that is light and good. A handsome, fair-haired Gramuz man in his mid-thirties, Haed acts as the envoy and assassin of the Maeghirrim, travelling through the region of northern Wilderlond to instigate nefarious schemes on behalf of the Cult of the Long Night.

Haed usually travels in disguise, but always takes his horse (he is an unparalleled horseman) and his intelligent raven familiar, Kryda (No. "Creed"), whom he has taught to recite perverse rituals of darkness. In fact, the neutrally oriented Raven does not realize the true malignancy of his master or the significance of the words he has learned. Kryda knows only that his master treats him better than other humans do and regularly feeds him fresh livers. The truth is that the monstrous Haed habitually murders innocents simply to obtain fresh liver for his pet.

NARMIRË

Narmirë is the young daughter of Camthalion of Celebannon. Kidnapped while gathering fruit in meadows east of Mirkwood only a year ago by brigands in Dieraglir's band, she was sold to Kynoden by her abductors, who realized that her beauty and Elvish exoticism would bring a high price on the black market. Kynoden smuggled her down the Running River, where she was purchased by a Sagath slave-trader. He subsequently sold her to Haed, who had heard of her through his dealings with Dieraglir's group and sought her out.

With long auburn hair as soft as the finest mink, skin like rich cream, and huge, intelligent sad eyes of deep violet, Narmirë is gorgeous like only one of the Firstborn can be. Tall at 5'11", and gracefully slim, she has stolen the heart of Haed, who would never admit it. In stark contrast to his usual remorseless diabolicism, the Maeghirrim cannot even bring himself to lay a hand on her, so attractive does he find her silent suffering. He would never willingly part with her; his affection for her depends on possession, the way a green-winged crow would value a shiny bauble. Haed keeps her at his home in the Nan Morsereg (S. "Vale of Black Blood") in the Eastern Iron Hills. Others of the Maeghirrim have noted his inordinate attention to the Raft-elf maid, but none plan to act upon such information—yet.

Narmirë keeps her captor's home clean while Haed is away (fortunately, this is most of the time). She is usually locked indoors. Longing for her home and her family, Narmirë has begun to nurture a friendship with Kryda the Raven; she hopes someday to convince the bird to relay a message from her to her kin.

HUIL OF AMOV AND JYGANOTH

Other Easterlings in the region include the warlord Huil of Amov, the leader of Lar-Huil in the northern Iron Hills, and Jyganoth, a lesser warlord of the Redwater River valley who commands a force of forty-five Sagath warriors: 9 trackers, 9 archers, and 27 spearmen (see Section 19.2). In the past Jyganoth has led raids as far west as Hatherbolt.

MOGSHI

Mogshi (Or. "Most Cruel") is the enormous, iron-clad, fanged Uruk-hai chief of the Larzoguhoth Goblins. His size, strength, warrior abilities, and cunning are typical for an Orc, but two qualities set him apart from the rest. First, he is ambidextrous, and fights with a large scimitar in one hand and the terrible iron net Kudza-ong (see Section 20.2) in the other. Second, his mottled, furry hide is covered with disgustingly grotesque blue tattoos. His personal Orc bodyguard numbers seven.

UKOG THE LAME

Ukog (Or. "Head-hungerer") harbors a peculiar taste for brains, and often dines upon those of his enemies, sometimes even cracking open a skull on the battlefield like a starving Goblin imp. The leader of the Asharag Goblin tribe, Ukog walks with a pronounced limb which is the result of a wound suffered during the coup that made him chief. His tribe is extremely strong and he maintains a personal guard of twenty elite warriors.

VARCHAZ

Varchaz is a Logath Easterling and the Captain of the Angmarim wagon train that carries supplies westwards from Rhûn. Increasing raids by Northrons and Dragons have brought him into disfavor with the Witch-king. In response, Varchaz now employs an even larger caravan guard—in addition to the Asharag Orcs who protect the wains at night when the caravan does most of its travelling.

15.0 TWO HEADS ARE BETTER THAN ONE

The adventures in Sections 15.0 and 16.0 are linked, and meant to be run consecutively as a two-part series.

15.1 A RETURN TO NORMALCY

It is T.A. 1640, five years since the onslaught of the Great Plague first swept through Rhovanion in the bitter cold winter of T.A. 1635-36. During the spring and summer following the first mass outbreak of the pestilence, many in Lake-town, a settlement hard hit because of its dense population and close quarters, packed what they could and fled into the wilderness. Some travelled west along the Old Forest Road to the Anduin Valley, but most headed northeast to the unsettled hills above the steep, cliff-like eastern flank of the Long Lake and Upper Celduin valleys.

In T.A. 1638 the epidemic subsided, having claimed almost half of the population of Esgaroth and Dale. Other settlements like Londaroth were even less fortunate—the deaths from the scourge were virtually uncountable and many of the refugees who had fled west through Mirkwood disappeared attempting the return trip through the dread forest. Nevertheless, a significant number of Lake-folk and Dale-folk refugees filtered safely back home over the next few years, haggard from their ordeal, to rebuild their hastily abandoned houses and workshops. Some from Esgaroth who had evaded the pestilence by retreating to the untamed fringes of the land were still suspicious of civilized areas and sent back only a few of their kin in order to prepare a home for the rest of the family's eventual return.

Now that most homes have been reestablished or occupied by new folk and Lake-town has resumed its brisk commerce up and down the Long Lake and the River Running, some residents want to retrieve the remainder of their extended families. Freamund, a prominent citizen and Kryn of one of Lake-town's merchant edfrehir, has been appointed the duty of organizing a trustworthy group to repatriate the Esgaroth refugees who are still eking out a living in scattered homesteads and villages (No. "Maedwe-dukas") amongst the crags and ravines east of the Long Lake, the Upper River Running, and Erebor. He offers each of the player characters 50sp in advance and promises another 100sp per individual upon successful completion of the task.

Unfortunately, on the very same evening Freamund meets with the player characters to hire them as guides, the scattered group of refugee homesteads to which he intends the group to travel is raided by the She-troll Skessa.

As the PCs set out from Esgaroth on their journey at dawn the following day, five young children and several sheep are reported missing at a refugee camp that is their destination. The only clue to the children's whereabouts available to Hreowalda, the leader of the refugees and

Freamund's sister, is a report of "a band of beasts that walk invisible in the night, rumbling incoherently to each other." If and when the players arrive, she refuses to leave for Lake-town, with or without them as escorts, until the missing children are secured (or, at least, Araw forbid, their bodies are accounted for). Others among the refugees will follow her example. When she hears Viclaf's lay about the player's previous exploits, Hreowalda will be even more adamant in her decision and insist the players look for the missing children.



Unbir Wadflad

15.2 THE NPCS

Several of the characters in this adventure (Beortnov, Freamund, and Viclaf) are described elsewhere, in Section 14.0. Following are some other important figures.

UNHIR WADFLAD

Unhir Wadflad (No. "Cruel One of the Woad/Blue Skin") appears to be a Gramuz man of some twenty-one years who is quite familiar with the hilly countryside east of Erebor, where Hreowalda and a number of other refugees are located. Freamund has hired the rough-featured, course-haired, grotesquely tattooed man in spite of initial reservations because of his ability as a guide.



I08

Coins

Unhir claims to be a member of the Borgingas clan, and in fact his assertion is partly true, although no Borgingas member would recognize him as kin. Unhir's mother was a Borgingas Gramuz woman abducted by a Larzoguhoth raiding party over two decades ago. Shortly before her death, the woman bore a half-Orc child. Unhir was raised like any other cringing and depraved Goblin and was marked with bizarre blue tattoos all over his body to identify his tribal affiliation. However, because of his mixed blood, he was harassed and ridiculed, and eventually Unhir fled from his tribe.

Since that time (shortly before the Plague), he has lived a marginal existence stealing from isolated homesteads or robbing and murdering solitary travellers to support himself. He is known (and not liked) on the Westorf, but he tends to keep a low profile, both because he is a coward who fears discovery of his past crimes and because of the comments his branded skin attracts. The half-Goblin is growing increasingly disgusted with Mannish society and has begun to consider returning to the Larzoguhoth stronghold, Vargurat (Or. "Stony Ridge").

The only reason he has accepted employment as a guide for the PCs is because he plans to murder them in their sleep and steal the advance payment the players have received from Freamund. He has no intention of actually carrying out his assigned task.

Short and squat for a Northron, Unhir has coarse, bristly black hair, and beady black eyes tinged with red (evident with a Hard, -10, Perception roll). His face, torso, arms, and legs are covered with disturbingly fantastic and violent anthropomorphic images in blue, which make his already unpleasant appearance quite repugnant. Unhir dresses in drab Northron clothing and always wears a grey hood to hide his face. He wears no helm and carries no shield, but he does wield an iron broadsword and keeps a dagger (Extremely Hard, -30, to perceive simply by looking) secreted inside the back of his right boot. Both blades are coated with Black Clover poison from a vial he keeps in his belt pouch.

HREOWALDA

Tall (at 5'10") and broad-shouldered like her brother Freamund, Hreowalda (No. "Sad/Grieving Woman") is a natural leader and the refugees from Lake-town scattered through the hills east of the Upper Celduin and the Long Lake rely on her. She blazed a trail to the area after two of her children, her mother, and one of her brothers died in the Plague; she lost her husband to the scourge along the way.

Since taking up residence at Penstow (No. "Hill Refuge"), she has taken on many roles: as captain she has rallied the scattered refugees against diseased intruders, as nurse she has tended her son Volaf (No. "Plague Survivor") and others stricken with the blight, as hunter she has fed her starving family, and as midwife she has shepherded new life into the community. She is a strong matriarch who will not leave without determining the fate of the missing children. An expansive person, Hreowalda feels every emotion to the hilt: when happy she is loud, boisterous, and amusing; when sad her wailing is painful and overwhelming; when angry, woe be to her adversaries. It is said she moaned and sobbed for three whole days for her husband who had succumbed to the Black Disease, but she delayed her grief until after she had completed her journey and set up camp at Penstow.

Her once-blonde hair is now wholly gray and pulled back into three large braids beneath a wimple elaborately embroidered with waterbirds and lainghudan (No. "Longhouses"). Her hands are like bread paddles—broad, flat, and hard with callouses, for before she left Lake-town she was a skilled embroiderer and a respected member of the clothier's edfrehar, the Clath-wyrkendas. Within the last few years, Hreowalda has become rather gaunt for her large frame (she is forty-four years old), but she retains an unwavering pale blue gaze and is proficient with her late husband's broadsword, composite bow, and spear. She is held in the highest regard by all of the refugees in the vicinity, and they will adhere to her advice and decisions without question.



VOLAF

The youngest son of Hreowalda and the junior brother of Viclaf, Volaf (No. "Plague Survivor") is a remarkably adept outdoorsman for his twelve years of age. Quite thin, he still bears scars on his face and neck from a bout with the Plague two years ago. He can show players where the five children were last seen on the evening of their disappearance, and, after a brief search of the surrounding area, will discover several huge footprints (Skessa's). Because he is familiar with the region and knows the missing children, he will insist upon accompanying the PCs; Hreowalda, confident in her offspring's self-reliance, will concur.

SKESSA

Skessa (B.S. "She-troll") is the hideous Half-troll/half-Giantess—a grotesque result of breeding experiments conducted by Sauron's minions in the Second Age. She has inherited the size of her Stan-eotan (No. "Stone Giant") ancestry, coupled with the gross deformity and lack of proportion of her Trollish side. Obese and fantastically strong, with fat, knobby arms reaching past her crooked knees, Skessa's stands 12' from the calloused soles of her huge clawed feet to the hairy, mottled grey-green summit of the humps that top the two repulsive heads jutting from between her broad shoulders.

The two heads think and operate somewhat independently, and their personalities differ significantly. They bicker loudly and incessantly, and their disagreements sometimes escalate into pummelling matches between the two sides of Skessa's disfigured body.

The more Giantish left head, while possessing the same dull, nearsighted, black eyes and grotesque, thick, fleshy features, is much more intelligent than its counterpart. It is remarkably empathic, and, over the centuries, has managed to master several spell lists. Still rather loutish and dim, the left head nevertheless remains the dominant brain when both heads are awake. It is fond of cooking, thunderstorms, spinning, rock throwing, weaving, and riddles.

Eons ago, Skessa served as the food preparer for an army of Goblins and Trolls, but since her desertion shortly before the calamitous end of the Second Age, she has lived a solitary existence, wandering the more desolate regions of Middle-earth. As a consequence, the left head is profoundly lonely, and it is this powerful emotion which drove Skessa to kidnap the Northron children. However, being unfamiliar with any social relationship except that of cruel master and cringing servant, the her confused attempts at companionship have only further frightened the children who art understandably horrified by her repulsive appearance.

In contrast, the witless Trollish right head is capable only of brash and aggressive brutality. It presents an ever-present danger to the kidnapped children (and to the PCs), particularly when the left head is asleep. Fortunately, the idiocy of her Trollish head has thus far sabotaged its homicidal impulses towards the abductees when Skessa's more Giantish side has not been awake to intervene. The right head lolls alarmingly on a rather weak neck, and the fanged mouth, when not drooling long globules of spittle on everything in sight, maintains berates its companion head. Skessa's right hand keeps up a disgusting habit of itching and scrabbling, for the She-troll suffers from severe eczema.

Skessa wears no shoes, but dresses in a long bedraggled shift of thick, perspiration stained blue wool that barely contains her bloated, crooked torso. The frayed hem of the garment is crusty from trailing through all manner of filth, and the low cut neck reveals a greasy cleavage bristling with coarse wiry hair.

THE ABDUCTED CHILDREN

Five Lake-folk children were kidnapped by Skessa from the refugee maedwe. Aunegild (No. "Golden [-haired] Gift") is the eldest and most capable at thirteen years. Gundeful (No. "Self Important") is the second oldest at eleven years and has been more of a hindrance than a help by resisting all Aunegild's attempts to comfort and organize the young ones. The other three, Hildegern (No. "Battle Lust"), Effo (No. "Boar"), and Godegisil (No. "Precious Hostage"), are age nine, seven, and six, respectively. Godegisil has poor eyesight and has come to feel a certain amount of pity for her She-troll captor. None of the children has yet been intentionally harmed by Skessa.

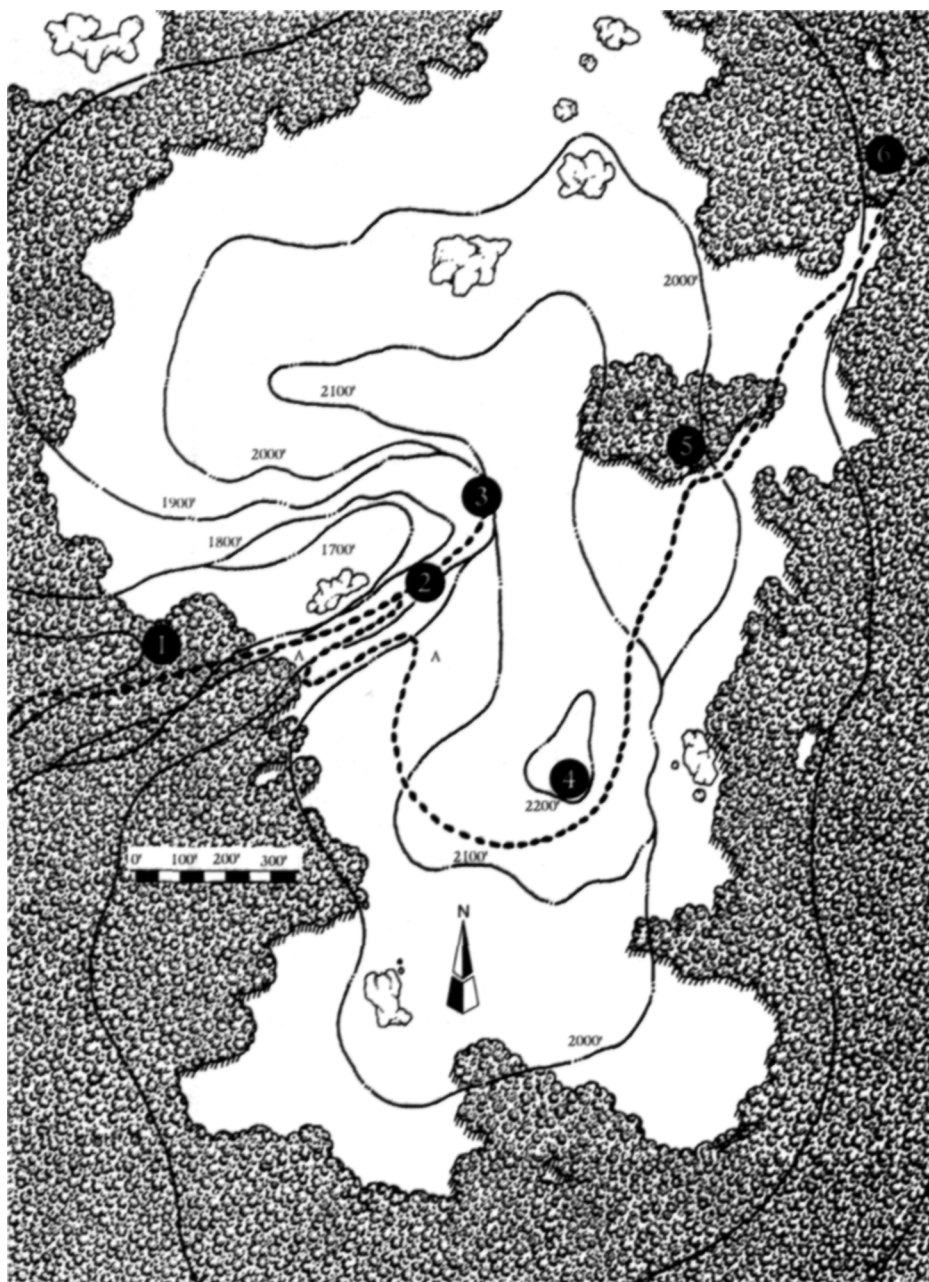
15.3 THE SETTING

15.3.1 PENSTOW

Penstow (No. "Hill Refuge"), the home settlement of Hreowalda, closely resembles other neighboring maedwen (No. "Crofts, Farms") of Lake-folk refugees in the region northwest of the Upper Celduin. It consists of a series of wood frame cottages with wattle-and-daub panels sunk several feet into the ground, all bounded by a ditch and earthen bank surmounted by a wooden palisade. Other maedwen have similar defensive ditch-and-mound arrangements, but use woven withy boundary fences instead (resembling the defensive structures used by the Gramuz).

On the outskirts of another refugee maedwe-dukas some four miles south of Penstow, the withy palisade has been breached on the northeastern side of the small village. A well-trampled path (Light, +10, to Track) cuts a swath through the nearby foliage and heads east across the countryside.





15.3.2 THE VICINITY OF SKESSAHOLC

*Vicinity of
Skessaholc*

The cavern residence of Skessa lies some 12 leagues northeast of the Lake-folk refugee maedwen. A clumsy trail (which may be followed with several Normal, +0, Tracking rolls) is scattered with matching pieces of clothing from the shirt of one clever abductee, Aunegild. It leads across the oak savannah to a dense forest on the slopes of a steep hill.

1. Footpath. A well worn track, the main path to Skessaholc, cuts through the woods and leads up the side of a steep hill spotted with rocky outcrops (Easy, +30, to follow). Players following the trail from the Lake-folk maedwen will approach Skessa's lair from this direction.

2. Fork. A track splits off from the main approach to Skessaholc and weaves back and forth up the side of the hill. Scree slopes make footing perilous in two locations (marked A on the map), and require travellers to make Medium (+0) Climbing maneuvers. A fumble/failure result means a tumble down the hillside (a +40 MCr fall and I-10 +20 SCr attacks from falling rocks).

3. Cave Entrance. The main entry to Skessaholc enters into the side of the limestone hill here. See Section 15.3.3 below.

4. Summit. The crest of the hill achieves an elevation of 2240' here and provides a good view of the surrounding region. A trail used by Skessa traverses the ridge nearby.

5. Birch Grove. A sizeable grove of trees, composed mostly of birches lies near the path here. A family of red-headed woodpeckers lives here, and two Naithairin Erdyr snakes nest in a burrow immediately alongside the trail. The reptiles often sun themselves on the rocks in the afternoon and are liable to bite any passersby. Skessa survived one such encounter; now she avoids the place whenever she hears the knocking of the woodpeckers, for she believes it is the the snakes which emit the noise as a warning. As a consequence, the grove could provide fleeing PCs with a temporary haven from the She-troll.

6. East Trail. This path leads down into a valley with a small brook which provides Skessa with water when nearer sources occasionally run dry.

15.3.3 SKESSAHOLC

1. Dutch Door. Beneath a slight overhang, a 9' by 20' door with heavy iron hinges and ring handles blocks the entrance into the side of the hill. The top half of the split "Dutch" door of stout oak is almost always open wide (except during the four hours or so around noon when Skessa returns to her bed). When shut, the portal remains unlocked, but it is barred from the inside. The stench of sweat hangs heavy about the entrance and throughout Skessaholc (No. "Skessa's Hollow").

2. Kitchen. This large, relatively dry cavern with a ceiling 25' overhead serves as the main living area and site of food preparation. A huge amount of firewood lies stacked against the southwest wall, and a large battle axe is propped against the southern end of the stack. Shelves carved into the southeastern wall hold an array of kitchen items: ingredients for potions and the potions themselves in stoppered pottery flasks, various wooden cooking utensils, drinking horns (three have rims of filigreed gold set with garnets and colored enamel, worth 65sp each), earthenware crockery, a set of large cleavers (treat as -10 falcions), etc. There is enough room at the back of the bottom shelf to conceal a child or Hobbit (+50 to Hiding). A huge, fairly flat stone slab surrounded by several stone seats at the northwest end of the cave, near the entrance, serves as a table. An enormous rolling pin lies on the slab, and a smooth round pestle stone rests in a trough at the southern end of the table where Skessa grinds foodstuffs.

A long corridor leads off from the kitchen to the south (bordered by an intermittent stream that provides a convenient water source); another runs beyond two limestone columns and slopes sharply down to the north. A third wide passage heads east, and a 6' by 14' gap some five feet off the floor leads east to #4 below. Just beneath this gap, the huge caldron Hecgata (see Section 20.1) straddles a broad firepit. Some sort of brew is almost always simmering in the gigantic bronze pot, stirred by Skessa (or, more commonly, one of her servants perched on the brink of the ledge above) with the large spurtle Badrant (see Section 20.1). Skessa's large broom Beksma (see Section 20.2) is propped in the northeast corner of the chamber when Skessa is not using it.

3. Larder. Down a long, steeply sloped flowstone which is slippery in places (requiring a Medium, +0, maneuver to traverse without incident) lies a large chilly cavern used by Skessa to store food. Pottery and stone jars of meat "jellies," sacks of grains and tubers, wheels of cheese, and numerous barrels and casks of ale, wine, and apples are stacked in nooks about the chamber. Herbs, roots, tubers and carcasses (of sheep, atenla, snakes, lizards, etc.) hang from the 14' ceiling around the pillar that stands in the center of the cave.

4. Servants' Quarters. A hollow area where the kidnapped children (now servants) sleep when not performing chores. Several piles of straw and blankets lie scattered about the area. The

ceiling here varies between 5' and 6' high, and the southeastern exit drops over a 3' shelf into #5 below. The floor slopes up slightly to the west, forming a 5' high shelf at the egress near the caldron in #2. The place is too small for Skessa to enter, although she can reach far into the area with Beksma.

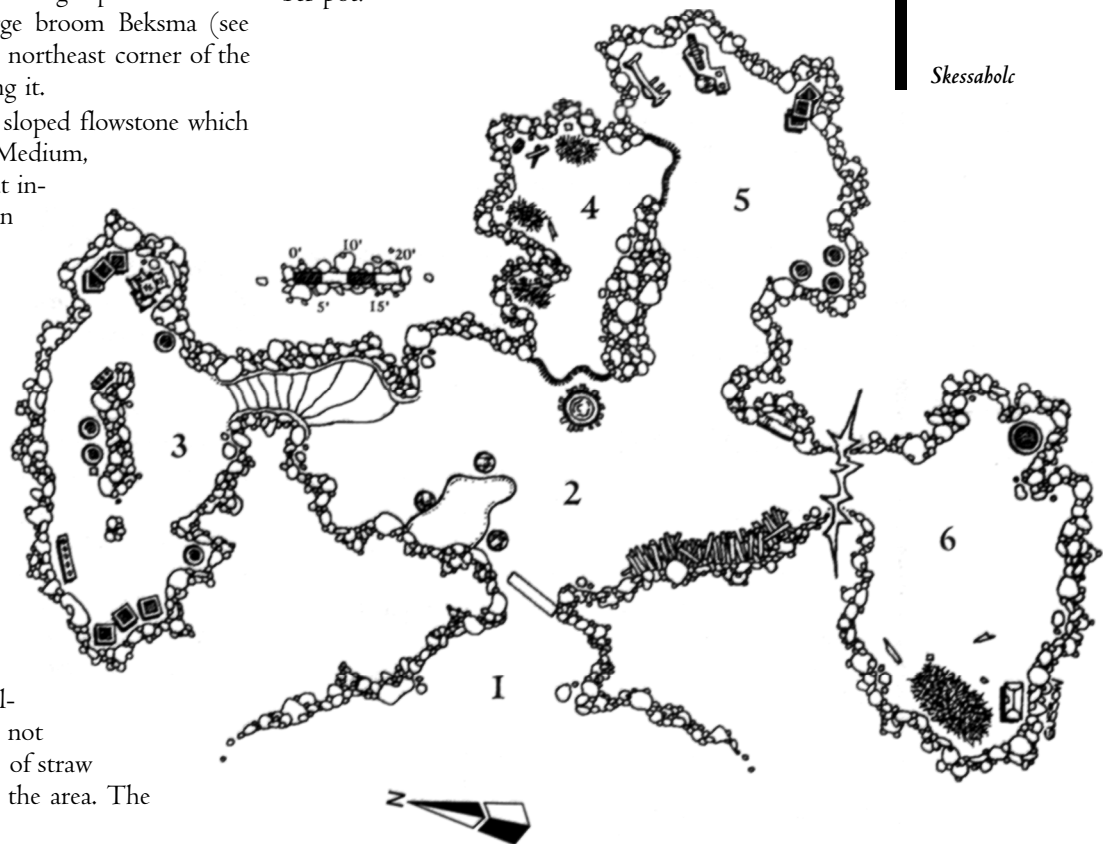
5. Spinning Room. This large cavern contains nearly thirty large sacks of uncarded wool. Balls of yarn and distaffs wound with yarn are scattered about between barrels of dye, several sets of carding combs, a large spinning wheel and a giant loom. The loom is enchanted, and its shuttlecocks (both warp and weft) obey the verbal commands of the user (like a comparable loom owned by Beotta Webba of Esgaroth). The large wooden stool that Skessa uses when spinning or weaving is an ancient item made from the wood of a Huorn. If someone lacking the She-troll's size and weight attempts to use the stool, it will rear up and begin galloping about the room at 60' per round, delivering a +1-30 MBa attack to anyone who falls off (by failing an Extremely Hard, -30, Riding maneuver).

6. Bedroom. A large chamber down a long 120' corridor, with a high 20' ceiling and damp walls, this cavern serves as Skessa's bedroom during the rare periods when both of her heads attempt asleep (generally around noon each day, for no longer than four hours). She uses a vast pile of nit- and flea-infested hay as a bed, resting her heads against a sizeable iron-bound wooden chest. The smell of sweat and urine is everpresent here, particularly in the alcove where Skessa keeps her enormous heavy-duty stone chamber pot.



III

Skessaholc





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A blue-green glass jar containing recently collected Fireflies illuminates a 20' circle with an eerie glow from its resting place atop the chest, which is locked (Hard, -10, to Pick) and contains:

- 363cp, many from very ancient and distant mints;
- 104sp, with provenances like the cp above;
- 212gp, with provenances like the cp above;
- 332 silver rings; many are linked together (worth 1.5sp each);
- 14 gold beads (50sp each);
- 8 gold beads, each inset with a garnet (150sp each);
- 24 millefiori glass beads (20sp each);
- 2 carved bone combs (10sp, 15sp);
- a gold ring of interlaced snakes with wire decoration (200sp);
- a twisted red-gold armband (200sp);
- a belt buckle of niello-inlaid silver (45sp);
- a small annular gold brooch, set with colored glass (225sp);
- 3 matching bronze square-headed brooches, 1 large (2sp) and 2 small (.5sp each);
- a small bronze balance which magically grants a +15 bonus to all bartering and trading transactions (750sp);
- a large silver ewer set with beryls (450sp);
- 5 bronze goblets (3sp each);
- 3 Ponyrushes (see Section 20.3);
- 1 Enchanted Cattail (see Section 20.3);
- a 15" long Ash runestick which casts Cut Repair III once a day on wounds it is pressed against (a Very Hard, -20, Perception roll will determine that the dark stains on the item are dried blood); and
- a fat 1' long Ash runestick whose true nature as a scroll case may be identified with a Hard (-10) Perception roll (contains 2 tightly-rolled sheets of rune paper, one with a level 2 Fog Call spell and one with a level 4 Stun Cloud spell).

15.4 THE TASK

This adventure is not what it will at first appear to be to players. The plot is two-fold: travelling overland to an area inhabited by Lake-town Plague refugees and, more importantly, dealing with the She-troll Skessa and rescuing the children she has kidnapped. The original assignment of escorting the refugees home to Esgaroth does not occur until 16.0 (if players are successful in the current adventure).

STARTING THE PLAYERS

If they have successfully completed Section 2.0, the PCs have demonstrated their honesty and integrity and will be sought out by Beortnov, a boat captain in the

employ of Freamund, who will explain the situation and take them to meet his boss. The players will probably notice Freamund's political clout and recognize the importance of the endeavor they are to undertake when they go to meet the merchant and find Odagavia already discussing the situation with him.

Of course, it is not until they reach Penstow that the players will have to deal with the main problem in this adventure—Skessa. Essentially, their responsibility is to investigate the disappearance of the children, track Skessa to her lair, deal with the two-headed She-troll, and secure the release of the kidnapped children.

AIDS

Viclaf's guidance and influence with his mother Hreowalda will prove useful once the players reach Penstow. Volaf's tracking skills are not exceptional, but if no PCs are more competent, they will be of much use in following Skessa's trail and locating Skessaholc. The safest way to deal with Skessa is through trickery, a game, or a riddle competition.

OBSTACLES

Unhir will use the cover of night to attempt his ambush of player-characters. He is not just interested in stealing their wealth and making off into the night since survivors will still be around to accuse him and attempt revenge when he returns to Esgaroth. The half-Goblin is quite adept at ambushing and has limited night vision, a by-product of his Orcish heritage. In truth, the thief is outmatched by the PCs and will almost certainly fail. It is important for adventure detailed in Section 16.0 that he escape relatively unscathed.

Hreowalda's obstinacy may be seen as a hindrance to PCs carrying out the mission for which Freamund hired them, but in fact her refusal to leave until the fate of the missing children is known is entirely reasonable. Skessa is a decidedly mercurial personality. Her frame of mind depends upon which mind is dominant—the right head, the left, or both. This relies a great deal upon chance, the time of day at which the players encounter her, and how they deal with the initial meeting.

REWARDS

There will be precious little reward until (or if) the players return safely to Esgaroth with the refugees, aside from the cooperation of Hreowalda and the other grateful refugees. Freamund provides a third of his proffered payment of 150sp per player in advance to provide incentive. Viclaf is liable to compose another lay about how the "bold and indomitable" PCs dealt with the "fearsome many-headed ogre" Skessa, loosely based on the exaggerated tales of his brother Volaf. Depending on how the PCs best Skessa, they may acquire a magic item or some of her substantial treasure as a reward for their company (which they may subsequently be forced to dispense with during the frantic return journey to Esgaroth in Section 16.0).

15.5 ENCOUNTERS

15.5.1 WADFLAD

Wadflad is quite reserved and will speak as little as possible with the PCs during their journey together. Because Viclaf is so boisterously friendly, the party may not even notice. When he does speak, it is unusually to contradict or criticize.

After several days of travel, Wadflad will choose one of the evenings (the GM's discretion) the group camps in the wilds to ambush the PCs. If a watch is kept, he will volunteer for the late shift. If players are not already suspicious, this will probably tip them off. After he believes the PCs are asleep, the half-Goblin will try to murder the characters and steal their valuables. Alert characters should have little difficulty foiling his plans, but it is important (for the adventure in Section 16.0) that Wadflad escape alive and flee. A foolish group could lose several PCs before they thwart the assassin's plans.

15.5.2 SKESSA

The players' initial encounter with Skessa will depend upon her current frame of mind. If they first encounter her when her left Giantish head is awake (see the table below), she will probably (roll for her Perception skill) be able to identify the group as Mannish (or Elvish or Dwarvish, although Skessa will be unfamiliar with the scent of Hobbits and is liable to mistake them for her newly acquired child servants).

If the group attacks immediately, she will defend herself with Beksma, but if they attempt to parlay, the lonely She-troll is likely to ask them, in broken Rhovanion Westron (rank 2-3), to "stay for supper" (which will probably make PCs leery). If the players agree, she will begin to prepare something in her huge caldron Hecgata (if not doing so already—see the activity table below), and get one of the children to stir the brew for her.

In the meantime, the Half-troll will offer the PCs drinking horns filled with Northron beer. The porridge she concocts is served in huge stone bowls which she will ladle out with the paddle Badrant. She is bad with numbers and will serve up one dish too many. The gruel smells awful and tastes even worse. Treat it as a level 1 poison for those brave enough to consume it, with failure resulting in horrid sounds from the unfortunate's lower intestinal track and mild incapacitation (-20 to all activity due to nausea lasting 1 hour per 10% Resistance roll failure). Skessa will be offended if the group refuses to eat her cooking once it has been served (although she might not notice them emptying it onto the floor). She may counter their rudeness with aggression.



If the player-characters first encounter Skessa when her right Trollish head is dominant, they will be attacked at the slightest provocation. If they hurt the She-troll significantly before her left head awakes, she will fight them to the bitter end, but if blows or jostling awakens her left Giantish head before she has sustained serious injury (more likely), her left side will slap her right side into temporary submission and then invite the PCs to "stay for supper" as above.

*Skessa
the Half-troll*



II4

If the party broaches the question of the missing children with Skessa's Giantish head, she will at first feign ignorance (not difficult for the She-troll), and then suggest a contest for the possession of the captives. The nature of such a competition should be left up to the PCs to suggest, but they have a far better chance at a riddle game or some other test of wit than they do in a competition of strength. Skessa's poor eyesight may help the group to fool her.

If both heads are awake, the She-troll will take two guesses at every riddle the players pose (although it is highly unlikely that the Trollish right head will guess even remotely correctly). Clever players might be able to fuel an argument between the two heads. Having so long a life, Skessa has a collection of several good riddles (listed below, in the order she will ask them). If the PCs guess all of her riddles, they may pretend to be baffled by their last one. The She-troll will adhere to the rules and outcome of a competition, especially those of the ancient and revered riddle game.

SKESSA'S SCHEDULE

Skessa maintains an erratic schedule, with each of her heads grabbing short naps at irregular intervals. Although she is able to withstand the light of day, Skessa much prefers overcast weather and the dark of the evening. For about a four-hour period centering around noon each day, she retires to her bedroom to lie down (although often at least one of her heads remains awake through all or part of this time span). During other times, use the following table to determine the She-troll's state of mind (roll d100):

- 01-40** Both heads awake (roll another d100);
 - 01-85** bickering;
 - 86-95** temporarily getting along;
 - 96-00** physical dispute between the two sides of Skessa's body.
 - 41-75** Giantish (left) head awake: Skessa more reasonable (willing to bargain or compete in a riddle game); Trollish head snoring and/or drooling and/or dripping snot.
 - 76-95** Trollish (right) head awake: Skessa liable to assault the PCs, the kidnapped children, or her sleeping left head.
 - 96-00** Both heads asleep.
- The She-troll is likely to be occupied in one of the following activities when not taking her midday nap:
- 01-10** Lying down (see Section 15.3.3, #6).
 - 11-35** Preparing food/potion; eating (see Section 15.3.3, #2,3).
 - 36-60** Spinning/weaving/dying cloth (see Section 15.3.3, #5); only possible if Skessa's Giantish head is awake, otherwise reroll.

61-85 Foraging/hunting; fetching water (outdoors).
Unlikely during bright sunlit hours.

86-95 Sweeping/cleaning house (anywhere indoors).

96-00 On a rampage (anywhere indoors or nearby outdoors; but liable to be harassing the kidnapped children or the PCs); only possible if Trollish head is awake, otherwise reroll.

The location of each of the children can be determined by rolling on the table below. Keep in mind that Skessa will either shut the children indoors or take them with her when she goes out to prevent them from attempting escape. Of all the children, Godegisil is the most likely to be with Skessa.

01-35 Sleeping (see Section 15.3.3, #4).

36-60 Stirring caldron; preparing food; the children stir the pot from a perch on the ledge overhead (see Section 15.3.3, #2, 3).

61-85 Carding/spinning yarn; dying cloth (see Section 15.3.3, #5).

86-00 Cleaning house (anywhere indoors).

SKESSA'S RIDDLES

- 1) My breath makes bright the fading brands, I feed the blacksmith's forge-fire. (Bellows)
- 2) Strong as iron; dull as stone; black-blooded; gnaws bone. (Troll)
- 3) Bolts with no door; booms with no drum; tumultuous tears drench everyone. (Thunderstorm)
- 4) Tinted trestle, shower span, color bridge, arch over land. (Rainbow)
- 5) In deep caves I make my lair and open valleys vast; those who mock me should beware-I always laugh last. (Echo)
- 6) Butchers, bakers, barrellmakers, merchants, warriors, servants, bowyers, skápars, scops, stablers, sailors, tinkers, thatchers, tanners, tailors; All, all are thralls to my ravenous hunger. (Plague)
- 7) I've cast off my green mantle into the evening blaze; Tears well up inside of me, run down my furrowed face; Yearsend has left a thin white crown atop my aging pate; A king alone, and yet lord over all that I survey. (Erebor, the Lonely Mountain)

15.6 GAMEMASTER NOTES

The best (and most interesting) way to deal with Skessa is in a non-combative way. The Gamemaster may wish to provide players with a book of riddles from which to choose. Players who end up in open combat with the fearsome creature Skessa through their own mishandling of the situation deserve anything they get.

16.0 HOMEWARD BOUND

This adventure is the second part of a mini-campaign comprised of Sections 15.0 and 16.0. Section 15.0 should be run to set up the circumstances for this section.

16.1 RACING A BLUE STREAK

Upon returning to Hréowalda's maedwe-dukas, Penstow, from Skessaholc (see Section 15.0), the player characters will be met by a large group of refugees, whose farm animals and several wains full of possessions are camped around the homestead. As promised, while the adventurers were dealing with Skessa, attempting to rescue the abducted children, Hréowalda and Viclaf organized the refugees for the journey home. The entire group (Lake-folk, approximately 30 in number) will be ready for travel by the dawn of the third day after their guides/guards (the PCs) return to Penstow. The planned route is to retrace the PCs' journey here, traveling first to Dale and then south to Esgaroth along the Lonely Mountain Road (S. "Men-in-Erebor"; No. "Daleweg").

Unknown to the PCs and the refugees, Unhir Wadflad (see 15.2.1), having escaped from a foiled murder/robbery attempt on the PCs en route to Penstow in Section 15.0, fled north to the Larzoguhoth stronghold where he was born and reared. Realizing that he would not be able to go back to Esgaroth as long as the PCs are alive, the Half-orc returned to the place of his birth, a journey of some three days. Seeking to make reparations with the tribe he had deserted, Wadflad offered information about the return journey of the refugees, exaggerating their wealth and weakness to enhance his gamble that such a tale would interest the Larzoguhoth leader, Mogshi, and increase the likelihood that Wadflad would be reaccepted into the tribe. The Half-goblin emphasized the exclusivity of his information, playing up the necessity of his serving as a guide for a Orcish raiding party.

His plan was only partially successful. Mogshi was interested to hear of the refugees, but not pleased to see the deserter Wadflad. After just an hour of elaborate torture, the Half-orc revealed the route of the returning refugees. His captors finished him off and immediately mustered a raiding party to ambush the refugees.

The raiding party, composed of 46 Goblins and 8 Wolves, made a beeline for the crossroads where the Grey Mountain Road (S. "Men Mithrin"; No. "Graigweg") meets the east-west trail connecting Dale and Penstow. After covering over 70 miles in 43 hours (without stopping even during the cloudy sunlit hours of the past several days), the Orcs set up camp beneath the eaves of a small copse of hickory and oak trees alongside the road fork. Scouts were dispatched to head east and determine the movement of the approaching refugees while the rest of the raiding party rested and prepared for the anticipated ambush and rout. Hence, just five days after the PCs'

encounter with Wadflad (in Section 15.0), the Larzoguhoth are poised for an assault along the banks of the hollow way between Penstow and Dale.

16.2 THE NPCs

THE REFUGEES

Aside from the personalities of Hréowalda, Viclaf and Volaf (described elsewhere, in 14.1 and 15.2), the GM should use the Refugee/Farmer stats in 19.2 for the remainder of the 30 refugee population they must escort back to Esgaroth: 10 level 1 children and teens (including the five rescued in adventure 15.0); 15 level 2 folk; and 5-10 (GM's discretion) level 3 folk. All of the refugees are used to hardship and will willingly obey any reasonable commands (that Hréowalda supports) without much grumbling. (The freeing of most of their livestock to facilitate quicker travel will generate great dismay, but they will eventually concede the necessity, should it be proposed.) They are not, however, experienced at fighting legendary monsters like Goblins, and without good leadership they are liable to panic and act foolishly in such situations.

THE LARZOGUHOTH

The Larzoguhoth force sent to ambush the refugees is, as mentioned, composed of 46 blue-tattooed and woad-streaked Goblins and eight Dire Wolves. The commanding eight-Orc lurg is mounted upon these Wolves and includes (according to the statistics given in 19.2) one Uruk Commander and seven Wolfrider Warriors. Four other lurgs make up the remainder of the raiding party; each of these contains one Foot Commander, two experienced Warriors (level 3), and five regular Warriors (level 2). Six Scouts act as trackers and gather reconnaissance information in groups of two.

The Goblin host came quickly to the crossroads with the Grey Mountain Road west of Penstow, expecting an easy expedition of blood and plunder, so by the time they reach the rope bridge the fragile morale of the force will be flagging.

16.3 THE SETTING

The region of Penstow and the other refugee maedwen-dukas is a rugged series of hills forming the eastern scarp of the upper Nan Celduin. Exposed shale outcrops are common amidst both the steep inclines and frequent gorges to be found in the area. Most of the uplands are lightly wooded, with tall oak, elm and hickory predominating and a heavy undergrowth of thorns and woody shrubs (in contrast to the copses further east on the Gramuz-inhabited oak savanna). Growing nearer to the scattered ravines and gullies, ash and several varieties of conifer are abundant, along with rhododendron and mountain laurel. Cross-country off-trail movement is painfully slow and tiring.





The Region

16.3.1 THE REGION

1. **Penstow.** Hréowalda's homestead.
2. **Trail.** The grassy track—connecting Penstow, the crossroads with the Grey Mountain Road where the Larzoguhoth wait in ambush 16 miles to the west, and Dale—averages 8-10' wide. Heavy undergrowth is common along both sides of the track, where gently sloping banks increase the shadows on the trail. 4 miles west of Penstow is where the PCs will encounter their first Larzoguhoth Goblin scouts (marked "A" on the map; see 16.5.1).
3. **Larzoguhoth Camp.** Here the Orcish raiding force has set up temporary camp and prepared an ambush beneath the shadows of an oak and hickory wood.
4. **Grey Mountain Road.** Similar to the Trail (#2) above, this grassy track leads north and eventually northwest to the East Road (No. "Aesdweg"; S. "Men Rhunen"), in the southern shadow of the Grey Mountains.
5. **Hill Footpath.** The grass-covered path linking Penstow with the three other refugee maedwen-dukas to the south is not nearly as broad as the east-west trail linking Penstow and Dale. Running 36 miles before descending into a narrow meadow along the eastern bank of the upper River Running, it averages only 6-8' wide between Penstow and the most southerly maedwe. Beyond that, its width is just 4-6'—impassable to wains and large herds of livestock.

6. **Three Refugee Maedwen** (No. "Crofts, Farms"). Similar to Penstow.

7. **Running River.** The Hill Footpath (#5) ends in a narrow meadow, filled with high grasses and alive with green-winged crows, alongside the swift, wide, and deep River Running.

16.3.2 THE BRIDGE

Between 20-26 miles south of Penstow, along the perilous 36-mile track linking the refugee homestead to the River Running above the Long Lake, there exists an ideal place for the PCs and the refugees to make a stand against the pursuing blue-tattooed Goblins. The exact location of the rope bridge (No. "Rap-brucka") is deliberately left vague, in order to allow the gamemaster to orchestrate the adventure so that the fleeing adventurers and refugees reach the span just as they are about to collapse from exhaustion.

The ravine is the result of the glacial activity which carved the upper Nan Celduin and the Nan Annen aeons ago, as well as more recent erosion by a nameless, quick-moving stream at the base of the gully (which empties into the upper River Running). The cliffs of the 60'-deep rift are wickedly steep, downward sloping shale—not in the least smooth, despite the stream's passage. The northern side is relatively bare of foliage around the bridge for about 20' back from the cliff edge, but, in contrast, the southern cliff is bristling with thick undergrowth—rhododendron, mountain laurel, milithrag (No. "Honeysuckle") and the like.

A descent without rope requires about three or four Sheer Folly (-50) climbing maneuvers; rappelling with a rope lessens the difficulty to Very Hard (-20). For a single, skilled individual, the descent with rope will take perhaps 10-20 minutes (including preparing the rope, etc.). The crossing of the stream (a Medium, +0, Moving maneuver; failure results in a slip, yielding a +10 Martial Arts Sweeps & Throws rank 1 attack) is a minor affair, but the ascent up the opposite side (same climbing difficulties as the descent) will require nearly an hour. Skirting the ravine (upstream to the east) until a more suitable place for crossing is found would require a delay of nearly 5 hours for either the refugee caravan or the Goblin raiders. The majority of either group lacks the proficiency to scale the ravine cliffs near the bridge and would have to do this if the bridge were out.

The bridge itself is probably of Northron construction, although exactly who erected it is a bit of a mystery. Once, many years ago, it was quite sturdy, but the harsh winters of the region have taken their toll, and the span is obviously unsafe (an Easy, +20, Perception maneuver to determine this). Iron pitons support four suspicious lengths of hemp rope (rare in this region) treated with a preservative made from the sap of the blue pine (even rarer) and anchor them on opposite sides of the gap with the help of four large blue pine stakes.

Normal attempts at crossing the bridge require 5 Medium (+0) Moving maneuvers, with skills like Adrenal Moves (balance) and (at half value) Acrobatics being applicable. An additional maneuver must be made each time an individual suffers an Unbalancing attack or attempts any other type of complicated action (like combat, etc.). Horses and other large animals may not pass over the bridge (and will resist wholeheartedly any attempt to force them). A devoted dog might be convinced to try, but carrying the beast would be a better idea. Dire wolves, who might conceivably be able to make the crossing, will refuse.

A weight of more than 1000 pounds (about 9 burdened Northron children, 6 burdened women, 4 or 5 burdened men, or 6 outfitted Goblins) on the bridge will cause both pitons in the southwest, supporting the western upper rope handhold, to pull loose. This will cause the entire structure to drop about 2-3' until the stake reinforcing the pitons catches and supports that part of the bridge instead. The accompanying jolt causes all on the span to suffer a +50 Medium Unbalancing attack. Any violent movements, such as a near-fall or melee combat, by a significantly lesser weight upon the bridge is likely to cause a similar occurrence (75% chance—roll every round applicable).

Additionally, about 10' out from the north cliff is a weak, rotting plank (the 11th board, marked "A" on the map) which will collapse when 30 or more pounds of weight is placed upon it (a Light, +10, Perception maneuver to ascertain this), and result in a +25 Medium Unbalancing attack to the unlucky individual.

A similar situation will occur when a centrally located board approximately 26½' from each side of the ravine (and the 27th board from the north cliff, marked "B" on the map) has 35 or more pounds placed upon it (A Medium, +0, Perception maneuver is needed to determine this).

Individuals who place more than 150 pounds on any of the narrowest boards (all marked "C" on the map) will also suffer a +25 Medium Unbalancing attack (all require Medium, +0, rolls to perceive their weakness) as the board snaps.

Observing that the board 13' out from the southern cliff (the 16th board from that direction, marked "D" on the map) is rotten and unsafe requires a Very Hard (-20) Perception maneuver to determine. The board will buckle under 50 or more pounds of pressure, causing the unwary treader to suffer a +35 Medium Unbalancing attack.

Anyone falling from the central portion of the bridge into the ravine will suffer a +60LCr attack and land 60' below in the shallow stream. Those unlucky enough to fall from the clifftop or the end portions of the bridge may also (25% chance) suffer I-10 +75ma attacks on the way down.

Unbalancing attacks are treated as normal Medium attacks (per the relevant *MERP* or *RM* system) with several modifications. First, all critical results should use Unbalancing criticals (if available, Crush if not). A knockdown result from a critical means the unfortunate individual has fallen off the bridge. If this occurs, allow a Hard (-10) maneuver (adjustable according to the description of the critical result) to make a last ditch grab at the bottom of the bridge.

16.4 THE TASK

STARTING THE PLAYERS

Having returned to Hréowalda's maedwe from Skessaholc (hopefully with the rescued children), the player characters will find that the refugee leader has organized the Lake-folk still residing in the region (approximately 30 in number). They have gathered at Penstow (camping in and around the manor) with a large number of possessions in several wains and numerous chickens, pigs, dogs, horses, and several aurochs. They await the return of their guides and caravan guards (the PCs), and are prepared to begin the return trek to Esgaroth via the west route to Dale at dawn on the third day following the PCs' return.

AIDS

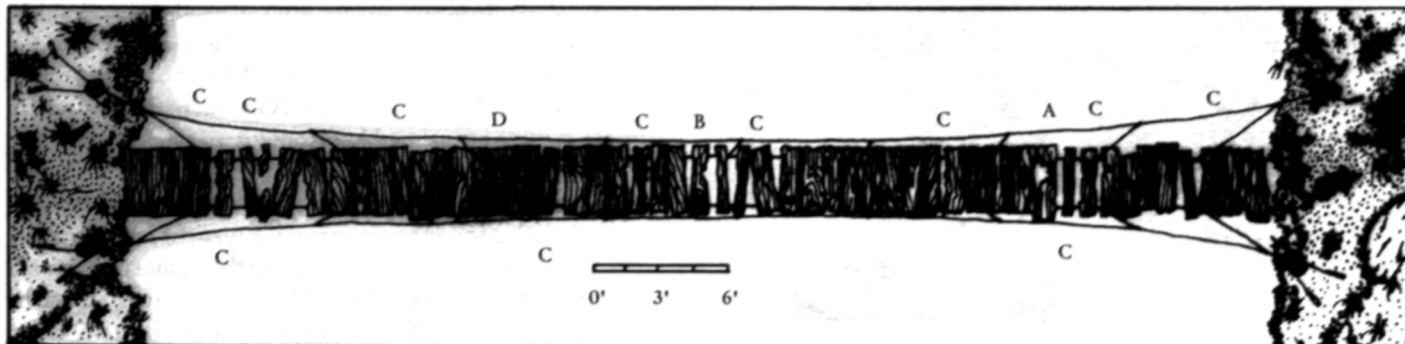
The adventurers would do best to utilize the leadership skills of Hréowalda and issue their directions to the refugees via her. If the PCs are fearful and disorganized when they direct the refugees, the latter will become hesitant and possibly even panicky. Hréowalda or a PC



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The Bridge





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*Goblin scout
resting*

with good leadership ability will be able to quash this (and the influence of the PCs will be greatly heightened if they have successfully returned from the last adventure in Section 15.0 and Viclaf has time to relate the tale). Volaf and Viclaf could also be useful to the PCs as scouts, although that job would probably be done even more effectively by a player character.

Speed and Interrogation skills will prove useful once the PCs encounter their first duo of Larzoguhoth Goblin scouts—a reconnaissance detachment attempting to monitor the movements of the approaching refugees. After that, consulting with refugees about alternate routes home (Diplomacy or Interrogation would help here) will reveal information about the path which heads south through the hills, across a rickety rope bridge and eventually to the eastern bank of the upper River Running.

From this point on, speed, organizational skills, and combat abilities (for skirmishes with any Orc contingents ahead of the main Larzoguhoth host) are at a premium. Strategy & Tactics skills could help to predict enemy movements, and Trap Building skills would be useful in setting snares. The rope bridge will provide an obvious tactical advantage for a final encounter with the Larzoguhoth. PCs who insist upon confronting the Orcs head on will almost certainly have their forces wiped out (even if they themselves fight heroically, the refugees are

not used to fighting Goblins). The trick is to motivate the refugees to move swiftly, to discard all but the most necessary items (including slow farm animals), and to defend themselves effectively during encounters with Orc scouts. The GM should give PCs who come up with imaginative solutions to various difficulties the benefit of the doubt; after all, despite their inexperience with Orcs, the refugees are a hardy lot used to struggling for their survival.

OBSTACLES

Obstacles in this adventure are relatively straightforward: the Larzoguhoth Goblins, the speed and combat superiority of those Goblins, and the slow movement and potential for panic amongst unmotivated refugees.

REWARDS

If the PCs return to Esgaroth with the majority of the refugees, they will be feted at a town celebration in the Thráinhuil, where Viclaf will sing absurdly exaggerated songs about their exploits. They will be expected to stand and relate their own account of the events in the bold Northron tradition of mead-hall boasting. Also, of course, Freamund will provide them with the remaining sum of silver which they have earned (promised at the start of the adventure in Section 15.0).

PCs who fail (with a significant portion of the refugees falling prey to the Goblins) will cause much unhappiness amongst the townsfolk who have lost relatives. If they have acted particularly foolishly and there is still someone around to tell about it (like Hréowalda), they may even be run out of town after dark by a mob of hooded and masked figures.

16.5 ENCOUNTERS

16.5.1 GOBLIN SCOUTS

The first encounter between the PC-led refugees and the Larzoguhoth Goblins will occur just 4 miles (2 to 3 hours) after the PCs and their entourage have departed west from Penstow. A pair of Orc scouts, responsible for watching the east track for the approaching refugees, have grown careless. As the PC's forward lookout (if they have one) or the leading members of the PCs' caravan round a bend in the grassy track, facing into a light breeze, they will see (with a Light, +10, Perception maneuver) a solitary, hunched, helmeted figure with a hand-axe and shield chasing a darting squirrel down the lane towards the players. With a Medium (+0) Perception maneuver, a character who has encountered Goblins before will realize that this blue painted humanoid is an Orc.

A round will pass before the Goblin scout, with his nose to the ground, notices the PCs and the refugees (the wind is blowing the wrong way and his eyesight is poor during the daytime). His companion is in the bushes to the north of the track about 100–200' back, fast asleep. Once he realizes his peril, the Orc will shout to alert his companion and attempt to flee.





The GM should consider several things in this encounter, for the remainder of the adventure hinges upon it. First and less important, the blue tattoos of the Goblins should remind PCs of the treacherous Unhir Wadflad. Second, one of the Orc scouts should escape, fleeing back the 12 miles or so to his superiors who, eager for a fight and believing the possibility of surprise to be lost, will promptly call a muster and press eastwards after the refugees. Third, the other Orc scout should be taken alive—seriously wounded perhaps, but alive nevertheless.

If the PCs do not think to question the captive, Hréowalda will suggest it, and after a little coaxing the Orc will talk: revealing the location of a sizable force of his compatriots, some mounted upon Wolves, at the crossroads with the Grey Mountain Road some 12 miles west. If the PCs did not actually see the other Goblin scout escaping, it should become clear, after investigating the camp off the side of the road and questioning their prisoner, that there were two Orcs here doing reconnaissance and only one of them has been captured.

Two more pairs of scouts also operate ahead of the main Goblin force; as the Goblins gain on the player characters and the refugees, the rear guard of the refugees is likely to encounter these forward observers.

16.5.2 THE CHASE

Upon hearing of the Goblin force blocking their passage to the west, the PCs should realize they must travel a different route. Hréowalda and the other refugees will suggest the difficult path that winds south through the cliffs and ravines along the eastern scarp of the upper Nan Celduin. All agree that flight is the only viable option, with so many young ones and so few folk with any great experience at arms, and that the group must try and put as many miles between themselves and the Goblins before sunset (by now some 8 hours away). Thereafter, they should press on for as long as they can without pausing for rest.

If questioned carefully about the path, two important things can be gleaned from the refugees who know of it (including Volaf): first, that the path may only be tra-

versed on foot (single or double file) or on horseback by skilled riders south of the last refugee maedwe; and, second, that some leagues south, the path crosses a steep ravine by way of a dangerous rope bridge. Wains must be abandoned, and sooner or later (the sooner the better), the PCs will realize that farm animals, apart from a few useful horses, must be also be left behind if the refugees are to have any chance of escape. This will become especially obvious once the last refugee maedwe is passed and the path narrows considerably.

A timetable breakdown of refugee and Goblin movement over a 24 hour period follows (grouped into 4 hour terms). Movement for the mass of the refugee caravan is 8 miles for each 4 hour interval during the day and 7 during the night (assuming the trail is well lit by multiple torches carried by the travelers). If animals are not left behind, this travel rate slows to 6 miles during the day and 5 after dark. Because of the emergency circumstances, the refugees will be able to press on through the first 4 hours of darkness, but in either the second or third nighttime 4-hour increment, they will require rest.

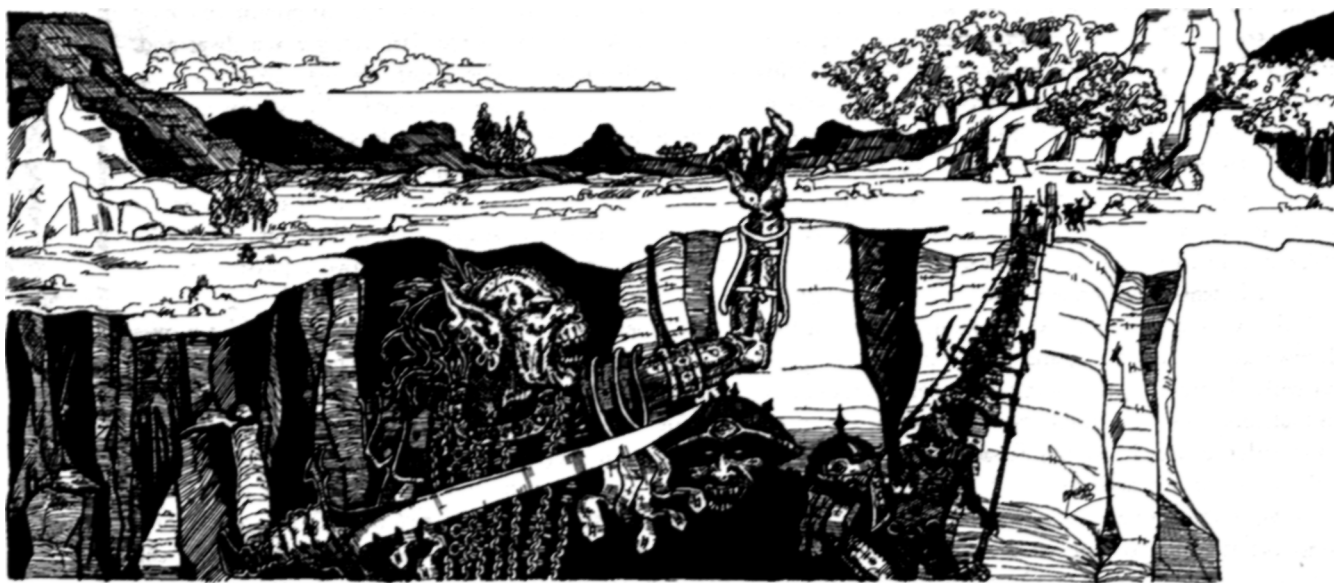
The Goblins' force is limited in travel because the bulk of the small army is on foot: just seven miles may be covered in a 4 hour daytime increment (due to the sun's ill effects upon the Orcs); but 12 miles per 4 hour term may be traveled after dark. Because of their superior endurance, the Goblins do not require rest anytime during the 24 hour chase.

16.5.3 AT THE ROPE BRIDGE

The gamemaster should have the fleeing refugees and their player character escorts reach the rope bridge just as their energy is waning and the need for rest is taking its toll. The actual distance between Penstow and the bridge, therefore, will vary.

If the PCs simply cross the bridge and cut the ropes to hinder their pursuers, little of importance will occur here aside from the difficulties of bringing the entire refugee caravan across the bridge. But since the strength of the entourage will be fading quickly, it is likely they will have to pause for 4 hours to rest on the southern side of the

Time (4 hr. terms)	PCs and Refugees	Goblins	Net Difference at End of Term
Day	Travel west for 4 mi., encounter scouts, decide to backtrack and head south	Scouts encounter refugees, one flees back 12 mi. to warn main host	12 mi.
Day	6 or 8 mi.	Scout continues back to warn host, main host musters to pursue	18 or 20 mi.
Day	8 mi.	7 mi.	19 or 21 mi.
Night	7 mi.	12 mi.	14 or 16 mi.
Night	7 mi. or rest	12 mi.	2, 4, 9 or 11 mi.
Night	Rest or 7 mi.	Up to 12 mi.	The Goblins catch up



Goblins crossing a small rope bridge

ravine. PCs may devise a plan to ambush the Goblin force as the latter cross the span. The Uruk commander will recognize the possibility of a trap and be wise enough to send his footsoldiers across first.

Since the bridge will only support so much weight, the Goblins will be well spaced as they troop across, providing a wonderful opportunity to eliminate them one by one as soon as they reach the camouflaging brush bordering the southern cliff. If enough are slain in this manner before the obvious tactic of cutting the ropes of the bridge while some Goblins are crossing is carried out, the PCs and the refugees could make quite a dent in their pursuers' population.

Witnessing large numbers of their comrades plunge to a horrible death is not especially good for the Orcs' morale, particularly when the Goblins were anticipating an easy massacre. Coupled with the conspicuous deaths of others (e.g., throwing the corpses of Goblins who crossed the ravine and were dispatched with a coup de grace over the cliff in full view of the main Goblin host) and other morale threatening actions (e.g., open displays of pyrotechnic magic, organized missile fire volleys raining down on the unprotected north side of the ravine, etc.), such a stratagem could convince the Goblins simply to flee then and there, and not even attempt to skirt the ravine and continue their pursuit.

16.5.4 WOLF-MOUNTED GOBLINS

As noted earlier, the skirting of the ravine, once the rope bridge is no longer available, requires a 5-hour detour. If the GM chooses (especially if the PCs simply cut the rope bridge rather than launching an attack upon the Goblins at the bridge), the elite lurge of eight Wolf rider Larzoguhoth might speed abreast of the main Goblin force, skirting the ravine in just 3-4 hours in order to pursue the refugees ahead of the remainder of the Goblin host. With their superior speed and maneuverability (11 miles per 4 hour term during the day along the path, 18 miles during the night—requiring a Hard, -10, riding maneuver), this

strike force might attempt to attack and delay the PCs and the refugees until the bulk of the Larzoguhoth force can catch up. The wolfriding Uruk commander of the force is well aware that he would probably pay with his life were he to return to his chieftain from such a raid without even a small amount of booty. An attack of such size would be much more easily repelled by the PCs and the refugees, but difficult nonetheless.

16.5.5 HAILING SHIPS UPON THE RIVER RUNNING

After the long and harrowing trek across country, the gamemaster should allow the fleeing refugees and their player character escorts a stroke of luck when they reach the eastern bank of the upper River Running. Rather than having them drown trying to cross the estuary, allow them to happen upon a cnearra vessel which could rescue them in time and ferry them across the broad river. The vessel could even be Freamund's ship *Screevar*, captained by Béortnov. The size of the craft is not really ample enough to accommodate all of the refugees, but those characters and refugees most in need of first aid could be kept on board and ferried all the way to Esgaroth more quickly than those forced to continue on foot south along the Lonely Mountain Road. In any event, the Larzoguhoth Goblins will not pursue the refugees across the Celduin.

16.6 GAMEMASTER NOTES

The key to this adventure is good organization and planning ahead. A player character group will not be able to blunder through this using only their combat skills, for they are outnumbered and have the lives of the refugees to consider. For a particularly martial group, the GM could choose to have forward strike forces of varying sizes break off from the front of the pursuing Goblin host to speed ahead and skirmish with the rearguard of the refugee caravan during the 4 hours or so before the rope bridge is reached.

17.0 THE LEGENDARY SÉAHMATHA

The ethnic folktales of the Lake-folk are peppered with references to the Séahmatha (No. “Lake Serpent”), a huge legendary monster which is said to inhabit the depths of the Long Lake. Plot outlines of two of the most popular stories run roughly as follows:

In ages past, the Visknakyn priest Baeda (No. “Impeller”) is said to have overcome the Serpent after it had attacked a swimmer by brandishing a torch, commanding the beast to release the unfortunate and banishing it to the bottom of the lake. In memory of this, a carnivalesque dance, in which a colorful cloth, hide, and withy “Séahmatha” is paraded through the streets of Esgaroth before being doused with oil and set alight in the center of the northern Woestal, still highlights the lesser feast day held each year on the last Séahsdeg in the math of Wintring (see Section 4.7 for a description of the Northron calendar).

Before his untimely drowning, the great fifteenth century warrior Osséah (No. “Lake Hero”) reputedly vanquished the Worm during an assault by the latter upon Esgaroth by dealing the creature a single mighty blow with the flat of his magical sword, Naegling (No. “Silver Nail”). Nowadays, the victor in the bareknuckle fighting

competition held at the Witehuil during Esgaroth’s Lithe fair each summer is traditionally granted the title of “Osling” (No. “Descendant of Osséah”) in recognition of his achievement and in remembrance of that ancient hero.

17.1 AID TO THE VISCERAS

Recently, one of the thurruc vessels of the Fisherfolk of Esgaroth capsized, and all five of its occupants drowned. People on other boats in the vicinity claimed to have seen the head of a huge Worm, the Séahmatha, rise out of the surface of the lake and attack the craft. Other non-witnesses were nervous about the fact that the boat was completely smashed, but still skeptical; after all, wasn’t it true that the fabled Osséah had defeated the beast nearly two centuries ago? Why would the monster return now?

But their worst fears were realized several days later, when the enormous Serpent rose out of the water and attacked another boat in full view of nearly twenty people. One man disappeared during that assault, and, during an even more recent third attack, another fisherman was dragged screaming to his watery doom, clamped in the huge maw of the vicious monster. Besides its already devastating toll in the Visceras community, the aggressive presence of the Séahmatha poses a continuing danger to the fish trade of Lake-town. Further, as word gets out, the Séahmatha’s potential to disrupt trade to Esgaroth during the critical post-Plague period of rebuilding could be crippling to the settlement.

Now Hygegrim, the patriarch and Kryn of the Visceras, aided by Beadarof, Esgaroth’s Wendriht, seeks heroes willing to combat and slay the Séahmatha before it takes any more lives.

In truth, what has happened, is that after a long nap and gestation period of several hundred years, the Séahmatha Water-drake inhabiting the cliffs along the northeastern edge of the Long Lake has spawned two young, which it now feels obliged to gather food for (in a manner normally quite alien to such a malevolent beast). Having discovered that fishing boats provide more meat than a school of char for a comparable amount of effort (and that Northrons are much less skilled at swimming than fish are), the Séahmatha has taken to its new food source like a “fish to water.” The two Séahmatha spawn are unable to venture out of their lair at present, but will probably do so within a week or two. They grow quickly and require an ever-increasing amount of food. Lake-town would not be able to coexist with three active Water-drakes without great calamity, so the need to dispense with the beasts while two of them are still relatively weak is of vital importance.



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The Water-drake





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*Attack of the
Séahmatha*

17.2 THE NPCS

Hygegrim, Beadarof, and Bogatung the wyrdwoman are detailed in Section 14.0.

THE VISCERAS

A superstitious and clannish group, the Fisherfolk, who frequently fish near the high shale cliffs that form the eastern shoreline of the Long Lake northeast of Esgaroth, grow increasingly fearful as the attacks from the Séahmatha continue. Many have opted to ply their craft elsewhere, despite the fact that the area where the monster has been sighted is one of the best fishing areas. Those five thurruca that continue to fish the waters in the danger zone are liable to be of aid only if the Séahmatha attacks one of their own. If the beast attacks the drihten mernac (which the PCs are aboard), the Visceras will simply flee.

THE DRIHTEN

The drihten members are able warrior and sailors, but their combat experience consists mostly of drills and apprehending the occasional drunken rowdy. Their initial willingness to battle the Séahmatha stems primarily from the old stories of Osséah they have heard; once they actually see the size and ferocity of the beast, their strategy will quickly change. If the Worm attacks a thurruca, they will attempt to rescue the capsized Fisherfolk, repelling the Water-drake only if absolutely necessary. If the Séahmatha attacks their own mernac, they will flee (row away), attempting simultaneously to repel any additional

attacks as best they can. The original idea of taking the offensive—pursuing and slaying the Serpent—will vanish like lake-mist under a hot sun after the first encounter with the Drake.

THE SÉAHMATHA AND ITS SPAWN

The Séahmatha is an ancient and immensely powerful Water-drake that has inhabited the Long Lake for millennia. Eighty feet long, with a girth averaging just four feet in diameter, the Serpent has glistening, hard scales, colored a blotchy dark blue-green, a blue-black spinal crest that stands up when the beast's ire is aroused, and six relatively small blue-black fin-claws. Its huge maw bristles with four rows of 5" long fangs and the perimeter of its mouth glows bright green (a result of gnawing on the fungi-covered walls of its cavern lair). The Worm has a sonar-like organ at the front of its head which helps it locate prey under even the worst circumstances. Treat the blood of the beast as diluted lhugurth poison (level 5).

Able to snake rapidly through surprising narrow passages in the limestone caves along the eastern edge of the lake where it makes it home, the Worm can achieve speeds greater than 20 mph in open water. It breathes air, but can hold its breath for periods over an hour, and typically spends very little time upon the surface of the lake (and usually only at night or during stormy weather because it dislikes sunlight intensely). When hunting the fish (or lately, the Fisherfolk) which make up its diet, it stalks its prey, then launches itself at the target with a ferocious



burst of speed (HBa) and wraps its long body around the victim (HGr). It can also employ its terrible jaws (HBi) and expel a powerful blast of water (treat as a *water bolt*). The Drake deals four times the normal concussion hit damage because of its great size. Due to the Worm's fearsome appearance, it also causes all opponents to make a Resistance Roll against a level 5 Fear spell. Unlike most land Dragons, the Séahmatha possesses only animal intelligence, and although extremely belligerent and a voracious feeder, it is unable to reason or cast spells.

The Séahmatha of the Long Lake awoke and gave birth to two offspring only very recently, after a hibernation/gestation period of nearly two centuries. Some time before that, the beast had attacked and devoured its mate. Its two spawn are more lightly colored, smaller thirty-foot versions of itself; they will attack any potential food source on site (generally initiating such encounters with a Bite or Bash attack). At first, the spawn, being rather undeveloped, will remain in the cavern lair, but within a week or two of the first attack of the Séahmatha upon the Visceras of Esgaroth, they will be old enough to venture out into the open waters of the Long Lake. This bodes very badly for the Lake-folk of Esgaroth, since the spawn are incessantly hungry and much less cautious than their mother. They are liable to launch several aggressive and short attacks at a large number of Visceras ships rather than a single, prolonged, and concentrated attack upon one ship like their parent.

Both the Séahmatha and her spawn share a dislike of the disorienting effect of a stunning blow, which is liable to cause them to flee. Further, all three fear fire, and the presence of open flame (possibly even a single torch in the case of a spawn who has been burned once and therefore recognizes the danger) may also cause them to retreat.

17.3 THE SETTING

17.3.1 ON THE LONG LAKE

Layouts for the large, high-prowed drihten mernac and the smaller thurruccan, the typical vessels of the Visceras, are provided elsewhere, in Sections 12.6.2 and 12.6.3.

If the PCs make daily trips on the Long Lake, they will not encounter anything for 3-7 days, enough time for them to begin to doubt the authenticity of the Séahmatha's existence, to become very tired of getting up before dawn (rare for adventurer types?), and to begin to smell like fish innards. The lake is quite deep in the area near the shale bluffs, which are extremely steep along this stretch of the shore and rise 120-150' above the water's surface. They provide small shelves and crevices for hundreds of nesting blue pigeons.

If it doesn't occur to the PCs, one of their companions might suggest they pay a visit to old Bogatung the wyrdwoman to determine how or when to encounter the Séahmatha. Bogatung will be able to determine the length of time before the adventurers will encounter the Water-drake, but she refuses to reveal anything beyond "No

Wurm from the Séah will thee see this day." This is designed to insure that PCs will return to fatten her purse every day until they encounter the Serpent.

17.3.2 LAIR OF THE SÉAHMATHA

A series of damp caverns, caused by millennia of seepage and Long Lake tides, meander through the limestone strata underlying portions of the shale cliffs that form the lake valley's eastern scarp. Innumerable passageways and exits empty into the Long Lake underwater, but, aside from several inaccessible sinkholes, infrequent narrow crevices, and tiny hidden vents, the only access above the waterline to the complex of caves where the Séahmatha makes its home is some 85' up the cliff. This series of cave entrances is not readily visible from boats upon the lake's surface (see 17.5.1 for a description of the blue pigeon flurry that will reveal the presence of the caverns).

The shale bluffs are the eroded edge of a glacial syncline—the Long Lake valley, and the cliff face which now overhangs the lake's surface is angled sharply downwards as a consequence. This makes scaling the scarp a series of Extremely Hard (-30) Climbing maneuvers because a climber must actually clamber out, around, and over several projections. A fall will result in the unfortunate suffering of I-5 +20MBa attacks (bouncing off the cliff face on the way down) unless a successful maneuver is made by the character to push himself or herself away from the rock face (bonuses from Acrobatics, Adrenal Moves (landing), Climbing, or Diving skills would be applicable here). Fortunately the water below softens the final impact (a +I-43MCr, depending upon how far up a clumsy PC is at the time of the fall).

Much easier is rappelling 45' down the bluff from the 130' summit above the cave entrance, requiring several Hard (+10) Climbing maneuvers, (using rope, of course). Once PCs arrive within about 20' above or below the cavern entrances, the openings become clearly visible, detectable with a Routine (+30) Perception maneuver.

Inside and beyond the low-ceilinged, fairly dry, shale entry areas, the limestone chambers and passageways are cool and damp, but relatively roomy and lofty-roofed. Dripping stalactites and lumpy floors riddled with columns, stalagmites, small sinks, and rises make footing perilous: for every 10 minutes (60 rounds) of exploration have the PCs make a Medium, +0 (or harder in certain noted areas), maneuver roll to avoid losing their footing and suffering a +20 Martial Arts Sweeps & Throws rank I attack.

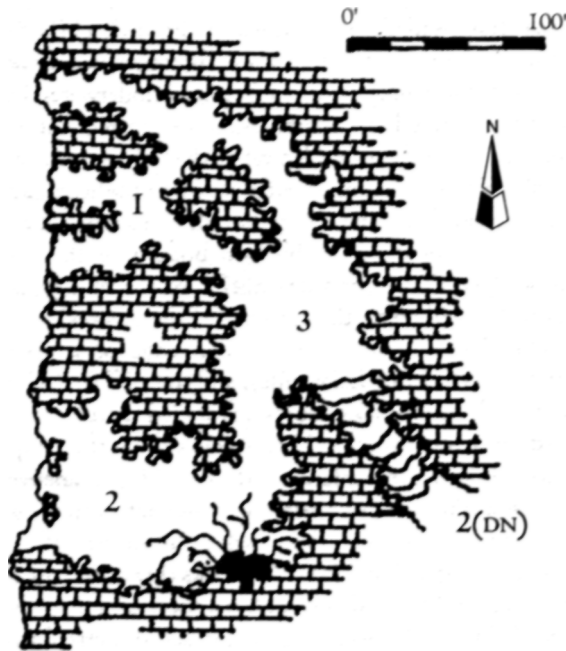
The long, sloped, windy passages which meander for 100-500' each and which connect the caverns depicted on the map are particularly slick; in them the maneuver rolls for footing that must be made rise in difficulty to Very Hard (-20). There is an additional chance that a fall will send a PC careening pell-mell another 50' or so down the steep tube until he is able to stop a fall (treat as a +25SCr). These tubes were eroded ages ago by water draining from the oak savanna east of the Long Lake (a fact which is





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discernible to an experienced spelunker with a Medium, +0, Static maneuver roll, with applicable bonuses to Dwarves and those with skill in Caving). The passageways get steadily damper as they descend to the level of the surface of the Long Lake nearby.



1. Honeycomb Roost. Three low, wide gaps in the shale cliff face provide an entrance into the Séahmatha's Lair. None of the entrances are more than 3' high, requiring most player characters entering here to crouch or crawl until they reach the area where the three entry branches first meet and the ceiling rises to 5'.

A successful Hard (-10) moving maneuver (for an average-sized human, with applicable Contortions or Caving bonuses) is required to avoid brushing against and disturbing the I-50 pond bats roosting on the ceiling of each passageway. If disturbed, the bats will swarm and, in such a small space, panic, resulting in I-10 attacks against the offending PC. The acrid smell given off by the piles of pond bat guano, a tip-off to the inhabitants inside, is noticeable from just outside with a Hard (-10) Perception maneuver.

2. Pigeonholes. Three wide, low openings pierce the bluff wall here and open onto a large broad space with a dripping ceiling 15' overhead. The walls and floor of this cave are covered with the nests and droppings of 151-250 blue pigeons. Invaders who do not state that they are making an effort to move slowly and fluidly in order not to disturb the cooing flock will be dive-bombed by several pesky birds upset at having their homes threatened (use attacks in Section 19.3).

These are the birds who alerted the PCs to the presence of the cliffside entrances, for a yawning sinkhole in the southeast corner of the chamber leads down a long, narrow chimney to the ceiling of the Séahmatha's Gallery

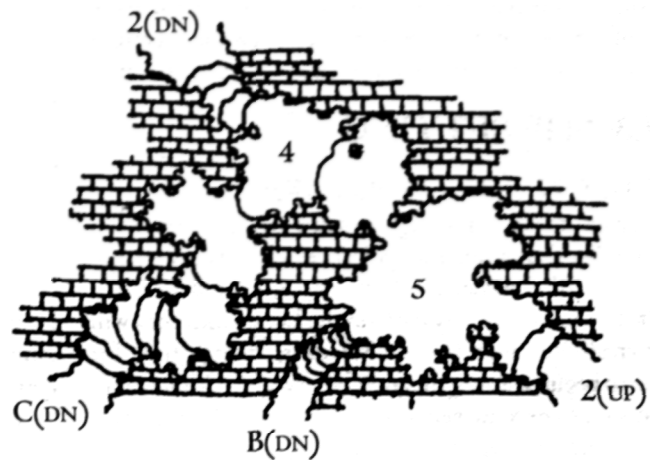
(#14.). The acoustics of the shaft connecting the two locales are such that loud noises (like a Water-drake bellow) in the lower cavern are funneled up into this cave at such a surprisingly loud volume, that the flighty pigeons who reside here become fearful and abandon their nests en masse (temporarily, of course).

There is a 5% chance for every ten minutes (60 rounds) the PCs spend here that they will hear another Séahmatha bellow and witness the panic it causes.

3. Bat Vent. This high-ceilinged chamber is shaped like an inverted cone; a vent at its peak exits through a sinkhole in the ground 48' overhead. Several hundred pond bats roost here and use the overhead egress to escape each evening. A loud noise may (30% chance) disturb them, resulting in I-5 attacks upon the character nearest the mayhem.

4. Flowstone Junction. The floor of this chamber is an immense flowstone resembling nothing so much as a solidified waterfall of limestone spilling off to the northwest and the southwest. Several large cascade ledges between 2-3' high are particularly slippery and each requires an Easy (+10) Climbing maneuver to surmount. The walls of the entire area are covered with beautiful and fragile stalactite latticework.

5. Windy Hollow. Air that is cooled after entering the cavern complex from chambers above whips through this relatively low roofed (15') hollow from corridor A to corridor B at speeds up to 60mph. The noise from the constant gust makes it difficult to hear. Candles are 99% likely to be blown out; torches 95%.



6. Great Depression. This large cavern, possessing a ceiling dripping with stalactites some 22' overhead, is dominated by an immense sinkhole. Passing through the chamber requires a Very Hard (-20) moving maneuver to avoid slipping towards (and perhaps into) the sink. That increases to Extremely Hard (-30) for characters who have already lost their balance in the Slippery Chute (#7) and are plummeting down tunnel E on their backsides.

A fall into the sinkhole results in a 24' tumble (treat as a +12MGr) into a cold underground pool. The pool connects to a pool beneath the sinks (at #10 and #12),



the pools at the Fungi Basin (#13) and the Séahmatha's Gallery (#14), and the Long Lake itself. The Séahmatha and its spawn often use these underwater tunnels to travel.

7. Slippery Chute. PCs arriving here from tunnel D must make a Very Hard (-20) moving maneuver to avoid losing their balance and slipping down tunnel E (sustaining I-10 +25SBa attacks along the way).

8. Dry Nook. Up several downward-sloping steps is a relatively dry chamber whose walls are riddled with numerous small crevices. A partially limed-over mannish skeleton lies in the farthest southeastern reaches of the place, requiring a Hard (-10) maneuver to perceive. It grasps the stump of a torch in one hand and a rusty iron seaxe in the other. On the wall nearby, a Northron rune (non-magical) supposed to ward off evil is crudely scratched (Very Hard, -20 to perceive).

This unwilling spelunker was a prisoner of the secret darkness-worshipping sect that once existed in Londeroth-by-Lindal. Held for over six months in an oubliette in the hidden caverns behind the Lindal Falls where the cult once held covert meetings, he was quite insane by the time he escaped into the labyrinth of crawls and linked caverns deep underneath the eastern shores of the Long Lake. By a stroke of extraordinary luck, he found his way here (via the Hidden Sinkhole at #10 below) before his last torch burnt out and he perished.

Secreted in one of the crevices along the eastern wall (Sheer Folly, -50, to find) is a decaying scrap of auroch hide with a crude map of the escapee's route here scrawled upon it in burnt wood. The map is unlabeled.

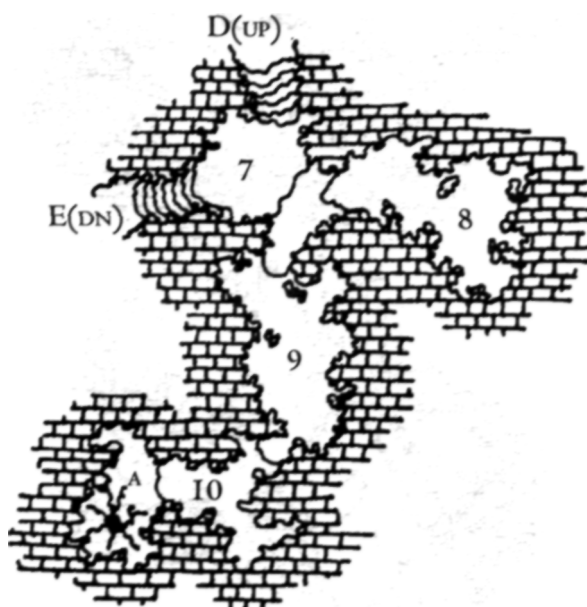
9. Stalactite Hall. The roof of this hall is hung with a number of enormous stalactites. Some have merged with stalagmites to form columns, and others reach I0-I5' down from the I9' ceiling overhead. Maneuvering amongst them requires a Hard (-10) maneuver (with applicable bonuses due to size, Caving and Contortions abilities). Failure may (30% chance) result in knocking one or more of the smaller stalactites loose (resulting in I-5 +40MHo attacks against the offender). A narrow squeeze at the southern extent of the hall is only 3' wide and 5' tall requiring a Light (+10) maneuver to pass through it.

10. Hidden Sinkhole. At the back of a dank, inclined chamber, a smaller sinkhole requiring a Medium (+0) maneuver to avoid slipping in opens onto a shaft which drops 48' to water (and a series of connecting underwater passages—accessing sinks at #6 and #12, pools at #13 and #14, and the Long Lake). 33' above the water's surface, another 4'-high tunnel meanders south (and eventually, after many miles, connects with a series of caverns behind the Lindal Falls).

11. Watery Grotto. This very wet chamber is barely above the level of the Long Lake, and is flooded to a depth of about 2' during high tide (at which time the extent of the water conforms to the dotted outline indicated on the map). The place is also foggy—limiting vision to 60' and giving the grotto an unsettling aura.

The terrible and grotesque visage of a Water-drake looms up out of the haze in the middle of the place. It requires a Hard (-10) Perception roll for agitated PCs to determine immediately that this is not the Séahmatha, but merely the carved prow of an ancient and decrepit Northron Lake-ship. Only the front two thirds of the heavily damaged craft remain, rotting and limed over. The vessel is a remnant of a Séahmatha victory dragged back here by the beast centuries ago.

Several bones, broken oars, old shields, rusty iron spearheads, a granite loom weight wrapped with a thick gold wire (100sp, for binding hair) which is strung with 6 garnet beads (16sp each), 22cp and 17sp (all minted centuries ago at Buhr Widu, and stamped with the visage of the ancient king Vidugavia) can be located by diligent PCs picking through the junk in the belly of the craft. One shield is magicked to provide a +5DB, and a red-gold armband about the humerus arm bone of one victim (Very Hard, -20, to perceive) allows the casting of a level 3 *Balance* spell once per day).





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Lair of the
Sèahmatha

Noise from a party attacking the ship prow may be heard by the Sèahmatha or its spawn if any are awake and present at #13 or #14. They will almost certainly investigate: the spawn via caverns #13 and #12, and the Sèahmatha either the same way or by exiting to the Long Lake and returning via the pool in the northern part of the grotto (which leads to a single passage that exits only into the lake).

Two damp smaller chambers extending off the eastern end of the grotto have beautiful walls covered with a delicate lattice of hardened limestone drippings. The latticework is covered with a faintly luminescent green fungi, and is quite beautiful to behold.

12. Limey Cavern. The 32' ceiling of this immense cavern is hung with numerous stalactites, and limestone columns along the walls provide plenty of good hiding niches. A series of broad, sloped natural steps descend to #13 to the south. A sinkhole at the western end of the cavern drops 14' to a underwater grotto that connects with the sinks at #6 and #10, the pools at #13 and #14, and the Long Lake.

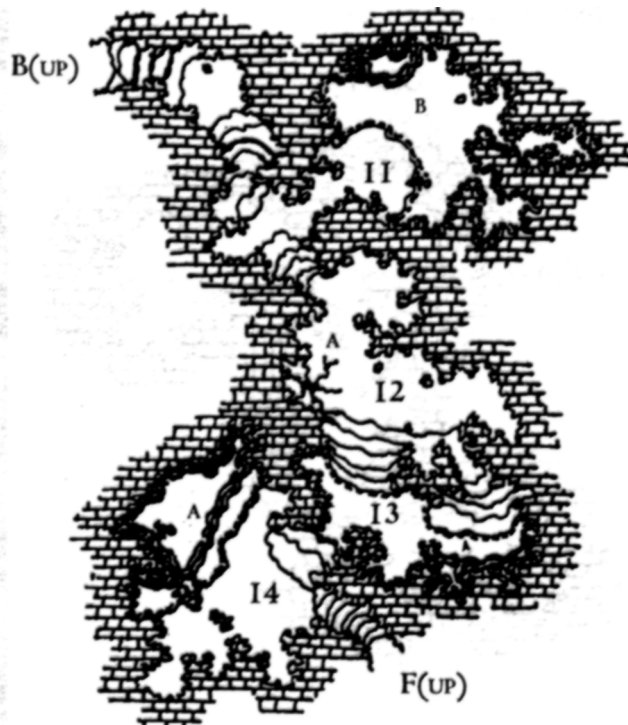
13. Fungi Basin. This area is more an extension of the Limey Cavern (#12) than a separate cave, but its sandy floor is some 12' lower than the floor of the Limey Cavern, and fog limits vision in the place to 60'. Large mushrooms, some nearly 1' high, cover the floor throughout the basin, and patches of pale pink and glowing green fungi are scattered over the walls. A swath of destroyed mushrooms stretches from the entrance to #14 north to #12. A Medium (+0) Perception maneuver will indicate that this was made by the passage of a large body—the Sèahmatha.

A pool in the southeast region connects with the sinks at #6, #10, and #12, the pool at #14, and the Long Lake. The entire area delineated by the dotted line on the map is flooded at high tide to a depth of some 2'.

14. Sèahmatha's Gallery. This vast chamber's roof is nearly 45' overhead, and the area's stalactite-covered ceiling and walls are spotted intermittently with patches of glowing green fungi which has been gnawed in many places, since the Sèahmatha enjoys the numbing sensation the fungi causes. Wisps of fog (limiting vision to 100') drift up over the bone-littered floor from the pool in the western corner of the gallery (which connects to the sinks at #6, #10, and #12, the pool at #13, and the Long Lake). A narrow strip of cave alongside the pool's edge floods during the high tides in the Long Lake to a depths of some 2 feet.

Nearer the aisle of limestone columns in the southwestern reach of the area, the pungent odor of the Sèahmatha is, with a Medium (+0) Perception maneuver, noticeably stronger. Beyond the aisle, a nook serves as the nest of the Sèahmatha and its spawn. There the muddy ground is covered with rotting lake vegetation and broken bones, and a smaller niche at the back of the nest, crammed with rotting algae, reeds and mud, contains the remains of two huge, leathery eggs. Valuables in various tarnished and decaying states lie scattered around the nest in several piles.

- A large assortment of mostly rusted weapons, armor and some mildewed leather equipment some of it still worn by its skeletal owners
- After cleaning the mother-of-pearl hilt, crosspiece and 11" broken blade of Osséah's high-steel broadsword Naegling (No. "Silver Nail"), it will serve as a +5 magical blade. It is made with a black pearl pommel that allows the casting of both *Stunning* (at twice the wielder's level) and *True Aura* (at the level of the wielder) twice per day each. The blade is famous, and may be reforged by a quality weaponsmith into a magic +15 weapon
- Zungatveran (see 20.3), containing: a delicate gold chain, with hanging amethyst, garnet and mother of pearl teardrop cabochons, meant to be worn like a circlet (I46sp)
- 3 battered, verdegri-covered bronze chests (unlocked; one is upright, but two have been overturned and their contents spill out over the mud floor) containing: some 4,384sp worth of coinage (varying provenances, all old)



- Gems and jewelry and coins scattered about the cavern floor about 110gp; 720sp; 4300cp, 200ip; 50gp of gems (garnet, amethyst, mother-of-pearl, emerald, ruby, etc.) and jewelry (armrings/bracelets/anklets, neck torques/pectorals/bead necklaces, brooches/cloak pins, shoulder clasps/belt buckles, rings, earrings/noserings, etc. with a predominance of Northron niello-inlaid, filigreed metal and/or cloisonné items set with enamel, colored glass and gemstones)
- Roughly 5000sp worth of other costly items: gold-rimmed drinking horns; gilded bronze bridle-fittings; chased bronze hanging bowls; millefiori glass rods; bronze and silver hand mirrors; linked-ring chains; silver needles; etc.
- Swanflahuta (see 20.3)
- Assenpréon, wrapped in a mostly-rotted silk kerchief (see 20.3)

17.4 THE TASK

STARTING THE PLAYERS

The PCs will probably hear rumors of the Séahmatha's return several days before they are approached in the Vodagarazun by a young member of the Visceras, one of Hygegrim's grandchildren, who buys them each a drink and asks if they are interested in combating the Water-drake.

If so, he will arrange to meet the player characters in the Vodagarazun shortly after dusk the following evening to take them to Hygegrim. At that time, he will lead the party through town to the home of Hygegrim in the Viscerstede. Along the way, they pass several homes in the Viscerstede with their front doors painted white (a sign of mourning).

At Hygegrim's residence, over dinner, the aging patriarch will describe the problem and the encounters thus far with the Worm. He will mention the great troves of booty that such beasts are said to hoard in their lairs, explaining that such a prize rightfully belongs entirely to whoever slays the monster. Besides that, the Visceras edfrehar and the town government are jointly offering 3000sp for the (proven) death of the Worm. If the adventurers agree to combat the Water-drake, Hygegrim will be pleased and will ask them to accompany him to an evening meeting at the Viscerashuil to discuss the problem and to declare their undertaking publicly.

Beadarof will be present at the meeting, and will announce that, beginning at dawn on the morrow, he has ordered a mernac to accompany the Visceras thurrucan to the area where the Worm has been sighted previously. That warship is to be manned by 1 or 2 Cuirlas and from 4-8 drihten regulars in addition to the PCs (the escort size should depend upon the number of player characters). In keeping with the Northron tradition of boastful oratory, PCs will be expected to stand at the meeting and make a public statement denouncing the Séahmatha's destruction and, perhaps, an oath promising the death of the Water-drake.

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Skill in Swimming, Climbing, Caving; shipboard experience; and, of course, great mastery of arms should all prove useful. This adventure is suitable for mid- to high-level player characters. Familiarity with the folktales of Baeda or Osséah might provide hints to the PCs about the Séahmatha's fear of fire and unusual susceptibility to stunning blows. Further, the nature of the limestone formations (17.3.2, #9) might aid adventurers who lure the Séahmatha there for a battle. The beast normally avoids the cavern, and movement in the place by the adult Worm (without upsetting the hanging stalactites and suffering 1-10 +40MHo attacks) is an Extremely Hard (-30) maneuver; the difficulty is Very Hard (-20) for the Séahmatha's spawn.

OBSTACLES

Clumsy characters may have trouble with their footing inside the caverns where the Séahmatha makes its lair. Heavy metal armor will prove a distinct hindrance to PCs both on the lake and in regions of the cavern complex filled with deep water. Anyone unlucky enough to be wearing chain mail (or, Eru forbid, plate armor) while aboard a ship that is capsized by the Séahmatha will, barring phenomenal Swimming ability, sink like a stone. The Long Lake reaches depths beyond 100 fathoms in places (and is lightless beyond about 60 fathoms).

REWARDS

The sizable opulence that comprises the Séahmatha's hoard is the most significant reward. Naegling, the legendary sword of Osséah, which anyone familiar enough with the tale of Osséah will recognize with a Hard (-10) Perception maneuver is a great treasure in and of itself, even without the other valuables to be recovered from the lair of the Drake. Further, the prize proffered by Hygegrim and Beadarof of 3000sp is nothing to scoff at.

But most rewarding of all, perhaps (at least to Northron player characters) will be the fame they receive. Odagavia will order the bells in the Gaoltur rung to declare a holiday, and a huge crowd will gather for a feast at the Thráinhuil. PCs will be expected to dispense gifts from their newfound wealth (in the great Northron tradition of gift-giving) and to boastfully describe their exploits in detail before the throng. Hygegrim will humbly ask successful PCs if they would be willing to pay the wairprik (No. "Head-price") of each of the Lake-folk slain by the Séahmatha out of that beast's hoard (just 12sp each). Only extraordinarily mean characters would not (and a refusal would reflect poorly upon them anyway).

Several negative aspects to slaying the Séahmatha could arise: the PCs could be robbed (by Dudannis and Gripa, perhaps—see Sections 14.0 and 19.1); other patrons at the Vodagarazun will expect that they purchase everyone drinks (and will drop overt and annoying hints to that effect) for some time to come; and the adventurers could even be assaulted by envious (and inebriated) thugs in a tavern or on the Westorf after dark.





17.5 ENCOUNTERS

17.5.1 THE SÉAHMATHA ON THE LAKE

Some 3-7 days after they begin their daily forays out upon the Long Lake, the player characters will encounter the Séahmatha. One overcast morning, the huge beast rises up out of the lake and attacks. If a full week has elapsed since the PCs began to hunt the Worm, there is a 10% chance that the two spawn will accompany their parent on a feeding expedition. Thereafter, for all future encounters upon the lake, that chance increases by 5% every day. There is a 15% chance that the Séahmatha will attack each of the five Visceras thurrucan, and a 25% chance it will assault the mernac on which the PCs are aboard. The Serpent does so initially by either bashing the boat (all on board suffer a half strength Bash attack) or attempting to crush the vessel (with a Grappling attack), in which case all must make a successful Very Hard (-20) Moving maneuver to avoid being trapped underneath a coil of the Worm—Adrenal Moves (balance) would be very helpful here. If the spawn are present, they are likely (75% chance) to follow suit and assist in the attack upon the vessel that their mother has chosen, but there is a 25% possibility that, in a feeding fervor, they will assault another craft by bashing it or attempting to bite it.

The Séahmatha will not depart until it secures at least a one-person meal, unless the monster suffers life threatening injury (e.g., more than half of its concussion hits or a mortal critical), a powerful stunning blow (60% chance to flee), or encounters a significant presence of fire (more than one torch is needed; 40% chance to flee, +1 % per each concussion hit of fire damage, and +10% per each severity degree of burn critical suffered by the Serpent). Barring these occurrences, the Water-drake will probably attempt to apprehend any Northrons flailing about in the water before departing.

Any spawn present will follow their parent if the adult Water-drake flees. Each spawn is 75% likely to flee a stunning blow, and has a base 60% chance of fleeing fire (plus the additions due to burn damage described above). Even one torch would be effective against the spawn, but the creatures must be burned before they will learn that fire is something to be feared.

Regardless of their initial encounter with the Séahmatha, and, assuming the creature is not slain, all folk in the vicinity will witness an event which provides the essential clue to locating the above-water entrance to the Séahmatha's lair. Some 3-5 minutes after the Worm's departure, the nearby shale bluffs will erupt in a flurry of noisy, panicking blue pigeons (escaping from 17.3.2, #2). Clever PCs will recognize there is some connection between the Séahmatha's departure and the upset birds (with a successful Medium, +0 Static maneuver, using bonuses from *IG* for *MERP* or *R* for *RM*, if the players do not realize this on their own). The party will be able to pinpoint the cliffside origin of the fleeing pigeons with an Easy (+10) Perception maneuver.

17.5.2 IN THE LAIR

Within its cavern home, both the Séahmatha and its spawn will attack any intruders on sight. Once PCs are inside the lair, roll to determine the Worm's activity:

01-40—gone fishing (in the depths of the Long Lake);

41-60—napping at 17.3.2, #14;

61-00—awake and at home (see location chart below).

If the Séahmatha is awake and at home, roll every 10 minutes (60 rounds) to determine the location of the Serpent. The spawn are 30% likely to be with their mother; if they are not, roll to determine their location (they are 70% likely to be together).

The Séahmatha will arrive within 3-8 minutes if its spawn are involved in combat in a nearby cavern (in the reverse situation, the spawn will arrive in 5-10 minutes). All three beasts, especially the adult Worm, use the connecting underwater tunnels (between 17.3.2, #'s 6, 10, 12, 13, 14, and the Long Lake) frequently. If forced to flee a combat situation, all three beasts will use the nearest underwater route to escape to the Séahmatha's Gallery (at 17.3.2, #14). If already at the Gallery, the beasts will fight to the death.

Roll (1-100)	Location (see 17.3.2)
01-04	#4
05-07	#5
08-15	#6
16-20	#7
21-23	#9
24-28	#10
29-35	#11
36-47	#12
48-65	#13
66-00	#14

17.6 GAMEMASTER NOTES

The player characters will probably encounter the Séahmatha in mortal combat within the beast's lair (which is just as well from their standpoint, for the party has better odds when standing on firm ground). A clever group might realize the possibilities of engaging the Séahmatha and/or its spawn in the Stalactite Hall (at 17.3.2, #9). Movement through that cavern by the adult Worm (who normally avoids the place and would have to be lured there) without upsetting the hanging stalactites and suffering 1-10 +40MFHo attacks is an Extremely Hard (-30) maneuver (the difficulty is Very Hard, -20 for its spawn).

This adventure has the potential to bring the PCs more fame, with all its positive and negative trappings, than any other undertaking described in *Lake-town*. If the group successfully slays the Séahmatha (bringing back proof of the deed), they will be immortalized in Esgaroth's folktales, but they may be surprised to hear the inaccuracies that arise when they become conflated with the heroic archetypes typical in such bardic lays.

18.0 APPENDICES

Space does not permit us to spell out every thought or include statistics for every major role playing game system, so we include the following abbreviations, definitions, citation guidelines, etc.

Section 18.1 covers abbreviations. Section 18.2 enables readers to translate citation references. Definitions of frequently employed terms are set out in Section 18.3.

18.1 ABBREVIATIONS

The most commonly used abbreviations are listed here alphabetically according to sub-categories.

LANGUAGES

A.	Avarin (East-elvish)
Ad.	Adûnaic
B.S.	Black Speech
E.	Eldarin (Old-elvish)
Kh.	Khuzdul (Dwarvish)
K.	Kuduk (Ancient Hobbitish)
Lo.	Logathig
M.	Melkorin (Ancient Dark-speech)
No.	Northmanish (Foradanin, Rhovanion)
Or.	Orkish dialect
Q.	Quenya (High-elvish)
S.	Sindarin (Grey-elvish)
V.	Valarin
W.	Westron (Common Speech)

GAME SYSTEMS

<i>LoR</i>	<i>Lord of the Rings Adventure Game</i> (ICE)
<i>MERP</i>	<i>Middle-earth Role Playing</i> (ICE)
<i>RM</i>	<i>Rolemaster</i> (ICE)

CHARACTER STATS

Ag	Agility
Ap	Appearance
Co	Constitution
Em	Empathy
Ig	Intelligence
It	Intuition
Me	Memory
Pr	Presence
Qu	Quickness
Re	Reasoning
SD	Self Discipline
St	Strength

GAME TERMS

AT	Armor Type
DB	Defensive Bonus
MB	Maneuver Bonus
OB	Offensive Bonus
PP	Power Points
RR	Resistance Roll

SOURCES

<i>Hob</i>	<i>The Hobbit</i> (Ballantine ed.)
<i>LoR</i>	<i>The Lord of the Rings</i> (Ballantine ed.)
<i>LoRI</i>	<i>The Fellowship of the Ring</i> (Ballantine ed.)
<i>LoRII</i>	<i>The Two Towers</i> (Ballantine ed.)
<i>LoRIII</i>	<i>The Return of the King</i> (Ballantine ed.)
<i>Sil</i>	<i>The Silmarillion</i> (Houghton Mifflin ed.)
<i>UT</i>	<i>Unfinished Tales</i> (Houghton Mifflin ed.)

AUTHORIZED PUBLISHERS

A&U	Allen & Unwin, Ltd (London)
Bal	Ballantine Books (New York)
GA&U	George Allen & Unwin, Ltd (London)
GB	Grafton Books (London)
HC	Harper Collins (London)
HM	Houghton Mifflin Company (Boston)
UH	Unwin Hyman (London)

18.2 CITATIONS

Since this is a game supplement, the descriptions in the character glossaries have been confined to material pertinent to fantasy role playing. In order to provide the reader with access to more information, we provide citations to selected sections of the works; however, generally only one significant section is indicated.

All citations are italicized. Bold italic print citations denote the a reference to one of Tolkien's works or, when specified, to one or more ICE products. ICE's publications contain extrapolated material and do not contain text attributable to J.R.R. Tolkien.

Example: A citation states "Read *LoRIII* 122. See ICE's *MERP* 71." This means you can find more information in *The Lord of the Rings Part III, The Return of the King*. The material is at page 122 in the Ballantine (U.S. paperback) version. More data is in ICE's *Middle-earth Role Playing* at page 71.

18.3 GLOSSARY

The following glossary provides translations and explanations of (mostly Sindarin) terms sprinkled through this supplement. You should refer to the sources, especially *The Hobbit* and *The Lord of the Rings*, for more detailed information about these and other Endorian names and concepts.

Asdriags: A group of short, war-like, nomadic Easterling tribes who occupy portions of the central and eastern Talath Harroch (S. "South-horse Plain"), just east of Dagorlad. The Asdriags are renowned for their horsemanship.

Dorwinion: See "Winethand."

Dorwinrim: A short, hardy, hospitable folk who reside in the Winethand and concern themselves especially with agriculture and trade. The Dorwinrim are famous for their wine-making and their cosmopolitan culture.





Dragons: Monstrous, scaly, serpentine beasts created by Morgoth during the First Age to combat the great Eagles. The mightiest Fire-drakes are winged, and armed with fiery breath that strikes like a flaming tempest. Their flames can set a river steaming like hot tea and reduce a thriving settlement to cinders and ashes. While hardly wise, Dragons are cunning and cruel creatures who can reason, dream, and even prophecy. Nothing pleases a Drake more than sacking a town, gathering its booty into a golden heap, and nesting upon it for a century or two. Dragons do, however, have genuine weaknesses: they tend to grow vain and complacent if unchallenged, giving themselves away in riddling talk, and each bears a soft "birth-spot," where its armor can be pierced and mortal damage done.

Giants: (No. "Stan-éoten"). Huge grotesque humanoids of Northron legend, Giants guard mountain passes and are reputed to be both simple-minded and extremely near-sighted. Tales claim their primary loves to be thunderstorms, drums, rock-throwing, and riddles. They are said to be perpetually hungry and hold an aversion to bright sunlight, which hurts their weak eyes.

Goblins: (S. "Orcs") Originally bred by Morgoth in the First Age, these creatures quickly became servants of Darkness; it is likely they were not inherently evil, but were culturally and mentally predisposed toward the "foul life." Legend has it that their ancestors were Elves who were twisted in mind and body by the Black Enemy. Only the strongest and most vile breeds, such as the Uruk-hai, can withstand the light of day without cringing. The Goblins of Wilderthand grow increasingly bold, and have taken to raiding isolated Northron homesteads and communities from astride the backs of huge War-wolves on the darkest nights.

Gondor: See "Stoningthand."

Great Plague: A horrible epidemic that first struck Wilderthand in T.A. 1635 and swept through Gondor in T.A. 1636-37.

Northrons: Also called Northmen, they comprise a varied group of tall, strong, and hairy folk descended from the "Middle Men." As such, they stand culturally and physically between the "High Men," or Edain, and "Common Men." Branches of the Northrons residing in Wilderthand (circa T.A. 1640) include: the Beijabar (No. "Warrior-bears of Yore"), the Dale-folk or Dalethéod (No. "Valley-folk"), the Eóthraim (No. "Horse-folk"), the Estaravi (No. "Enduring Sufferers"), the Plains-folk or Gramuz (No. "Grasslanders; Fierce Race"), the Lake-folk or Séahthéod (No. "Lake Folk"; including the East Bight inhabitants), the Nenedáin (S. "Water People"), and the Woodfolk or Widulingas (No. "Wood People"). Northrons are reknowned for their boisterous forwardness, both in warcraft and in revelry.

Orcs: See "Goblins."

Raft-elves: A kenning for the Silvan and few Nando and Sinda Elves who reside in the Wood-elven village of Celebannon upon the Forest River. The Raft-elves serve as the main players of Forest River trade. Employing

sturdy rafts and nimble, birchbark canoes called Sirithorn (S. "Flowing River-wood"), they conduct trade between the reclusive Wood-elves of Mirkwood and the outside world (especially the folk of Lake-town).

Rhovanion: See "Wilderland."

Sagath: A large group of short, war-like, nomadic Easterling tribes who occupy the lands between Mirkwood and the Sea of Rhûn. Extraordinarily xenophobic, the Sagath's main form of diplomacy is a sharp spear. Like their distant kinsfolk, the Asdriags, the Sagath are reknowned for their horsemanship. They migrate in the great wagons that serve as their homes and store-houses. Thus, the Northmen call them "Wain-riders" or "Wain-easterlings."

Stoningthand: (No. "Stone-land"; S. "Gondor") The vast Dúnadan realm that lies west of Mordor and north of the Bay of Belfalas. Osgiliath on the Anduin serves as the Gondorian capital until T.A. 1640, when the throne is moved to Minas Arnor (Minas Tirith). Pelargir on the lower Anduin is the realm's chief port.

Trolls: Morgoth bred the first Trolls (S. "Tereg"; sing. "Torog") during the Great Darkness of the Elder Days. Fashioned in mockery of Ents, his repulsive creations (like the Naugrim) embody the character of stone, with comparable strength, hardness, and intellect. The original Stone-trolls have, over the years, diversified into several other species, including Cave-, Snow-, Hill-, and Forest-trolls. Trolls face two principal handicaps: direct sunlight, which transforms them back to lifeless stone, and phenomenal stupidity. Sauron's Olog-hai, however, serve as a frightful exception to these norms.

Wilderthand: (S. "Rhovanion"). Traditionally, a vast region encompassing all the land south of the Grey Mountains, north of Mordor, east of the Misty Mountains, and west of the River Redwater. This area includes Mirkwood, and the northern Anduin (S. "Great River"; No. "Langflood") valley. Some scribes count the whole of the area between Mirkwood and the Sea of Rhûn, save Dorwinion, as part of Wilderthand.

Winethand: (S. "Dorwinion"). An eastern realm of rolling hills, vineyards, and olive groves situated due east of Rhovanion. It is bounded by the River Running to the north and the Sea of Rhûn to the east. Gaerandil Cirya (S. "Sea-wanderlust Ship"), the Realm Master of the Dorwinadan people, resides at their chief town, Shrel-Kain.

Wood-elves: The carefree and magical Silvan, Nando, and Sinda Elves who inhabit the northern glades of Mirkwood the Great. The immortality of the Wood-elves, coupled with their extreme xenophobia, causes most of their neighbors to disdain their frequent feasting and merry-making as frivolous. Both Hildor and Naugrim regard them with extreme suspicion. The Elven-king Thranduil (S. "Halls of Star-shadow") holds court in his limestone palace-under-the-hill, Aradhrynd (S. "Halls of the Elvenking").

Undead: Beings whose bodies have died but whose spirits have not yet departed from Arda, or Shadow-creatures who remain tied to the mortal world as a result of some heinous enchantment.

19.1 MERP/RM NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
RESIDENTS OF ESGAROTH										
Odagavia	12	96	RL/10	20	Y	Y	80bs	95cp	-10	Lake-man Warrior/Fighter. (Trader) Maeta of Esgaroth. Maestencappe (see 20.2). RM stats: Co76, Ag73, SD93, Me88, Re92, St79, Qu77, Pr91, Em90, In94. MERP stats: St79, Ag73, Co76, Ig90, It94, Pr91, Ap55. Skills: Admin45, Appr50, Dipl80*, Lead40, Nav37, Perc58, PSp52, Ride30, Row45, Sail35, S&H35, Swim56, Trad75*.
Beadarof	14	142	Ch/15	35*	Y*	Y	140bs*	114cp	-20	Lake-man Warrior/Fighter. Wendriht of Esgaroth. Also fights with 130sp* or 120ss. +50B (non-magical) broadsword. +100B spear. +15DB shield. RM stats: Co99, Ag76, SD63, Me51, Re70, St96, Qu92, Pr83, Em38, In45. MERP stats: St96, Ag76, Co99, Ig60, It45, Pr83, Ap72. Skills: Perc50, PSp40, Ride49, Row58, Sail66, S&H40, S&T45, Swim68.
Maethelgar	8	86	Ch/13	20	Y	A	60bs	30cp	-5	Lake-man Bard. Esgaroth's Crier. x2PP horn. RM stats: Co96, Ag79, SD53, Me92, Re62, St93, Qu63, Pr97, Em90, In61. MERP stats: St93, Ag79, Co96, Ig77, It61, Pr97, Ap90. Skills: Admin46, BSp8, Climb25, Dipl155, Law59, Perc45, Play Horn82, Play Lyre57, Play Recorder67, PSp72, Ride33, Sing54, S&H25, Swim25. All Bard Base lists, Essence's Ways to 10th (MERP); all Bard Base lists, Detections to 10th (RM).
Bogatung	8	18	No/1	0	N	N	10qs	—	-5	Lake-woman Mage/Seer. Reknowned wyrdteller; Visknakyn oracle. Fishbone rattle/staff, x3PP multiplier. Blind (-90): sight based skills (marked with #) are usable only through Bogatung's familiar, Etenleax. RM stats: Co61, Ag20, SD92, Me63, Re82, St29, Qu39, Pr75, Em97, In98. MERP stats: St29, Ag20, Co61, Ig73, It98, Pr75, Ap22. Skills: Attun51, BSp8, Divn76, Mim72, Perc84#, Ride13, Rune76#, Sing35, SLA100, StarG71#, Swim5, Trick50, Vent72, WeaW76#. 24PP*. Essence Perceptions, Spirit Mastery, Wind Law, Water Law, Detection Mastery, Calm Spirits, Spell Defense, Protections, Nature's Lore, Sound/Light Ways to 10th (MERP); Gate Mastery, Gas Manipulation, Liquid Manipulation, Mind Mastery, all Seer Base lists to 10th (RM).
Shinrinc	7	33	No/1	0	N	N	27sp	—	0	Lake-man Animist. Visknakyn priest. Eelskin tambour, +3 spell adder. RM stats: Co85, Ag69, Me90, Re80, St74, Qu45, Pr80, Em45, In94. MERP stats: St74, Ag69, Co85, Ig85, It94, Pr80, Ap40. Skills: Attun30, BSp7, BoatP45, Chan37, Climb20, Divn30, FAid52, Fish74, Med(cleanse)45, Nav48, Perc62, Play Tambour45, PSp30, Ride28, RMas32, Row53, Rune30, Sail48, S&H18, SurG53, Swim40. 7PP. Surface Ways, Protections, Nature's Lore, Blood Ways, Purifications, Direct Channeling to 10th (MERP); Blood Law, Concussion Ways, Purifications, Ceremonies, Weather Mastery, Fisherman's Ways to 10th (RM).
Gaervicca	6	26	RL/10	25	Y	Y	32bs	28sp	10	Animist/Lay Healer. Lake-woman drihten leech/healer. Bloodstone amulet, +3 spell adder. RM stats: Co74, Ag98, SD77, Me57, Re83, St76, Qu90, Pr90, Em49, In99. MERP stats: St76, Ag98, Co74, Ig70, It99, Pr90, Ap81. Skills: Attun24, BSp6, Climb30, Cook54, Dipl28, FAid71, For45, Med(heal)44, MWife58, Perc56, Ride43, Rune24, S&H25, Subd50, Swim30. 6PP. Surface Ways, Calm Spirits, Nature's Movement, Protections, Blood Ways, Organ Ways, Purifications, Bone/Muscle Ways, Plant Mastery, Creationsto 10th (MERP); Attack Avoidance, Movement, all Lay Healer Base lists to 10th (RM).
Woffung	7	59	SL/5	10	N	N	64lk	64lk	10	Warrior/Rogue (assassin). Woodman town jester. Spy for the Necromancer. Coats blade with Uraana or Blade Hemlock. Patchwork cloak casts lvl 4 Shadow Ix/day (40 min. duration). Foolsap casts lvl 7 Silence 5x/day. RM stats: Co60, Ag90, SD43, Me64, Re92, St55, Qu90, Pr100, Em34, In76. MERP stats: St55, Ag90, Co60, Ig78, It76, Pr100, Ap41. Skills: Acro57, Act74, Amb37, Climb57, Cont55, Dance35, Dipl58, DTrap49, Disgu79, Jug55, Perc47, PLock49, PSp53, Ride23, Skill69, Sing38, S&H69, Swim37, Trick81, Tumb55, URP69.
Gudrinc	7	111	Ch/15	5*	N	Y	98ba	65cp	-20	Lake-man Warrior/Fighter. Cuirl and hangman. Also uses 76sp. +5DB chainmail. RM stats: Co91, Ag76, SD64, Me76, Re55, St94, Qu92, Pr63, Em31, In39. MERP stats: St94, Ag76, Co91, Ig66, It39, Pr63, Ap72. Stats: BoatP25, Climb29, Gamb15, Inter23, Jump47, Nav20, Ride47, RMas45, Row47, Sail27, S&H13, S&T20, Subd49, Swim39.
Guthwin	7	126	Ch/15	20	Y	Y	103bs*	93sp	-20	Lake-man Warrior/Fighter. Cuirl and Bridge Guard captain. Also uses 56cp. +50B broadsword. RM stats: Co100, Ag86, SD92, Me56, Re68, St90, Qu84, Pr68, Em36, In56. MERP stats: St90, Ag86, Co100, Ig62, It56, Pr68, Ap54. Skills: Appr30, Climb34, Dipl33. DrugT(alcohol)30, Perc40, PSp20, Ride47, Row47, Sail37, S&H30, S&T40, Swim39.
Chlodimir	4	74	Ch/13	20	Y	A	77bs	67cp	-5	Lake-man Warrior/Fighter. Drihten member (Bridge Guard) and drill bagpiper. Also uses 52sp. +10 bagpipes. RM stats: Co90, Ag79, SD67, Me97, Re47, St90, Qu76, Pr62, Em67, In32. MERP stats: St90, Ag79, Co90, Ig72, It32, Pr62, Ap79. Skills: Climb18, Dipl8, Perc30, Play Bagpipes82*, Ride34, Row31, Sail16, S&H10, S&T10, Swim23.
Chlotar	4	74	Ch/13	20	Y	A	77bs	67cp	-5	Lake-man Warrior/Fighter. Drihten member (Bridge Guard) and drill bagpiper; Chlodimir's twin. Also uses 52sp. +10 bagpipes. RM stats: Co90, Ag79, SD67, Me97, Re47, St90, Qu76, Pr62, Em67, In32. MERP stats: St90, Ag79, Co90, Ig72, It32, Pr62, Ap79. Skills: Climb18, Dipl8, Perc30, Play Bagpipes82*, Ride34, Row31, Sail16, S&H10, S&T10, Swim23.
Éodoric	4	63	Ch/13	20	Y	A	75bs	75cp	0	Lake-man Warrior/Fighter. Drihten member. Also uses 39sp. RM stats: Co93, Ag90, SD67, Me73, Re64, St90, Qu86, Pr54, Em62, In70. MERP stats: St90, Ag90, Co93, Ig69, It70, Pr54, Ap85. Skills: Climb28, Nav10, Perc25, PSp10, Ride28, RMas23, Row41, Sail22, S&H18, S&T25, Swim43.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Vormentric	6	47	RL/10	0	N	Y	48bs	44cp	-10	Warrior/Fighter (merchant). Lake-man kryn of a merchant edfrehair. RM stats: Co69, Ag44, SD51, Me74, Re92, St62, Qu55, Pr90, Em73, In74. MERP stats: St62, Ag44, Co69, Ig83, It74, Pr90, Ap62. Skills: Appr52, BoatP21, Brib54, Climb10, Dipl49, Fals49, Gamb29, Nav46, Perc44, PSp32, Ride38, Row23, Sail35, StarG21, Swim25, Trad79, WeaW38.
Freamund	8	55	Ch/13	0	N	N	70bs	66cp	0	Warrior/Fighter (merchant). Lake-man kryn of a merchant edfrehair. Also uses 45sp. Glass lens, casts lvl 5 <i>Assessment True</i> 3x/wk. RM stats: Co54, Ag90, SD75, Me77, Re83, St92, Qu49, Pr97, Em95, In77. MERP stats: St92, Ag90, Co54, Ig80, It77, Pr97, Ap74. Skills: Appr66, BoatP46, Brib66, Climb20, Dipl66, Fals61, Gamb41, Nav58, Perc58, Play Rebec69, PSp51, Ride63, Row60, Sail43, S&H38, SurG33, Swim30, Trad82, WeaW36.
Beortnov	5	89	RL/9	25	Y	N	77ha	58ha	5	Warrior/Fighter (sailor). Lake-man boat captain in Freamund's employ. Also uses 43cp. RM stats: Co95, Ag90, SD49, Me40, Re73, Sr92, Qu85, Pr47, Em41, In60. MERP stats: St92, Ag90, Co95, Ig57, It60, Pr47, Ap64. Skills: AMov(bal)45, BoatP45, Climb50, Dipl33, Gamb33, Nav40, Perc30, Ride18, RMas45, Row53, Sail69, StarG43, Swim50.
Blosoma	2	21	No/I	10	N	N	12da	—	0	Lake-woman Mage/Sorceress. Freamund's daughter. Scarf, +2 spell adder. Fimfindil (see 20.3). RM stats: Co78, Ag61, SD77, Me70, Re75, St36, Qu93, Pr41, Em100, In100. MERP stats: St36, Ag61, Co78, Ig73, It100, Pr41, Ap90. Skills: Attun34, BSp4, Dance28, MagicR19, Perc35, Ride15, Rune39, Sed19, Sew20, Sing25, S&H10, StarG30, Swim10. 6PP. Fire Law, Light Law, Wind Law to 10th (MERP); Flesh Destruction, Fluid Destruction, Mind Destruction to 10th (RM).
Viclaf	3	30	SL/5	35	Y	N	40bs	36cp	10	Lake-man Ranger. Hróewalda's elder son. Wolfstooth necklace, +2 spell adder. RM stats: Co73, Ag90, SD50, Me51, Re60, St91, Qu96, Pr51, Em46, In92. MERP stats: St91, Ag90, Co73, Ig56, It92, Pr51, Ap84. Skills: Amb4, Climb23, DSense44, For34, Perc30, Play Rebec31, Ride16, Row28, Sail23, Sing18, S&H28, Swim33, Track18. 3PP. Path Mastery to 10th (MERP and RM).
Riguntha	6	48	RL/9	5	N	N	66bs	51cp	5	Warrior/Fighter (merchant). Lake-woman kryn of a merchant edfrehair. Embroidered leather vest yields AT9, +10Ap. RM stats: Co71, Ag91, SD62, Me83, Re82, St56, Qu76, Pr79, Em88, In97. MERP stats: St56, Ag91, Co71, Ig83, It97, Pr79, Ap77*. Skills: AnimT49, Appr53, Climb25, Dipl54, Nav51, Perc53, Ride69, Sew52, S&H46, Swim45, Trad73. 6PP. Item Lore to 5th (MERP); Delving to 5th (RM).
Agilulf	5	39	SL/5	0	N	N	45bs	45sp	10	Warrior/Fighter (merchant). Gramuz prominent ship merchant. RM stats: Co50, Ag90, SD38, Me97, Re79, St47, Qu44, Pr83, Em87, In58. MERP stats: St47, Ag90, Co50, Ig88, It58, Pr83, Ap41. Skills: Appr65, BoatP33, Brib28, Climb25, Dipl40, Gamb33, Fals25, Nav38, Perc37, Ride40, Row38, Sail35, Sing30, S&H28, StarG43, Swim40, Trad72, WeaW20.
Thal Éolsen	3	38	No/I	20	N	N	25lk	15lk	15	Warrior/Fighter (merchant). Lake-man prominent caravan merchant. RM stats: Co39, Ag95, SD55, Me78, Re81, St42, Qu98, Pr90, Em78, In50. MERP stats: St42, Ag95, Co39, Ig80, It50, Pr90, Ap42. Skills: AnimT33, Appr51, Brib23, Climb25, Dipl31, Fals18, Nav26, Perc25, PSp34, Ride51, S&H33, Swim30, Trad52, WeaW23.
Rothaar	7	115	Ch/13	30	Y	A	113wh*	79lb*-	10	Warrior/Fighter (barbarian). Woodman caravan master in Thal Éolsen's employ. +15OB war hammer. +10OB Elvish longbow. Ring of Healing, heals 3 hits/rnd., 1 pt. of bleeding/rnd. and mends other physical damage at 10x normals rate (works 1x/day for up to 60rnds.). RM stats: Co85, Ag26, SD98, Me76, Re77, St92, Qu90, Pr38, Em41, In95. MERP stats: St92, Ag26, Co85, Ig77, It95, Pr38, Ap58. Skills: Climb36(non-sheer surfaces), DrugT(alcohol)25, For40, Perc74, Ride61, S&H66, Swim21, Track72. 14PP. Nature's Lore to 5th (MERP); Weather Ways to 5th (RM).
Antharis	6	46	Ch/13	35*	Y	L	74ha	43sb	0*	Warrior/Fighter (merchant). Estarave independent merchant/caravan master. +10MM and DB chain shirt. RM stats: Co64, Ag97, SD50, Me49, Re67, St96, Qu86, Pr82, Em34, In90. MERP stats: St96, Ag97, Co64, Ig58, It90, Pr82, Ap61. Skills: AnimT(equine)44, Climb30, Dipl51, DSense46, For26, Perc48, Play Recorder54, Ride46, RMas55, S&H51, Swim30, Trad64, Trick29.
Guthlaf	6	50	No/I	0	N	N	53ha	24ha	5	Lake-man craftsman. Cooper; Kryn of Byden-bottan (No. "Tub Fixers"). Also uses concealed 23da coated with Uraana. RM stats: Co81, Ag76, SD74, Me63, Re70, St87, Qu46, Pr72, Em44, In95. MERP stats: St87, Ag76, Co81, Ig67, It95, Pr72, Ap47. Skills: Admin44, Brib25, Coop81, DrugT(alcohol)31, Gamb24, Perc51, Ride21, Swim46, TrapB38, Wood76.
Sigebeorta	6	26	SL/5	0	N	N	53wh	24wh	5	Lake-woman craftswoman. Cooper; Kryn of Byrla-bytlas (No. "Barrelmakers"). Also uses 23ha. Magic woodworking hammer, casts lvl 3 <i>Mold Wood</i> 3x/day. RM stats: Co48, Ag84, SD82, Me47, Re80, St83, Qu64, Pr71, Em56, In51. MERP stats: St83, Ag84, Co48, Ig64, It51, Pr71, Ap71. Skills: Admin46, Climb26, Coop84, Dipl44, Perc42, Ride41, Swim46, TrapB35, Wood53.
Merovech	7	33	SL/7	0	N	Y	62ha	27ha	-5	Lake-man craftsman. Cooper; Kryn of Tunne-craftas (No. "Tun Builders"). Also uses 32sp. RM stats: Co58, Ag75, SD55, Me67, Re71, St90, Qu48, Pr45, Em31, In95. MERP stats: St90, Ag75, Co58, Ig69, It95, Pr45, Ap46. Skills: Admin50, Coop93, Dipl37, Perc57, PSp40, Ride27, Swim52, Trad37, Wood61.
Swertling	5	39	RL/9	0	N	N	45ha	25ha	0	Lake-man craftsman. Cooper; Kryn of Byrel-byldas (No. "Barrelmakers"). Also uses 20bs. RM stats: Co49, Ag91, SD96, Me69, Re70, St44, Qu46, Pr96, Em77, In31. MERP stats: St44, Ag91, Co49, Ig69, It31, Pr96, Ap87. Skills: Admin30, AMov(bal)35, Climb20, Coop84, Perc35, Play Flute40, Ride30, Row35, Sail25, Swim45, TrapB30, Wood50.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Goshafoc	5	40	SL/5	25	Y	N	47ha	48cp	15	Lake-man craftsman. Carpenter; Kryn of Hudan-byldas (No. "House Builders"). +15 bodhran. RM stats: Co61, Ag95, SD65, Me45, Re86, St72, Qu77, Pr32, Em42, In84. MERP stats: St72, Ag95, Co61, Ig66, It84, Pr32, Ap73. Skills: Build79, Climb35, DrugT(alcohol)28, Gamb23, Perc40, Play Bodhran58*, Ride40, Row28, Sail30, S&H30, Swim50, Trad20, Wood74.
Odalinda	6	47	RL/9	0	N	N	49ha	48ha	0	Lake-woman craftswoman. Wainwright; Kryn of Wodu-craftas (No. "Woodworkers"). RM stats: Co68, Ag88, SD93, Me71, Re67, St33, Qu66, Pr52, Em93, In66. MERP stats: St33, Ag88, Co68, Ig69, It66, Pr52, Ap68. Skills: Climb26, For21, Perc41, PSp26, Ride46, Row34, Sing44, S&H31, Swim26, Trad24, Wain86, Wood81.
Gnorn	5	32	SL/5	0	N	N	40bs	25cp	10	Lake-man craftsman. Musical instrument maker/woodworker. +15 set of tuning forks. Equally proficient in all woodwind instruments. RM stats: Co38, Ag90, SD77, Me88, Re90, St51, Qu70, Pr79, Em98, In81. MERP stats: St51, Ag90, Co38, Ig89, It81, Pr79. Ap74. Skills: Climb20, InstM82, Perc37, Play Woodwind77, Ride28, Row25, Sing53, S&H25, Swim20, Wood82. 10PP. Wood Shaping to 10th (RM).
Sahali	3	28	No/I	5	N	N	31lk	20cp	5	Lake-woman craftsman. Signpainter. RM stats: Co52, Ag82, SD65, Me95, Re64, St43, Qu77, Pr96, Em88, In72. MERP stats: St43, Ag82, Co52, Ig80, It72, Pr96, Ap70. Skills: Appr21, Climb28, Dance26, For31, Paint52, Perc23, PSp23, Ride16, Sculpt32, S&H16, Swim28, Wood32.
Hygegrim	9	99	SL/6	20	Y	Y	100sp	84sp	0	Warrior/Fighter (sailor). Lake-man kryn of Visceras Edfreahir. Also uses 90nt*. +10 fishing net. Magic peg-leg will not sink. Earring allows casting of lvl 7 Fog Vision 1x/day (70 min. duration). RM stats: Co95, Ag45, SD97, Me53, Re65, St90, Qu20, Pr86, Em56, In89. MERP stats: St90, Ag45, Co95, Ig59, It89, Pr86, Ap42. Skills: AMov(bal)83, BoatP68, Climb68, DmgT(alcohol)48, Fish80, Nav71, NSM53, Perc53, Ride22, RMas68, Row88, Sail71, S&H60, Subd55, Swim68, WeaW68.
Béotta Webba	9	35	No/I	0	N	N	46sp	27cp	5	Lake-woman craftswoman. Kryn of Vebbas (No. "Weavers"). Magic loom, obeys verbal commands of owner. Spidersilk cloak, +20S&H. RM stats: Co59, Ag81, SD86, Me51, Re63, St88, Qu53, Pr69, Em95, In55. MERP stats: St88, Ag81, Co59, Ig57, It55, Pr69, Ap44. Skills: Attun39, Climb24, Cook62, Dipl37, For59, Herd42, Perc59, PSp42, Ride67, Row44, Sew68, Spin68, S&H44*, Swim39, Trad39, Weave97.
Unn	7	50	SL/5	5*	N	N	34lk	30lk	0	Lake-woman craftswoman. Kryn of Clath-wyrkendas (No. "Clothworkers"). Magic spinning wheel, spins straw into fine cloth 1x/wk. Distaff, casts lvl 3 Work Cloth 3x/wk. Embroidered shift, +5DB, +5Ap. RM stats: Co52, Ag61, SD100, Me41, Re80, St53, Qu4, Pr71, Em82, In69. MERP stats: St53, Ag61, Co52, Ig61, It69, Pr71, Ap70*. Skills: Attun27, Dipl30, Lead32, MWife40, Perc49, PSp30, Row47, Sew76, Spin76, Swim27, Trad50, Weave76.
Herewulf	5	46	SL/5	5	N	N	49bs	28cp	5	Lake-man craftsman. Cloth dyer (No. "telgungas"). RM stats: Co62, Ag82, SD77, Me56, Re57, St37, Qu77, Pr67, Em92, In71. MERP stats: St37, Ag82, Co62, Ig57, It71, Pr67, Ap31. Skills: Climb16, CDye84, Dipl24, Paint44, Perc41, PSp26, Ride26, Row29, Sew61, S&H29, Swim26, Trad24.
Rinel	4	37	RL/9	5	N	N	45bs	44cp	0	Lake-woman sailor. Sailmaker. RM stats: Co41, Ag82, SD54, Me56, Re43, St74, Qu80, Pr74, Em94, In72. MERP stats: St74, Ag82, Co41, Ig50, It72, Pr74, Ap82. Skills: AMov(bal)28, Climb53, NSM62, Perc25, RMas36, Row41, Sail36, Sew62, Swim38.
Fredegonde	6	25	No/I	0	N	N	12lk	—	0	Dale-woman Mage/Witch. Chandler. Iron caldron, +20Candle. Assorted magically charged candles and potions. RM stats: Co68, Ag73, SD64, Me64, Re82, St60, Qu42, Pr32, Em94, In100. MERP stats: St60, Ag73, Co68, Ig73, It100, Pr32, Ap65. Skills: Alch44, Attun36, BSp12, Candle78*, Chan54, Cook44, Divn56, For34, Perc39, Rune36, S&H21, StarG54, Swim15, Trad46, WeaW36. 12PP. Essence Hand, Spirit Mastery, Spell Ways, Essence's Ways, Physical Enhancement, Illusions to 10th (MERP); Candle Magic, Potion Magic, Glamours, Nature's Mastery, Earth Mastery to 10th (RM).
Gelda	3	19	No/I	0	N	N	23lk		20	Dale-woman Mage/Witch. Fredegonde's apprentice and daughter. RM stats: Co65, Ag99, SD38, Me67, Re69, St31, Qu50, Pr26, Em100, In93. MERP stats: St31, Ag99, Co65, Ig68, It93, Pr26, Ap71. Skills: Attun28, BSp6, Candle43, Climb30, Cook23, Dance25, Divn38, Perc30, Rune28, Sed36, S&H23, StarGI8, Swim30, Trad23. 6PP. Illusions, Spell Ways to 10th (MERP); Candle Magic, Potion Magic to 10th (RM).
Eormenlic	6	97	Ch/I3	10*	N	A	116th*	78cp	10	Warrior/Fighter (smith). Lake-man kryn of Airn-skáparas (No. "Iron Smiths"). Also wields 83bs and 83sp. +10OB (non-magic) two-handed sword with runes. +10DB chain shirt wears as RL. RM stats: Co75, Ag99, SD96, Me39, Re63, St100, Qu63, Pr79, Em89, In93. MERP stats: St100, Ag99, Co75, Ig51, It93, Pr79, Ap35. Skills: Brawl58, Climb47, Fren80, Perc42, RevS63, Ride25, Smith81, S&H35, Stun45, Swim47, Tumb67. 7PP. Bladerunes to 20th (RM).
Linlocc Maela	4	51	SL/5	20	Y	N	44wh	29cp	15	Lake-man silversmith (fighter). Esgaroth's Coiner. Also uses 24sp. Pet Hound named Dolg. RM stats: Co77, Ag97, SD50, Me63, Re86, St83, Qu55, Pr62, Em70, In51. MERP stats: St83, Ag97, Co77, Ig75, It51, Pr62, Ap88. Skills: Alch32, Appr32, Coin70, Jewel52, Perc31, Ride29, Smith72, S&H20, Swim29, Trad25.
Hemming	6	93	RL/10	30*	Y	Y	71bs	103cp*	5	Warrior/Fighter (cobbler). Gramuz kryn of Húdh-wirtas (No. "Leatherworkers"). Also uses 71sp. +10OB composite bow. +10DB leather armor. RM stats: Co92, Ag95, SD71, Me30, Re45, St91, Qu88, Pr44, Em59, In33. MERP stats: St91, Ag95, Co92, Ig38, It33, Pr44, Ap53. Skills: Attun7, Climb32, DrugT(alcohol)18, For15, Jump65, LWork84, Perc35, Ride46, Row45, Skin55, S&H25, S&T15, Swim42, Tan55.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Folgar Tanner. Leather coat, wears as AT SL/6, protects as AT SL/8, +10DB. RM stats: Co90, Ag91, SD26, Me94, Re40, St76, Qu67, Pr81, Em84, In56. MERP stats: St76, Ag91, Co90, Ig67, It56. Pr81. Skills: AnimH10, For20, LWork35, Perc30, Ride20, Skin70, S&H20, Swim25, Tan70, Track30, TrapB30.	4	41	SL/8	30*	Y	N	43sp	22cp	10	Lake-town craftsman.
Flota Ropemaker. RM stats: Co73, Ag81, SD41, Me73, Re63, St83, Qu72, Pr80, Em40, In33. MERP stats: St83, Ag81, Co73, Ig68, It33, Pr80, Ap60. Skills: Climb45, NSM43, Perc30, RMas67, RopeM58, Row50, Sail43, S&H18, StarG40, Swim45.	5	43	RL/9	20	Y	N	72sp	53cp	0	Lake-woman sailor.
Holting Stonemason/chimneyer. RM stats: Co84, Ag58, SD66, Me57, Re64, St85, Qu50, Pr72, Em80, In82. MERP stats: St85, Ag58, Co84, Ig61, It82, Pr72, Ap77. Skills: AnimT(avian)23, Climb20, Mine48, Perc38, Ride35, Roof20, Sculpt48, Stone69, Swim20.	5	44	RL/9	20	Y	N	40wh	20cp	0	Dale-man craftsman.
Hurm Watoler Roof thatcher; bird lover. Birdcall, summons a Thrush 1x/day (75% chance). RM stats: Co60, Ag99, SD61, Me75, Re62, St53, Qu90, Pr24, Em90, In90. MERP stats: St53, Ag99, Co60, Ig69, It90, Pr24, Ap37. Skills: Acro50, AMov(bal)28, AnimT(arian)23, Climb82, Jump52, Perc36, Ride27, Roof77, RMas23, S&H50, Swim42.	4	46	No/I	10	N	N	61lk	51lk	20	Lake-man burglar.
Gripa Watoler's apprentice, cat burglar and Dudannis' lover. Lockpick tools, +15LPick (non-magic, shutter latches only). RM stats: Co67, Ag98, SD33, Me68, Re50, St87, Qu95, Pr30, Em31, In90. MERP stats: St87, Ag98, Co67, Ig59, It90, Pr30, Ap74. Skills: Acro47, AMov(bal)25, AMov(land)25, Amb4, Appr20, Climb49, DTrap44, Jump47, Perc30, PLock54*, Ride18, Roof39, RMas30, Sprt44, S&H42, Subd44, Swim39.	3	36	No/I	15	N	N	53lk	44lk	20	Lake-man burglar (thatcher).
Lanning Lake-man. Watoler's apprentice. RM stats: Co60, Ag91, SD41, Me32, Re52, St89, Qu90, Pr85, Em45, In33. MERP stats: St89, Ag91, Co60, Ig42, It33, Pr85, Ap61. Skills: Acro29, AMov(bal)23, Climb29, Gamb20, Jump32, Perc17, Play Lute20, Ride20, Roof42, RMas20, Row29, S&H29, Swim29.	2	24	SL/6	10	N	A	32lk	26lk	10	Scout/Thief (thatcher).
Egil Baker. Also uses 55bs. RM stats: Co90, Ag86, SD45, Me61, Re72, St95, Qu82, Pr31, Em62, In87. MERP stats: St95, Ag86, Co90, Ig67, It87, Pr31, Ap56. Skills: Amb9, Climb23, Brew40, Cook55, Dance26, DrugT28, For19, Gamb13, MAS&T(1)71, Perc36, Row36, S&H40, Swim38.	4	64	No/I	20	Y	N	71MA	46lb	5	Bejjabar Scout/Thief.
Saewulf Maritime supplier. Also uses 39sp. RM stats: Co53, Ag62, SD84, Me82, Re53, St77, Qu56, Pr91, Em44, In72. MERP stats: St77, Ag62, Co53, Ig68, It72, Pr91, Ap86. Skills: AMov(bal)30, Amb2, BoatP23, Climb26, DTrap16, Nav10, Perc20, PLock16, RMas29, Row34, Sail26, S&H19, StarG23, Swim26.	3	42	SL/6	20	Y	A	49ma	34cp	0	Lake-man sailor.
Valdor General store proprietor. +10OB steel broadsword (non-magic). +10OB Kine horn bow (non-magic). RM stats: Co92, Ag93, SD40, Me78, Re80, St92, Qu51, Pr81, Em34, In51. MERP stats: St92, Ag93, Co92, Ig79, It51, Pr81, Ap61. Skills: Appr35, Climb50, Gamb38, Jump55, Perc32, Ride38, Row55, S&H35, Swim50, Wood33.	5	94	Ch/I3	20	Y	N	91bs*	68cp*	0	Lake-man Warrior/Fighter.
Uphelb Town barber/herbalist. Chimes (in shop window), all who hear them must resist a lvl 10 Calm spell. RM stats: Co77, Ag68, SD61, Me93, Re72, St61 I, Qu53, Pr47, Em66, In98. MERP stats: St61 I, Ag68, Co77, Ig83, It98, Pr47, Ap72. Skills: AnimH26, Barb39, BSp4, Chan34, Climb10, Cook29, FAid26, For52, Med(sleep)35, Perc46, Ride34, Rune22, S&H10, Swim10, WeaW33. 8PP. Surface Ways, Blood Ways, Purifications, Plant Mastery to 10th (MERP); Locating Ways, Plant Mastery, Herb Mastery, Herb Lore to 10th (RM).	4	38	No/I	0	N	N	32lk	12lk	0	Lake-man Animist.
Éothwyn Stablemaster/ostler. Straw horse-brush, casts lvl 1 Freshen 3x/day. Also uses 33ml. RM stats: Co83, Ag96, SD78, Me37, Re57, St91, Qu52, Pr89, Em98, In53. MERP stats: St91, Ag96, Co83, Ig47, It53, Pr89, Ap56. Skills: AnunH53, AnimT(equine)58, BeastM(equine)58, Climb30, Gamb20, Herd58, LWork33, Perc30, Ride84, RMas48, Smith43, S&H25, Swim45.	5	56	RL/9	20	Y	L	48bs	32sb	10	Éothraim (f) farmer.
Carloman Stableboy. RM stats: Co76, Ag89, SD41, Me56, Re37, St76, Qu82, Pr64, Em100, In51. MERP stats: St76, Ag89, Co76, Ig47, It51, Pr64, Ap88. Skills: AnimH31, AnimT(equine)36, BeastM(equine)36, Climb20, DrugT(alcohol)13, Gamb10, Perc15, Ride44, RMas22, Smith29, S&H8, Swim20.	2	38	SL/6	25	Y	L	27bs	18cp	5	Dale-man farmer.
Rotaris Stableboy. Also uses 20ml. RM stats: Co85, Ag95, SD40, Me48, Re58, St85, Qu68, Pr57, Em83, In61. MERP stats: St85, Ag95, Co85, Ig53, It61, Pr57, Ap93. Skills: AnimH11, AnimT(equine)24, Climb20, DrugT(alcohol)23, Gamb18, Jump30, LWork27, Perc15, Ride44, RMas27, S&H13, Swim30.	2	45	SL/6	20	Y	L	30ha	15sb	15	Gramuz farmer.
Kynoden Like-man kryn of Boed-bylgas and head of smugglers' ring. Also uses 90ha. Invisible dagger returns to thrower in 1 rnd (50' range). Boots cast lvl 2 Landing and lvl 4 Silent Moves 1x/day each. Cloak, +25S&H. +1 spell adder ring "of evasion", +25DB. RM stats: Co69, Ag99, SD65, Me78, Re83, St94, Qu97, Pr88, Em55, In89. MERP stats: St94, Ag99, Co69, Ig81, It89, Pr88, Ap64. Skills: Admin38, Amb23, Appr59, BoatP43, Brib71, Climb57, Dipl62, Fals68, Nav35, Perc70, PSp33, Ride49, RMas43, Row65, Sail50, ShipW76, S&H86*, S&T35, Swim57. 11PP. Item Lore to 5th (MERP); Delving to 5th (RM).	11	66	No/I	40*	N	N	90bs	90da	20	Scout/Thief (boatwright).

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Hildegripa “The Lean.” Proprietress of Erannun Inn; smuggler. Two mean guard Hounds, Gring and Hryfing, each with a spiked leather collar. (Non-magic) sand-filled leather blackjack, +20Subd. RM stats: Co100, Ag44, SD32, Me78, Re63, St94, Qu68, Pr39, Em61, In72. MERP stats: St94, Ag44, Co100, Ig71, It72, Pr39, Ap22. Skills: Amb5, AnimT(canine)29, Appr28, Bill40, Brawl37, Brew40, Brib21, Climb18, DTrap18, DrugT(alcohol)30, Gamb30, Perc25, PLock18, Row46, S&H36, Subd57*, Swim33, Trad 17.	4	60	SL/6	0	N	N	65cl	44da	0	Lake-woman Warrior/Rogue.
Vogir Smuggler and resident of the Erannun. Ring, casts lvl 6 <i>Waterluns</i> , 1x/week (1 hr. max). RM stats: Co56, Ag98, SD68, Me81, Re87, St89, Qu99, Pr40, Em43, In76. MERP stats: St89, Ag98, Co56, Ig84, It76, Pr40, Ap71. Skills: Amb13, Appr40, Brib58, Climb47, Dipl30, DrugT(alcohol)43, Gamb30, Intg48, Nav40, Perc46, PLock61, Ride44, RMas48, Row57, Sail40, S&H61, Subd62, Swim62, Trick61.	6	45	No/I	20	N	N	75ss	60cp	20	Lake-man Scout/Thief.
Saewic Lake-man smuggler/Boed-bylgas member. Wears an eyepatch. RM stats: Co78, Ag90, SD46, Me52, Re61, St90, Qu85, Pr38, Em59, In58. MERP stats: St90, Ag90, Co78, Ig57, It58, Pr38, Ap38. Skills: Appr20, Brawl29, Climb26, Gamb23, Perc20, Ride16, RMas28, Row39, Sail21, ShipW37, S&H34, Swim36, Trad20.	3	48	RL/10	5	N	Y	66ha	42ha	10	Warrior/Rogue (shipwright).
Odavacer Owner of the Vodagarazun. +100B bow of Orcslaying. RM stats: Co88, Ag87, SD96, Me79, Re68, St81, Qu78, Pr44, Em93, In95. MERP stats: St81, Ag87, Co88, Ig74, It95, Pr44. Ap56. Skills: Bill67, Brawl67, Brew40, Cook57. Disarm(unarmed)74, DrugT(alcohol)67, Gamb49, Perc40, Ride54, Sail35, Sing64, S&H43, Subd64, Swim45.	5	48	SL/6	25	Y	A	55ma	65cp*	5	Lake-man Warrior/Fighter.
Brunehaut Lake-woman/Éothraim midwife; spouse of Odavacer. Runestick, casts lvl 12 <i>Lactation Control</i> and <i>Fertility Control</i> 2x/wk. each (12 day duration for each). RM stats: Co63, Ag79, SD82, Me64, Re78, St52, Qu77, Pr95, Em87, In94. MERP stats: St52, Ag79, Co63, Ig71, It94, Pr95, Ap84. Skills: BSp5, Bill53, Brew53, Cook72, Dance38, FAid50, MWife48, Perc43, Ride43, Rune25, S&H13, Subd35, Swim20. 10PP. Surface Ways, Blood Ways, Organ Ways, Purifications, Bone/Muscle Ways, Plant Mastery to 10th (MERP); Midwifery, all Lay Healer Base lists to 10th (RM).	5	24	SL/5	5	N	N	23lk	—	5	Animist/Lay Healer.
Shagelda Barmaid at the Vodagarazun; Brunehaut's elder daughter. Earring x2PP. Cloak casts lvl 5 <i>Dispel Essence</i> 1x/day (10'R). RM stats: Co51, Ag90, SD50, Me73, Re89, St90, Qu98, Pr99, Em100, In98. MERP stats: St90, Ag90, Co50, Ig81, It98, Pr99, Ap95. Skills: Attun39, BSp6, Bill20, Dance30, DSP36, Perc38, PSp43, Ride25, Rune39, Sed43, StarG33, Swim20. 12PP. Fire Law, Light Law, Ice Law, Water Law to 10th (MERP); Flesh Destruction, Fluid Destruction, Mind Destruction, Soul Destruction to 10th (RM).	3	17	No/I	20	N	N	5da	5da	10	Lake-woman Mage/Sorceress.
Aud Lake-woman cook at the Vodagarazun; Brunehaut's younger daughter. RM stats: Co41, Ag90, SD84, Me46, Re78, St82, Qu76, Pr96, Em85, In94. MERP stats: St82, Ag90, Co41, Ig62, It94, Pr96, Ap91. Skills BSp2, Bill27, Brew25, Cook40, Dance15, Divn22, FAid39, Perc25, Ride10, Rune12, S&H13, Swim15. 4PP. Surface Ways, Blood Ways, Bone/Muscle Ways to 10th (MERP); Concussion Mastery, Blood Mastery, Bone Mastery to 10th (RM).	2	16	No/I	5	N	N	18lk	—	10	Animist/Lay Healer.
Marluh Barmaid at the Vodagarazun. RM stats: Co69, Ag98, SD35, Me56, Re55, St73, Qu92, Pr76, Em33, In39. MERP stats: St73, Ag98, Co69, Ig56, It39, Pr76, Ap72. Skills: Acro44, Act29, AMov(bal)28, AMov(lean)28, Bill33, Climb39, Dance59, Dipl21, Gamb31, MAST(2)26, Perc20, PLock33, Play Lyre30, Sed49, Sing25, S&H39, Swim39, Trick36, Tumb42.	3	37	No/I	10	N	N	36da	—	20	Lake-woman dancer (bartender).
Anni Barmaid at the Vodagarazun. RM stats: Co86, Ag90, SD61, Me66, Re61, St81, Qu91, Pr77, Em46, In45. MERP stats: St81, Ag90, Co86, Ig64, It45, Pr77, Ap90. Skills: Acro31, Act23, AMov(bal)23, AMov(lean)23, AMov(spd)23, Appr15, Bill23, Climb21, Cont29, Dance41, Dipl14, Gamb24, MAS&T(1)29, Perc15, PPkt24, Play Bells20, Sed37, Sing20, S&H27, Swim21, Tumb29.	2	33	No/I	10	N	N	25da	19da	10	Lake-woman dancer (bartender).
Gudelinda Barmaid at the Vodagarazun. RM stats: Co47, Ag91, SD64, Me73, Re89, St72, Qu84, Pr96, Em75, In45. MERP stats: St72, Ag91, Co47, Ig81, It45, Pr96, Ap92. Skills: Act33, Appr13, BSp3, Bill28, Dance25, Dipl39, DrugT(alcohol)28, Perc22, PPkts28, PSp36, Ride15, Sing36, Swim20. 6PP. Controlling Songs, Item Lore, Spirit Mastery to 10th (MERP). Kisses, Influences, Alluring Ways to 10th (RM).	3	17	No/I	5	N	N	20lk	—	10	Gramuz (f) Bard (bartender).
Gisela Sagath (f) barmaid/bouncer at the Vodagarazun. Equally proficient with any I-H edged weapon. RM stats: Co74, Ag96, SD63, Me35, Re80, St90, Qu94, Pr68, Em62, In87. MERP stats: St90, Ag96, Co74, Ig58, It87, Pr68, Ap84. Skills: Acro52, Bill20, Climb42, Jump50. MAS&T(1)47, Perc22, Play Recorder30, Ride33, RMas30, S&H30, Subd47, Swim42, Tumb42.	3	59	No/I	15	N	N	66lk	—	20	Duelist (Warrior/Fighter).
Waggeorn Retired cuirias. Also uses 78sp. +5DB shield. Glaidgammon (see 20.3). RM stats: Co90, Ag93, SD31, Me61, Re73, St94, Qu92, Pr59, Em26, In68. MERP stats: St94, Ag93, Co90, Ig67, It68, Pr59, Ap47. Skills: Climb34, DrugT(alcohol)33, Gamb68, MAST(rk1)58, Perc40, PSp28, Ride30, Row47, Sail29, S&H28, Subd51, Swim44.	7	97	Ch/13	30*	Y*	A	95bs	100cp	0	Lake-man Warrior/Fighter.
Freaga Frequents Vodagarazun; pal of Waggeorn. Also uses 90da coated with Ondokamba (in barfights) or, rarely, 50sp. RM stats: Co92, Ag90, SD45, Me55, Re61, St92, Qu89, Pr62, Em29, In44. MERP stats: St92, Ag90, Co92, Ig58, It44, Pr62, Ap69. Skills: DrugT(alcohol)28, Gamb18, Perc35, Ride24, S&H23, Swim37.	6	92	Ch/13	20	Y	A	90ma	90cp	0	Lake-man Warrior/Fighter.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Breagla	2	41	Ch/I3	25	Y	A	55wh	40cp	-5	Warrior/Fighter (warrior). Lake-man; Drihten member; Freaga's son. Also uses 4Isp. RM stats: Co90, Ag94, SD23, Me41, Re47, St95, Qu90, Pr83, Em23, In51. MERP stats: St95, Ag94, Co90, Ig44, It51, Pr83, Ap83. Skills: Climb19, MAST(I)56, Perc5, Ride12, Row22, Swim19.
Raendoric	4	34	No/I	30*	W*	N	40mg*	35lb	15	Gramuz Bard. "Scale-clatterer". Resident of the Vodagarazun. Staff, +2 spell adder. +5OB main gauche. Boots cast lvl 1 Silence 2x/day (1'R). Flute casts lvl 3 Song Sounding 1x/day. Lute casts lvl 5Sleep Song 1x/day. RM stats: Co70, Ag97, SD49, Me99, Re84, St91, Qu96, Pr67, Em100, In60. MERP stats: St91, Ag97, Co70, Ig92, It60, Pr67, Ap63. Skills: Attun3, BSp4, Climb25, Dance18, Perc27, Play Lute82, Play Flute67, Ride24, Sing64, S&H35, Swim25. 12PP. Physical Enhancement, Unbarring Ways to 5th, all Bard Base lists to 10th (MERP); Damage Resistance, Unbarring Ways to 5th; all Bard Base lists to 10th (RM).
Dudannis	5	37	No/I	40	W	N	65mg	65mg	20	Scout/Thief (burglar). Dorwinadan (f) resident of the Vodagarazun. Hir-ken and Camhuf (see 20.2, 20.3). Belt casts lvl 4 Levitation 1x/day (15'/rnd). RM stats: Co45, Ag99, SD77, Me85, Re95, St73, Qu100, Pr37, Em64, In86. MERP stats: St73, Ag99, Co45, Ig90, It86, Pr37, Ap67. Skills: Acro68, Act53, AMov(bal)30, AMov(lcap)30, Amb6, Appr35, Climb60, Cont55, DTrap53, Disgu45, Perc63*, PLock58, PPckt58, Ride30, RMas38, Row43, S&H60, Swim50, Trick53, Tumb55.
Urdrath	3	28	No/I	15	N	N	10da	5da	5	Nuriag Mage/Magician. Resident of the Vodagarazun. x2PP staff. Book casts lvl 2 Charm Kind 1x/day. RM stats: Co43, Ag82, SD76, Me77, Re89, St78, Qu96, Pr67, Em100, In90. MERP stats: St78, Ag82, Co43, Ig83, It90, Pr67, Ap67. Skills: Attun47, BSp6, DSp39, DrugT(alcohol)15, MagicR34, Med(sleep)28, Perc25, Ride40, Rune47, S&H18, StarG21, Swim15. 18PP*. Light Law, Living Change, Fire Law, Spell Ways to 10th (MERP); Darkness, Matter Disruption, Physical Erosion, Rune Mastery to 10th (RM).
Earm	5	39	SL/5	0	N	N	52qs	48cp	0	Lake-man Warrior/Rogue. Garbage collector. Suffers from leprosy—partially crippled. Also uses 52lk. 1 Ponyrush and 1 Enchanted Cattail (see 20.2). RM stats: Co23, Ag59, SD70, Me86, Re71, St72, Qu34, Pr29, Em83, In83. MERP stats: St72, Ag59, Co23, Ig79, It83, Pr29, Ap23. Skills: BoatP15, Climb25, DrugT(alcohol)20, Nav18, Perc57, Play Tambour38, Ride13, RMas38, Row48, S&H28, Swim40, WeaW18.
Unhir Wadflad	3	49	RL/9	10	N	N	54bs	39da	0	Half-ore Scout/Thief (assassin). Petty criminal/thug. Grotesque tattoos. Coats broadsword and dagger with Black Clover. RM stats: Co89, Ag92, SD30, Me66, Re44, St84, Qu92, Pr28, Em28, In31. MERP stats: St84, Ag92, Co89, Ig55, It31, Pr28, Ap27. Skills: Amb17, Climb33, Cont28, DTrap27, Perc20, PLock24, Ride10, SKill32, S&H34, Subd36, Swim28, Trick32, URP32.
Sculding	3	41	No/I	10	N	N	48lk	34lk	5	Gramuz burglar. Street urchin/waif, leader of pickpocket gang. Missing left hand. RM stats: Co74, Ag89, SD62, Me20, Re74, St83, Qu92, Pr31, Em95, In100. MERP stats: St83, Ag89, Co74, Ig47, It100, Pr31, Ap70. Skills: Amb4, Appr20, DTrap44, Gamb20, Jump39, Perc40, PLock39, PPckt44, Sprt39, S&H34, Subd34. Swim24, Trick37.
Spearwa	2	2*	No/I	15	N	N	39lk	29lk	10	Lake-woman burglar. Street gamine/waif. RM stats: Co46, Ag91, Sd30, Me78, Re66, St55, Qu97, Pr36, Em66, In91. MERP stats: St55, Ag91, Co46, Ig72, It91, Pr36, Ap84. Skills: Amb3, Appr8, Brawl14, Climb21, DTrap21, Gamb10, Jump31, Perc24, PLock28, PPckt31, Row21, Sprt36. S&H29, Subd32, Swim21, Trick31.
Ymp	2	27	No/I	5	N	N	42lk	31lk	10	Lake-man burglar. Street urchin/waif. Skin severely scarred from Plague. Cap, +20RR vs. cold. RM stats: Co40, Ag90, SD61, Me77, Re37, St83, Qu81, Pr55, Em46, In36. MERP stats: St83, Ag90, Co40, Ig57, It36, Pr55, Ap40. Skills: Amb3, Appr18, Climb31, DTrap16, Gamb10, Jump34, Perc17, PLock24, PPckt26, Row24, Sprt26, S&H29, Swim21, Trick29, Tumb29.
Hilman	4	31	RL/9	-5	N	N	67cl	—	-5	Lake-man Warrior/Rogue. Street urchin/waif; lookout for pickpocket gang. Lame; uses crutches. Pet Hound named Hunspar. RM stats: Co35, Ag20, SD55, Me65, Re81, St41, Qu23, Pr50, Em96, In97. MERP stats: St41, Ag20, Co35, Ig73, It97, Pr50, Ap87. Skills: Act41, Appr13, Brawl47, Camo43, Gamb28, Perc62, PLock18, Row21, Sing35, S&H30, Swim8, Trick 18.
Aeiberta	2	27	RL/9	20	N	N	46lk	31lk	0	Gramuz (f) Warrior/Rogue. Street gamine/waif. RM stats: Co74, Ag87, SD26, Me56, Re57, St94, Qu98, Pr48, Em67, In68. MERP stats: St94, Ag87, Co74, Ig57, It68, Pr48, Ap80. Skills: Amb3, Appr5, Brawl21, Climb24, DTrap12, Perc15, PLock21, PPckt32, Row22, S&H22, Swim24, Trick32.
Hwaetrinc	2	37	SL/5	15	N	N	43lk	19sl	5	Lake-man Warrior/Rogue. Street urchin/waif. RM stats: Co57, Ag76, SD45, Me54, Re36, St83, Qu96, Pr39, Em45, In46. MERP stats: St83, Ag76, Co57, Ig45, It46, Pr39, Ap58. Skills: Amb3, Brawl21, Climb14, DTrap12, Gamb8, Perc15, PLock21, PPckt22, RMas10, Row29, S&H22, Swim14, Trick29.
RESIDENTS OF COTSTOW										
Fennric	9	61	RL/9	20	Y	N	77bs	66cp	0	Lake-man craftsman. Kryn of Porteras; prominent Cotstow villager. +10OB broadsword. Magic "wedging" board, removes air bubbles from all clay kneaded on it. RM stats: Co53, Ag77, SD84, Me55, Re76, St61, Qu52, Pr92, Em62, In48. MERP stats: St61, Ag77, Co53, Ig66, It48, Pr92, Ap75. Skills: Climb39, Dipl42, For34, Paint62, Perc61, Potter85, PSp39, Ride34, Row67, Sing42, S&H32, Swim64, Trad34.
Flana	6	44	RL/9	0	N	N	45lk	45cp	0	Lake-woman trader. Kryn of Taynel-wirtas (No."Basketmakers"); prominent Cotstow villager. 1 Ponyrush (see 20.2). RM stats: Co63, Ag93, SD94, Me53, Re75, St49, Qu59, Pr75, Em84, In49. MERP stats: St49, Ag93, Co63, Ig64, It49, Pr75, Ap53. Skills: Appr50, Baskt80, Dipl46, Divn41, For58, Perc43, Play Reed Pipes46, PSp52, Ride46, Row45, Rune21, S&H31, Swim45, Trad30.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Huc	2	29	SL/5	5	N	N	29sp	28sp	5	Warrior/Fighter (sailor). Lake-man; Cotstow villager. RM stats: Co76, Ag80, SD31, Me34, Re42, St72, Qu86, Pr30, Em36, In76. MERP stats: St72, Ag80, Co76, Ig38, It76, Pr30, Ap42. Skills: Amb3, BoatP18, Climb14, Fish37, Nav18, NSM22, Perc33, Row27, S&H22, Swim39.
LOCAL RURAL FOLK										
Vracoth	6	34	No/I	0	N	N	28lk	19lk	0	Lake-man Animist (cleric). Gravedigger/dead collector. RM stats: Co95, Ag50, SD40, Me64, Re77, St62, Qu39, Pr24, EM84, In98. MERP stats: St62, Ag50, Co95, Ig71, It98, Pr24, Ap39. Skills: Attun37, BSp6, Divn37, Farm47, FAid41, Med(heal)35, Perc62, PSp15, Ride15, Row40, Rune37, StarG51, Swim15, 6PP. Blood Ways, Protections, Calm Spirits, Spell Defense, Direct Channeling to 10th (MERP); Purifications, Blood Law, Calm Spirits, Protections, Communal Ways, Life Mastery to 10th (RM).
Gristlung	3	25	No/I	0	N	N	17lk	—	0	Animist (necromancer). Lake-man gravedigger/dead collector; Vracoth's son. Cult of the Long Night member. Polished infant's skull, +2 spell adder. RM stats: Co96, Ag46, SD54, Me66, Re72, St64, Qu41, Pr21, Em100, In98. MERP stats: St64, Ag46, Co96, Ig69, It98, Pr21, Ap46. Skills: Attun36, BSp6, Divn46, Farm10, Perc33, Play Tambour20, Ride20, Row15, Rune36, Skin42, S&H10, StarG26, Swim10. 6PP. Calm Spirits, Direct Channeling to 10th (MERP); Commune, Summon Dead to 10th (RM).
Gwyn	5	23	SL/5	35	N	L	33qs*	17sl	15	Animist/Druid. Gramuz (Half-elf) (f)swineherd. Quarterstaff, +10OB and +2 spell adder. RM stats: Co59, Ag94, SD20, Me92, Re89, St31, Qu100, Pr46, Em40, In96. MERP stats: St31, Ag94, Co59, Ig91, It96, Pr46, Ap86. Skills: AnimH43, BSp5, Climb20, Dance30, For58, Herd74, Med(sleep)33, Perc47, Play Flute43, S&H45, Swim30, Track45, WeaW53. 10PP. Calm Spirits, Nature's Movement, Purifications, Plant Mastery, Animal Mastery, Creations to 10th (MERP); Animal Mastery, Druid's Peace, Druidstaff, Nature's Forms, Beast's Ways, Nature Summons to 10th (RM).
Aldora	4	33	SL/6	10	N	A	37qs	33cp	15	Gramuz (f) trader. Shepherdess. Two pet Sheep Hounds, Gingra and Haesel, each with a studded leather collar. Cowbell, +20Herd. RM stats: Co50, Ag96, SD47, Me55, Re87, St56, Qu94, Pr92, Em43, In89. MERP stats: St56, Ag96, Co50, Ig71, It89, Pr92, Ap79. Skills: AnimH29, AnimT(canine)19, Climb40, Dance35, DSense34, Divn29, For17, Herd87*, HostE(snow)37, Perc34, Play Recorder41, Ride19, Sing43, S&H32, StarG28, Swim40.
Alboin	3	29	SL/6	5	N	A	37sp	38cp	20	Gramuz trader. Shepherd. RM stats: Co58, Ag99, SD51, Me62, Re61, St82, Qu76, Pr54, Em53, In47. MERP stats: St82, Ag99, Co58, Ig62, It47, Pr54, Ap52. Skills: AnimT(canine)23, Climb40, Dance30, DSense23, For13, Gamb26, Herd39, HostE(snow)33, Perc23, Play Rebec36, Ride21, RMas36, S&H33, SurG20, Swim40, Track13, WeaW10.
Tieran	4	38	SL/5	0	N	N	32ss	31cp	0	Dorwinadan trader. Tinker. RM stats: Co91, Ag67, SD55, Me73, Re48, St55, Qu54, Pr52, Em62, In81. MERP stats: St55, Ag67, SD55, Ig61, It81, Pr52, Ap54. Skills: Brib29, Climb10, Dipl32, Gamb29, Nav32, PPckt32, Play Rebec36, Perc32, PSp53, Ride29, S&H32, Swim25, Trad33, Trick29.
RESIDENTS OF LONDAROTH										
Viloric	5	39	No/I	20	N	N	85ha*	90ha*	25	Lake-man Scout/Thief (miller). Smuggler. +15OB throwing axe, returns in 1 rnd. RM stats: Co53, Ag100, SD60, Me70, Re72, St86, Qu98, Pr51, Em81, In67. MERP stats: St84, Ag100, Co89, Ig55, It31, Pr28, Ap54. Skills: Appr40, Climb45, Dipl33, Fals28, Mill60, Perc35, Ride33, Row35, S&H40, Swim45.
Woodwyn	7	28	No/I	15	N	N	15da	5da	20	Lake-woman Mage/Alchemist. Sister of Viloric. Cult of the Long Night member. x3PP crucible. Assorted potions. RM stats: Co64, Ag98, SD34, Me98, Re96, St88, Qu96, Pr63, Em100, In72. MERP stats: St88, Ag98, Co64, Ig97, It72, Pr63, Ap75. Skills: Appr52, Attun71, BSp7, Climb30, Cook72, Dipl43, Divn61, Fals48, Med(sleep)40, Mill44, Perc52, Ride55, Row28, Rune71, S&H30, SurG51, Swim30, Trad48, WeaW61, Wood54. 63PP*. Essence Hand, Spirit Mastery, Spell Ways, Essence Ways, Illusions, Living Change to 10th (MERP); Enchanting Ways, Essence Embedding, Mentalism-Chan. Imbedding, Organic Skills, Liquid-Gas Skills, Darkness to 10th (RM).
Marlo	2	50	RL/9	5	N	N	71cl	36da	0	Lake-man Warrior/Rogue. Viloric's apprentice/thug. Sand-filled club, +10OB (non-magical). RM stats: Co91, Ag88, SD74, Me55, Re24, St100, Qu85, Pr63, Em71, In67. MERP stats: St100, Ag88, Co91, Ig40, It67, Pr63, Ap47. Skills: Brawl21, Climb14, Gamb8, Mill26, Perc15, Ride7, Row39, Sail12, S&H14, Subd26, Swim24.
Maecwin	3	44	RL/9	15*	N	N	49ha	39ha	10	Gramuz Warrior/Rogue. Viloric's apprentice/thug. Also throws 29sp. Buckskin tunic, yields +10DB, AT9. RM stats: Co71, Ag90, SD41, Me73, Re64, St73, Qu75, Pr45, Em63, In55. MERP stats: St73, Ag90, Co71, Ig69, It55, Pr45, Ap54. Skills: Appr20, Brawl29, Climb26, Gamb23, DTrap21, Mill37, Perc20, PLock19, PPckt31, Ride16, RMas28, Row34, S&H34, Swim26, Trad10.
Umbor	1	28	SL/6	10	N	A	41lk	30lk	15	Lake-man Warrior/Rogue. Viloric's apprentice/thug. RM stats: Co76, Ag96, SD32, Me67, Re33, St92, Qu93, Pr58, Em28, In52. MERP stats: St92, Ag96, Co76, Ig50, It52, Pr58, Ap53. Skills: Amb1, Climb22, DTrap15, Gamb13, Mill23, Perc10, PLock12, Ride16, Row25, S&H22, Subd26, Swim27.
Lann	1	24	No/I	5	N	N	43qs	23cp	0	Gramuz Warrior/Rogue. Viloric's apprentice/thug. RM stats: Co50, Ag72, SD50, Me57, Re48, St98, Qu89, Pr59, Em38, In31. MERP stats: St98, Ag72, Co50, Ig53, It31, Pr59, Ap89. Skills: Appr10, Brawl13, Climb7, Gamb13, Mill16, Perc10, Ride3, Row30, S&H15, Swim7.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missle OB	MovM	Notes
RESIDENTS OF DALE										
Éoder	15	157	Pl/19	10*	N	Y	145ba	140sp*	-5*	Dale-man Warrior/Fighter. Thyn ("King") of Dale and Kraething member for the Krythéod clan. Usually accompanied by two pet Marsh Mastiffs with spiked collars, Ingwa and Huoth. Sometimes wears AT15 (DB:10*, MM:5*). Also uses I59ml*, I12bs, 78cp. Wurmspere and Rostil (see 20.I, 20.2). High steel platemail, +10DB and +10MM; and high steel chainmail, +10DB and +10MM. RM stats: Co77, Ag98, SD82, Me71, Re86, St99, Qu90, Pr91, Em80, In83. MERP stats: St99, Ag98, Co77, Ig79, It83, Pr91, Ap86. Skills: Admin53, AMov(str)53, AnimT(equine)90*, Cav40, Climb70, Dipl53, Farm33, For58, Herd65, Perc45, PSp72, Ride112*. RMas50, S&H53, StarG23, S&T67, Swim70, TacG65.
Sulwyn	5	26	No/I	15	N	N	20ss	5cp	5	Animist/Lay Healer. Dale-woman spouse of Éoder. Dalethéod clan. Cult of the Long Night member. Wand, x2PP. RM stats: Co50, Ag82, SD80, Me79, Re90, St83, Qu96, Pr96, Em92, In83. MERP stats: St83, Ag82, Co50, Ig85, It83, Pr96, Ap98. Skills: Attun15, BSp5, Climb10, Cook43, Dipl28, Divn25, FAid50, Med(sleep)55, Perc27, Ride35, Rune25, Sed28, SKill20, S&H20, StarG30, Subd25, Swim10. 10PP. Surface Ways, Blood Ways, Purifications, Organ Ways, Bone/Muscle Ways, "Betrayals" (Protections reversed) to 10th (MERP); Muscle Mastery, Concussion Mastery, Bone Mastery, Blood Mastery, Nerve & Organ Mastery, Mind Subversion to 10th (RM).
Jirfelian	7	28	No/I	25	N	N	25da	5da	20	Dale-woman Mage/Mystic Thyn and Kraething member for the Aldurlingas clan. +3 spell adder ring. Orb of Confusing Ways (lvl 4 Confusion 3x/day). Cloak of Invisibility/Leaping (casts either spell at lvl 7 5x/day total). RM stats: Co54, Ag98, SD78, Me78, Re99, St90, Qu100, Pr99, Em99, In80. MERP stats: St90, Ag98, Co54, Ig89, It80, Pr99, Ap95. Skills: Act40, Admin50, Attun44, BSp14, Climb25, Dipl55, DSp60, Divn44, Med(sleep)69, Perc57, PSp89, Ride38, Runc44, Sed40, S&H55, Swim30. 14PP. Physical Enhancement, Spirit Mastery, Illusions, Living Change, Earth Law, Light Law, Water Law, Wind Law, Sound/Light Ways (MERP); Attack Avoidance, Brilliance, Damage Resistance, all Mystic Base Lists to 10th (RM).
Minuial	8	23	No/I	0	N	N	17da	13da	0	Dale-woman Bard (sage). Dale's Bocra. Krythéod clan. x2 PP gold aestel (No. "bookmark") casts lvl 12 <i>Revitalize Manuscript II</i> 1x/month. Key to Dalebocshrein (see 20.I). RM stats: Co54, Ag43, SD63, Me91, Re90, St29, Qu33, Pr99, Em90, In88. MERP stats: St29, Ag43, Co54, Ig91, It88, Pr99, Ap61. Skills: Attun58, Admin62, BSp8, Climb10, Dipl35, Med(trance)76, Perc52, PSp59, Ride23, Rune58, Scrib72, Sing84, SpM53, S&H13, StarG77, Swim20. 32PP*. Essence's Ways, Spell Ways, Controlling Songs, Sound Control, Lore to 10th (MERP); Mind Mastery to 5th, Lore's Master, Absorb Knowledge, Weave Tale, Item Lore, Analysis to 10th (RM).
Valcridge	6	21	No/I	0	N	N	12da	3da	0	Dale-woman Mage/Warlock. Kryn and Kraething member for the Stahnothéod clan. Amethyst scrying crystal, x3PP multiplier. RM stats: Co59, Ag51, SD77, Me72, Re85, St36, Qu41, Pr79, Em96, In100. MERP stats: St36, Ag51, Co59, Ig79, It100, Pr79, Ap60. Skills: Admin29, Attun41, BSp12, Chan48, Climb15, Dipl59, Divn71, Lead29, Med(sleep)50, Perc65, PSp45, Ride40, Rune51, S&H18, StarG54, Swim5. 36PP*. Detection Mastery, Calm Spirits, Spell Defense, Protections, Purifications, Direct Channeling to 10th (MERP); Anticipations, Lore, Scrying Guard, Visions of Doom, Doom's Law, Evil Eye to 10th (RM).
Forwen	12	130	19/Pl	30*	Y	Y	129bs	110sp	-5*	Dale-woman Warrior/Fighter. Thyn and Kraething member for the Féotlingas clan. Sometimes wears AT10 (DB:40, MM:10). Also uses I09ml, 80cp. Spider silk lasso, +25RMas. High steel platemail, +10DB and +10MM. RM stats: Co73, Ag99, SD86, Me51, Re76, St85, Qu100, Pr79, Em43, In70. MERP stats: St85, Ag99, Co73, Ig64, It70, Pr79, Ap77. Skills: AMov(spd)40, Amb15, AnimT(equine)45, Climb59, Dipl35, Farm30, Herd45, For68, Perc58, PSp33, Ride76, RMas65*, S&H45, S&T59, Swim59, Tumb81.
Rognachar	12	131	Pl/19	10*	N	Y	124ba	110sp	-20*	Dale-man Warrior/Fighter. Thyn and Kraething member for the Dalethéod clan. Two pet Marsh Mastiffs with spiked collars, Dreng and Dunn. Sometimes wears AT SL/5 (DB:5, MM:5). Also uses I04ml. +10OB spear. High steel platemail, +10DB, +10MM. RM stats: Co68, Ag88, SD67, Me59, Re91, St82, Qu85, Pr83, Em55, In98. MERP stats: St82, Ag88, Co68, Ig75, It98, Pr83, Ap35. Skills: Admin40, Brib40, Cav35, Climb44, Dipl71, For37, Mine20, Perc73, PSp33, Ride68, S&H35, S&T71, Swim44, URP45.
Beawyn	10	42	No/I	10	N	N	40sp	10sp	20	Dale-woman Mage/Seer. Féotlingas clan. +15OB spear of Trollslaying. Necklace, x2PP. RM stats: Co62, Ag98, SD99, Me88, Re90, St94, Qu90, Pr99, Em65, In87. MERP stats: St94, Ag98, CO62, Ig89, It87, Pr99, Ap76. Skills: Attun45, BSp10, Cav40, Climb45, Cook40, Dipl65, Divn70, For55, Med(sleep)85, Perc87, Ride60, Rune70, Sew45, Sing40, S&H45, StarG77, Swim35, Track63. 40PP*. All Open Essence lists except Unbarring Ways, Item Lore, all Open Channeling lists except Nature's Lore to 10th (MERP); Cloaking, Damage Resistance, Attack Avoidance, Brilliance, Self Healing, Spell Resistance, Sense Mastery, Gas Manipulation, Movement, Past Visions, Mind Visions, True Perception, Future Visions, True Sight, Guarded Sight to 10th (RM).
Hilderinc	7	43	SL/5	5	N	N	62bs	47sp	25	smith (Warrior/Fighter). Dale-man master jeweler. Krythéod clan. Pet Marsh Mastiff called Gurwafen. Also uses 47wh. Jeweler's hammer allows casting of lvl 7 Imbed III (Essence) on a metal accessory 1x/wk. RM stats: Co27, Ag100, SD84, Me29, Re84, St68, Qu82, Pr53, Em81, In30. MERP stats: St68, Ag100, Co27, Ig57, It30, Pr53, Ap51. Skills: Appr50, Coin72, Jewel94, Mine50, Perc49, Ride60, Smith94, Swim42.
Léovric	5	39	SL/5	10	N	N	52wh	38wh	20	Dale-man smith (fighter). Dale's coinmaster. Krythéod clan. Also uses 37sp. RM stats: Co53, Ag98, SD91, Me51, Re80, St76, Qu91, Pr61, Em76, In38. MERP stats: St76, Ag98, Co53, Ig66, It38, Pr61, Ap67. Skills: Alch38, Appr38, Coin79, Jewel78, Perc37, Ride45, Smith78, Swim40.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Gelmir	7	50	SL/6	20	Y	N	48sp	42sp	5	Dale-woman crafter. Master glassblower. Aldurlingas clan. Elvish pontil rod, +10Glass. RM stats: Co52, Ag76, SD94, Me67, Re69, St62, Qu56, Pr82, Em79, In47. MERP stats: St62, Ag76, Co52, Ig68, It47, Pr82, Ap68. Skills: Appr61, Climb25, Dipl32, Glass93*, Perc47, Play Rebec44, PSp45, Ride50, Rune40, Sculpt64, S&H35, Swim25. 7PP. Glass Mastery to 10th (RM).
Marach	5	41	SL/6	20	Y	N	37bs	28sp	0	Dale-man crafter. Glassblower. Aldurlingas clan. RM stats: Co66, Ag62, SD95, Me80, Re60, St73, Qu56, Pr83, Em70, In41. MERP stats: St75, Ag62, Co66, Ig70, It41, Pr83, Ap62, Skills: Appr33, Climb15, Dipl25, Glass77, Perc35, Play Lute48, Ride32, S&H43, Swim30. 5PP. Glass Mastery to 10th (RM).
Pepin	8	81	RL/9	20	Y	A	63wh	32cp	0	Dale-man crafter. Master mason. Stahnothéod clan. Set of magic steel chisels, never rust and never dull. RM stats: Co90, Ag89, SD79, Me57, Re74, St97, Qu52, Pr80, Em80, In32. MERP stats: St97, Ag89, Co90, Ig66, It32, Pr80, Ap77. Skills: Appr34, Climb50, DTrap21, Mason85, Perc53, PLock15, Play Recorder37, Ride56, Sculpt72, S&H33, Stone85, Swim25. 8PP. Stone Lore, Mannish Ways to 10th (RM).
Guntram	4	36	RL/9	5	N	N	42ha	16ha	-5	Lake-man craftsman. Dale's Bylt-byilta (No."Caskmaker"). Also uses 22sp. RM stats: Co68, Ag70, SD99, Me82, Re79, St94, Qu77, Pr31, Em51, In48. MERP stats: St94, Ag70, Co68, Ig81, It51, Pr31, Ap65. Skills: Climb29, Coop75, Perc31, Ride45, Sing23, S&H23, Swim14, Trad10, Wood59.
Brocking	3	33	No/I	0	N	N	36sp	25sp	10	Dale-man craftsman. Dale's baker. Stahnothéod clan. Makes twiddel-bannocks (see 19.52, 20.3). RM stats: Co76, Ag93, SD58, Me36, Re42, St88, Qu47, Pr88, Em80, In37. MERP stats: St88, Ag93, Co76, Ig39, It37, Pr88, Ap52. Skills: Brew34, Climb23, Cook54, Dipl18, DrugT(alcohol)18, Gamb18, Perc23, Ride28, Sing28, Swim23. Trad13.
Stanchela	4	18	No/I	0	N	N	17da	8da	0	Animist/Lay Healer. Dale-woman midwife; Brocking's spouse. Féotlingas clan. RM stats: Co64, Ag51, SD72, Me64, Re40, St29, Qu55, Pr78, Em87, In83, Ap52. Skills: Attun17, Climb5, Cook62, Dance13, Divn17, FAid40, MWife39, Perc32, Ride25, Rune17, Swim10. 4PP. Purifications, Blood Ways, Bone/Muscle Ways to 10th (MERP); Midwifery, Concussion Mastery, Blood Mastery to 10th (RM).
Baric	2	34	No/I	5	N	N	30bs	10sb	5	Smith (Warrior/Fighter). Dale-man armorer. Féotlingas clan. Also uses 23wh. RM stats: Co96, Ag81, SD74, Me47, Re69, St95, Qu81, Pr74, Em65, In92. MERP stats: St95, Ag81, Co96, Ig58, It92, Pr74, Ap79. Skills: Climb24, LWork39, Perc22, Ride17, Sing23, Smith51, S&H20, Swim24.
TRANSIENTS										
Lotto Nimbletoes	3	48	RL/9	20	N	N	41ss	41sb	20	Stoor Hobbit Scout/Thief. Fortune seeker/adventurer. Also throws stones with a 3IOB. Brattokh Shae (see 20.1). Lockpicks, +10DTrap and PLock. RM stats: Co80, Ag95, SD43, Me43, Re63, St39, Qu97, Pr70, Em48, In59. MERP stats: St39, Ag95, Co80, Ig53, It59, Pr70, Ap59. Skills: BoatP23, Climb41, Cont39, DTrap47*, Fish33, Gamb15, Perc26, PLock52*, PPckt52, Ride21, Row36, S&H42, Swim51.
Theuderic	4	36	No/I	15	N	N	63ha	48ha	15	Woodman Scout/Thief. Travelling acrobat/juggler. Six balanced wooden clubs, +20Jug. RM stats: Co69, Ag96, SD40, Me48, Re69, St82, Qu96, Pr71, Em28, In80. MERP stats: St82, Ag96, Co69, Ig59, It80, Pr71, Ap49. Skills: Acro72, AMov(bal)30, Amb5, Appr10, Climb72, Dance32, Disgu27, DTrap47, Gamb13, Jug67*, Jump37, Perc32, PLock44, PPckt47, Ride19, Sprt52, S&H47, Subd48, Swim37, Trick47, Tumb52.
Sigeberta	5	45	No/I	15	N	N	75bs	60lb	20	Woodwoman burglar. Travelling acrobat/juggler. RM stats: Co87, Ag98, SD44, Me48, Re57, St92, Qu96, Pr86, Em38, In77. MERP stats: St92, Ag98, Co87, Ig53, It77, Pr86, Ap51. Skills: Acro83, AMov(lean)38, AMov(spd)38, Amb6, Appr15, Climb85, Dance43, Disgu38, Dtrap43, Jug55, Jump58, Perc38, PLock38, PPckt58, Ride28, Row43, Sprt60, S&H58, Subd58, Swim50, Trick58, Tumb63. 5PP. Illusions to 5th (MERP); Cloaking to 5th (RM).
Théodolinda	5	51	No/I	25	N	N	60bs	30cp	10	Éothraim (f) dancer. Travelling dancer/musician/tumbler. Kine hide boots, cast lvl 1 Leaping 3x/day. RM stats: Co61, Ag91, SD30, Me70, Re59, St58, Qu100, Pr43, Em50, In50. MERP stats: St58, Ag91, Co61, Ig65, It50, Pr43, Ap95. Skills: Acro63, Act25, AMov(bal)35, AMov(lean)35, Climb40, Cont53, Dance50, Disgu45, Perc30, Ride48, Sed40, Sing33, S&H48, Swim40, Tumb63.
Ramdal	4	40	No/I	10	N	N	46ss	32cp	20	Dorwinadan dancer. Travelling dancer/musician/tumbler. RM stats: Co66, Ag98, SD82, Me38, Re42, St90, Qu93, Pr91, Em33, In30. MERP stats: St90, Ag98, Co66, Ig40, It30, Pr91, Ap93. Skills: Acro52, Act30, AMov(bal)35, AMov(lean)35, Climb42, Cont52, Dance72, Disgu43, Gamb38, Jug47, Perc25, Play Lute35, Ride20, Sed38, Sing30, S&H48, Swim42, Trick43, Tumb52. 4PP. Calm Spirits to 5th (MERP); Cloaking to 5th (RM).
Nonladil	3	42	SL/5	20	N	N	36MA	41 da	25	Dorwinadan (f) dancer. Travelling dancer/musician/tumbler. RM stats: Co95, Ag100, SD48, Me44, Re58, St35, Qu99, Pr97, Em87, In28. MERP stats: St35, Ag100, Co95, Ig51, It28, Pr97, Ap92. Skills: Acro52, Act51, AMov(bal)30, Climb44, Cont44, Dance62, Jump44, MAsw(2)36, Perc20, Play Reed Pipes33, Ride25, Sed56, Sing28, Sprt49, S&H41, Swim44, Trick44, Tumb72. 6PP. Spirit Mastery to 10th (MERP); Illusions to 10th (RM).
Morreg	3	36	SL/5	5	N	N	45bs	26sl	15	Gondorian burglar. Travelling dancer/musician/tumbler. RM stats: Co82, Ag96, SD69, Me58, Re58, St89, Qu86, Pr85, Em64, In75. MERP stats: St89, Ag96, Co82, Ig58, It75, Pr85, Ap77. Skills: Acro39, Act29, AMov(spd)25, Climb34, Dance49, Disgu31, Jug39, Jump42, Perc23, Play Recorder28, Ride28, Sing25, S&H36, Swim34, Tumb59.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missle OB	MovM	Notes
Grambeort	5	40	RL/9	20	Y	N	50ha	40lb	20	Woodman trader. Travelling performer/puppeteer. Enchanted Oak puppet, can learn and repeat 3 phrases (max 5 words each). RM stats: Co58, Ag100, SD56, Me73, Re63, St42, Qu64, Pr82, Em88, In38. MERP stats: St42, Ag100, Co58, Ig68, It38, Pr82, Ap30. Skills: Acro48, Act40, Climb60, Dance43, Gamb25, Paint53, Perc35, Play Lyre53, PSp45, Ride48, RMas68, S&H33, Swim40, Trick40, Vent55, Wood53.
Rant	3	17	No/I	20	N	N	13ss	—	15	Dorwinadan Mage/Illusionist. Travelling performer/puppeteer. RM stats: Co48, Ag96, SD44, Me72, Re65, St36, Qu98, Pr89, Em98, In72. MERP stats: St36, Ag96, Co48, Ig69, It72, Pr89, Ap92. Skills: Act53, Attun29, BSp3, Climb20, Dance18, Perc26, PSp53, RMas18, Rune29, Sing23, S&H18, Swim20, Trick36, Wood20. 6PP. Illusions, Earth Law, Sound Control to 10th (MERP); Lesser Illusions, Illusion Mastery, Sound Molding to 10th (RM).
Dagobert	3	27	RL/9	20	Y	L	30bs	27cp	-5	Estaravè trader. Travelling peddler. Millefiori Brooch of Swindling, +20Trick. RM stats: Co42, Ag71, SD44, Me73, Re84, St58, Qu50, Pr49, Em65, In58. MERP stats: St58, Ag71, Co42, Ig79, It58, Pr49, Ap32. Skills: Brawl26, Bribe28, Climb10, Dipl26, Gamb26, Nav26, Perc25, PSp16, Ride20, S&H23, Swim20, Trad36, Trick46*.
Roenda	3	29	SL/5	0	N	N	27lk	13lk	0	Woodwoman Bard. Travelling musician. RM stats: Co58, Ag62, SD42, Me87, Re41, St38, Qu43, Pr91, Em84, In54. MERP stats: St38, Ag62, Co58, Ig64, It54, Pr84, Ap82. Skills: Act28, Climb10, Dance20, Dipl28, Gamb33, Jug20, Perc20, Play Flute29, PSp37, Ride20, Sed28, Sing37, S&H20, Swim20.
Ballin	2	21	SL/6	25	Y	N	23ss	12cp	5	Dorwinadan Bard. Travelling musician. RM stats: Co43, Ag85, SD41, Me84, Re58, St75, Qu77, Pr89, Em81, In22. MERP stats: St75, Ag85, Co43, Ig71, It22, Pr89, Ap87. Skills: Act18, Appr24, Climb15, Dance15, Gamb22, Jug15, Perc12, Play Rebec26, PSp24, Ride18, Sing21, S&H20, Swim20.
Vennolandua	4	71	SL/6	45*	Y	N	74sp	40ja	5	Warrior/Fighter (barbarian). Hillwoman mercenary/adventurer. Also fights with 49ss. +10DB gold neck-torc. +10DB Losrandir hide armor. RM stats: Co87, Ag84, SD91, Me56, Re61, St90, Qu81, Pr44, Em78, In77. MERP stats: St90, Ag84, Co87, Ig60, It77, Pr44, Ap75. Skills: Amb5, Camo28, Climb43, DSense28, For40, Fren35, HostE(mts)47, Jump43, Perc28, PSp41, Sig41, S&H35, Swim38, Track28.
Chilperic	3	62	Ch/13	25	Y	L	59bs*	39sb	-5	Éothraim Warrior/Fighter. Mercenary/adventurer. Also uses 44ml. +5OB broadsword. RM stats: Co71, Ag82, SD66, Me70, Re40, St93, Qu91, Pr87, Em32, In31. MERP stats: St93, Ag82, Co66, Ig55, It31, Pr87, Ap78. Skills: AnimT(equine)26, Brawl29, Climb21, Gamb15, Perc20, PSp5, Ride43, S&H13, Swim21.
Charibert	3	70	Ch/13	30*	Y*	L	72bs*	51sb	-5	Éothraim Warrior/Fighter. Mercenary/adventurer. Also uses 47ml. +5OB broadsword. +10DB shield. RM stats: Co92, Ag81, SD27, Me41, Re44, St95, Qu75, Pr48, Em33, In27. MERP stats: St95, Ag81, Co92, Ig43, It27, Pr48, Ap79. Skills: AnimT(equine)23, Climb21, Gamb8, Perc20, Ride33, S&H13, Subd32, Swim21.
Romuald	2	58	RL/9	20	Y	N	57ha	46lb	0	Gramuz Warrior/Fighter. Adventurer/traveller. RM stats: Co91, Ag81, SD77, Me74, Re45, St95, Qu51, Pr38, Em72, In70. MERP stats: St95, Ag81, Co91, Ig60, It70, Pr38, Ap39. Skills: Brawl24, Climb26, DrugT(alcohol)18, FAid5, Gamb8, Perc15, Ride18, S&H10, Swim26.
Ebroin	3	74	Ch/13	20	Y	L	64bs	39cp	-5	Estarave Warrior/Fighter. Mercenary/adventurer. Also fights with 44sp. RM stats: Co95, Ag89, SD83, Me53, Re42, St92, Qu71, Pr36, Em81, In48. MERP stats: St92, Ag89, Co95, Ig38, It48, Pr36, Ap65. Skills: Climb21, DrugT(alcohol)20, Gamb13, MAst(1)44, Perc20, Ride26, S&H15, S&T20, Swim21.
WOOD-ELVES/RESIDENTS OF CELEBANNON										
Ohtar	21	130	Pl/17	65*	Y*	N	145bs	160lb	20	Sinda Warrior/Fighter. Master of Celebannon. Also uses 145lk and 135ml. +15DB shield. Steel breastplate, wears as AT13. RM stats: Co94, Ag100, SD64, Me88, Re87, St97, Qu100, Pr91, Em90, In96. MERP stats: St97, Ag100, Co94, Ig88, It96, Pr91, Ap92. Skills: Act40, Admin82, Amb21, Appr80, Attun20, BoatP45, Climb75, Dance88, Dipl72, Dive80, Divn40, FAid33, Fish67, For73, Law72, Lead62, Nav50, Perc84, PSp67, Ride95, RMas35, Row65, Sail68, Sig30, Sing67, S&H72, StarG65, S&T62, Subd99, Swim85, TacG80, Track35, Trad82, WeaW40. 21PP. Essence Perceptions to 10th (MERP and RM).
Camthalion	17	120	Pl/17	60*	Y*	N	140bs	150lb	20	Silvan Elf Warrior/Fighter. Second in command of Celebannon. Also uses 165lk*. +25OB longknife. Stone of Waterwalking (continual lvl 4 spell). +15DB shield. Steel breastplate, wears as AT13. Holds half of Dindylfin (see 20.3). RM stats: Co91, Ag99, SD52, Me89, Re76, St98, Qu99, Pr87, Em91, In93. MERP stats: St98, Ag99, Co91, Ig83, It93, Pr87, Ap89. Skills: Acro82, Admin58, Amb26, BoatP45, Climb74, Dance74, Dipl60, Dive78, Fish63, For77, Law68, Nav58, Perc64, Play Lute55, PSp58, Ride50, RMas70, Row60, Sail44, Sig50, Sing70, S&H80, StarG35, S&T53, Subd99, Swim84, Track53, Trad53.
Celequar	6	85	RL/9	30*	N	N	69sp	104lb*	30	Warrior/Rogue (bountyhunter). Silvan Elf; Woodland Warder and Camthalion's son. +10DB leather breastplate. +15OB longbow. RM stats: Co90, Ag100, SD54, Me51, Re84, St76, Qu96, Pr77, Em50, In99. MERP stats: St76, Ag100, Co90, Ig68, It99, Pr77, Ap98. Skills: Acro69, Amb7, Camo54, Climb76, DSense66, For66, Jump61, Perc68, Play Flute45, Ride43, RMas55, Sig38, S&H74, S&T48, Swim56, Track81, TrapB46, Tumb69, WeaW48. 12PP. Detection Mastery to 5th (MERP); Locating Ways to 5th (RM).
Brandir	7	81	Ch/13	40*	Y	L	90bs	118lb*	25	Warrior/Fighter (barbarian). Silvan Elf; Cuivetpel lord stationed near Celebannon. Also uses 76lk. +10OB longbow. +10DB chain shirt. RM stats: Co86, Ag100, SD64, Me73, Re78, St83, Qu90, Pr79, Em66, In96. MERP stats: St83, Ag100, Co86, Ig76, It96, Pr79, Ap89. Skills: Acro50, Amb6, Climb79, For71, Jump64, Nav50, Perc52, Play Lute35, Ride46, RMas35, Sig43, Sing43, S&H73, S&T50, Swim89, Track50, TrapB25. 14PP. Nature's Movement to 10th (MERP); Attack Avoidance to 10th (RM).

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Tathariel	5	71	Ch/13	30	Y	L	75bs	104lb*	25	Warrior/Fighter (barbarian). Silvan Elf (f); Cuivetpel member. Also uses 60lk. +10 rebec. +10OB longbow. RM stats: Co90, Ag100, SD59, Me86, Re70, St79, Qu93, Pr82, Em71, In92. MERP stats: St79, Ag100, Co90, Ig78, It92, Pr82, Ap88. Skills: Acro55, Amb4, Climb65, For55, Jump55, Nav35, Perc37, Play Rebec58*, Ride40, Sig35, Sing45, S&H63, S&T30, Swim75, Track35. 5PP. Nature's Lore to 5th (MERP). Cloaking to 5th (RM).
Galerin	5	68	Ch/13	30	Y	L	72bs	97lb*	15	Warrior/Fighter (barbarian). Silvan Elf; Cuivetpel member. Also uses 57lk. +10OB longbow. Torch "bums" upon command, with a lvl 3 Light spell 5x/day (1 hr max. duration each time). RM stats: Co87, Ag97, SD65, Me82, Re68, St84, Qu93, Pr94, Em65, In92. MERP stats: St84, Ag97, Co87, Ig75, It92, Pr94, Ap100. Skills: Amb4, Climb55, For55, Jump55, Nav35, Perc37, Ride35, Sed40, Sig35, Sing48, S&H58, Swim65, Track35.
Gilraen	5	67	Ch/13	45	Y	L	77bs	102lb*	20	Warrior/Fighter (barbarian). Silvan Elf; Cuivetpel member. Also uses 62lk. +2 spell adder brooch. +10OB longbow. RM stats: Co84, Ag98, SD61, Me83, Re65, St90, Qu100, Pr75, Em56, In68. MERP stats: St90, Ag98, Co84, Ig74, It68, Pr75, Ap97. Skills: Acro55, Amb4, Climb60, For50, Jump60, Nav30, Perc30, Ride38, RMas35, Sig35, Sing35, S&H60, Swim70, Track30. 5PP. Surface Ways to 5th (MERP). Self Healing to 5th (RM).
Belion	5	68	Ch/13	30	Y	L	82bs	102lb*	15	Warrior/Fighter (barbarian). Silvan Elf; Cuivetpel member. Also uses 67lk. +10OB longbow. Boots of Pathfinding (lvl 9, 500' range, 3x/day). RM stats: Co86, Ag97, SD68, Me73, Re70, St98, Qu90, Pr86, Em77, In80. MERP stats: St98, Ag97, Co86, Ig72, It80, Pr86, Ap90. Skills: Amb4, Climb55, FAid20, For50, Jump53, Nav33, Perc33, Ride38, Sig33, Sing33, S&H58, Swim65, Track33, TrapB20.
Gwaedun	3	47	RL/9	35	Y	L	51bs	72lb*	20	Warrior/Fighter (barbarian). Silvan Elf (f); Cuivetpel member. Also uses 41lk. +50B longbow. RM stats: Co82, Ag99, SD48, Me63, Re70, St85, Qu90, Pr72, Em49, In61. MERP stats: St85, Ag99, Co82, Ig67, It61, Pr72, Ap78. Skills: Amb3, Climb41, For27, Jump29, Nav20, Perc20, Ride29, Sig23, Sing18, S&H48, Swim41, Track20.
Tiriell	3	47	RL/9	35	Y	L	47bs	66lb*	10	Warrior/Fighter (barbarian). Silvan Elf (f); Cuivetpel member. Also uses 37lk. +50B longbow. RM stats: Co77, Ag94, SD45, Me53, Re61, St88, Qu94, Pr59, Em49, In92. MERP stats: St88, Ag94, Co77, Ig57, It92, Pr59, Ap83. Skills: Amb3, Climb31, For32, Jump24, Nav25, Perc27, Ride24, Sig23, Sing23, S&H43, Swim31, Track25.
Calendir	3	50	RL/9	50	Y	L	47bs	66lb*	10	Warrior/Fighter (barbarian). Silvan Elf; Cuivetpel member. Also uses 37lk. +50B longbow. RM stats: Co90, Ag91, SD40, Me40, Re51, St81, Qu100, Pr61. Em42, In41. MERP stats: St81, Ag91, Co90, Ig46, It41, Pr61, Ap91. Skills: Amb4, Climb31, For27, Jump24, Nav20, Perc20, Ride24, Sig23, Sing18, S&H43, Swim31, Track20.
Brethilwen	3	47	RL/9	35	Y	L	49bs	69lb*	15	Warrior/Fighter (barbarian). Silvan Elf (f); Cuivetpel member. Also uses 39lk. +50B longbow. RM stats: Co84, Ag95, SD45, Me51, Re57, St83, Qu91, Pr76, Em47, In48. MERP stats: St83, Ag95, Co84, Ig54, It48, Pr76, Ap86. Skills: Amb3, Climb46, For27, Jump26, Nav20, Perc20, Ride27, Sig23, Sing20, S&H45, Swim36, Track20. 3PP. Sound/Light Ways to 5th (MERP). Brilliance to 5th (RM).
Elenwe	4	50	RL/9	50*	Y*	N	54sp	44lb	10	Ranger. Silvan Elf (f); Woodland Warder. Leaf brooch, x2PP multiplier. +5DB shield. Elven cloak, +20S&H. RM stats: Co75, Ag90, SD34, Me47, Re88, St81, Qu98, Pr49, Em30, In93. MERP stats: St81, Ag90, Co75, Ig68, It93, Pr49, Ap101. Skills: Amb5, Camo22, Climb29, Dance24, For45, Perc37, Ride30, RMas26, Sing43, S&H74*, Swim34, Track37. 8PP. Moving Ways, Nature's Guises to 10th (MERP and RM).
Fuinur	4	51	RL/9	40*	Y*	N	54sp	49lb	20	Ranger. Silvan Elf; Woodland Warder. Leaf brooch, +2 spell adder. +5DB shield. Spear, casts eerie green <i>Light</i> (lvl 3, 3x/day) and Cold Resistance (lvl 2, 3x/day). RM stats: Co75, Ag98, SD51, Me61, Re74, St54, Qu90, Pr69, Em62, In91. MERP stats: St54, Ag98, Co75, Ig68, It91, Pr69, Ap91. Skills: Acro52, Amb5, AnimT(avian)27, Climb39, For30, Perc36, Play Harp46, Ride35, RMas31, S&H59, Swim44, Track34, TrapB17. 4PP. Moving Ways, Path Mastery to 10th (MERP and RM).
REGIONAL RESIDENTS										
Tinta	5	38	RL/9	30	Y	N	57th*	48cp	10	Asdriag trader. Horsetrader. Also uses 67ml*. +10OB usriev (as th or ml). Snakeskin girdle, +10Ride and control Horses. RM stats: Co62, Ag93, SD50, Me62, Re78, St89, Qu76, Pr89, Em88, In41. MERP stats: St89, Ag93, Co62, Ig70, It41, Pr89, Ap80. Skills: AMov(bal)15, AnimT(equine)94*, Appr25, Herd40, Jump28, Perc32, Ride82*, RMas72, Swim30, Trade30.
Mahto	3	45	RL/9	25	Y	N	52th	46cp	15	Warrior/Fighter (barbarian). Asdriag assistant horsetrader and Tinta's eldest son. Also uses 62ml. RM stats: Co64, Ag95, SD42, Me68, Re50, St81, Qu63, Pr75, Em96, In41. MERP stats: St81, Ag95, Co64, Ig57, It41, Pr75, Ap40. Skills: AMov(bal)20, AnimH28, AnimT(equine)79, Herd39, Jump41, Perc17, Ride59, RMas30, Swim46.
Hréowalda	9	117	SL/6	30*	Y*	A	76sp*	67cp	5	Warrior/Rogue (farmer). Lake-woman refugee leader. Also uses 46bs. +50B spear. +5DB shield. RM stats: Co91, Ag76, SD100, Me61, Re84, St88, Qu76, Pr81, Em77, In91. MERP stats: St88, Ag76, Co91, Ig73, It91, Pr81, Ap66. Skills: Climb55, Cook73, Farm92, FAid72, For82, Herd80, Jump44, MWife37, Perc58, PSp53, Ride80, Row69, Sew73, Spin73, S&H65, Swim64, Weave78.
Volaf	2	21	SL/5	30	Y	N	49ha	38cp	20	Warrior/Fighter (barbarian). Lake-man; Hréowalda's young son. Also uses 34sp. RM stats: Co43, Ag99, SD85, Me57, Re42, St32, Qu91, Pr81, Em31, In82. MERP stats: St32, Ag99, Co43, Ig50, It82, Pr81, Ap47. Skills: Amb3, Camo18, Climb39, Farm28, For14, Herd14, HostE(snow)34, Jump24, Perc18, PSp8, Ride29, S&H28, Swim39, Track18.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Skessa	15	264	RL/12	30	N	Y	150br*	90ro	5	Warrior/Fighter (witch). Giantess/Troll; Two heads (separate stats and skills for left "Giantish" head/right "Trollish" head, when applicable). Large creature critical*. Blows deal x3 damage. Also uses 135frying pan and 110LCl. Broom and frying pan strike as LBa; Rock strikes as LCr (use shortbow range). Badrant, Hecgata and Beksma (see 20.I,202). RM stats: Co96, Ag79, SD43/24, Me71/36, Re36/26, St103, Qu59, Pr76, Em92/14, In93/33. MERP stats: St103, Ag79, Co96, Ig54/31, It93/33, Pr76, Ap10. Skills: BSp30/0, Climb40, Cook69/32, For55/32, Perc55/30(85 if both awake), Skin58/35, Spin35/0, Weave35/0. 15PP (left head). Fire Law to 5th; Spell Ways, Illusions, Earth Law to 10th (MERP); Candle Magic, Earth Mastery, Glamours, Potion Magic to 10th (RM).
Brogdin	15	164	Pl/17	30*	Y	L	154sp*	124sb	0	Warrior/Fighter (barbarian). Gramuz Thyn for the Frithas clan. Armring, +10DB. +10OB spear. Horn, magically compels allies to aid blower (lvl 10, 5 mile range). Brogdin-bregen (see 20.3). RM stats: Co100, Ag97, SD56, Me57, Re82, St94, Qu81, Pr79, Em40, In95. MERP stats: St94, Ag97, Co100, Ig70, It95, Pr79, Ap64. Skills: AMov(bal)45, Amb8, AnimT(equine)88, Climb85, Dipl33, Farm77, FAid37, For93, Herd88, HostE(snow)93, Jump88, Lead48, Perc74, PSp65, Ride90, RMas48, S&H48, S&T50, Swim85, Track50.
Dieraglr	14	124	No/I	55*	Y*	N	130wh	130cp	20	Éothraim Warrior/Rogue. Brigand leader. + 10DB shield. Bow of Man Slaying. Helm. +25RR vs. Essence, Fear and Mentalism. Also fights with 104bs. RM stats: Co61, Ag98, SD33, Me67, Re69, St98, Qu100, Pr88, Em40, In56. MERP stats: St98, Ag98, Co61, Ig68, It56, Pr88, Ap83. Skills: AnimT(equine)52, Amb15, Appr35, Climb58, DTrap48, For64, Gamb40, Jump88, Lead40, Perc60, PLock45, Ride82, RMas59, Sig63, S&H101, S&T60, Subd100, Swim83, Track35.
Utlash	8	78	Ch/13	40	Y	N	95bs	117cp*	10	Gramuz Warrior/Rogue. Dieraglr's first lieutenant. Coats arrows with Ashgurash. Magic Kine horn bow, +20OB. Buckskin shirt reinforced with Kine horn, protects as AT13, wears as AT9. RM stats: Co60, Ag97, SD27, Me60, Re72, St80, Qu98, Pr59, Em30, In96. MERP stats: St80, Ag97, Co60, Ig66, It96, Pr59, Ap66. Skills: Amb9, Appr18, Camo69, Climb51, DSense36, Jump76, Perc55, Ride71, Sig45. S&H69, S&T28, Subd87, Swim51. URP25.
Koumiss	8	111	RL/9	35*	Y	L	110sc*	74sb	5	Warrior/Fighter (bashkar). Sagath; a.k.a. "Ros Bom." Dieraglr's second lieutenant. Abo uses 99da* coated with Angusaiwe venom. Ros Nulusav (see 20.3). +5OB scimitar. +10DB shield. RM stats: Co98, Ag90, SD72, Me41, Re75, St90, Qu80, Pr55, Em79, In37. MERP stats: St90, Ag90, Co98, Ig58, It37, Pr55, Ap20. Skills: AnimT(equine)48, Climb51, Fren77, Gamb18, Jump76, Perc45, Ride79, RMas48, S&H43, Swim51.
Haed	10	91	Ch/13	40*	Y*	A	120ss	130da*	15	Gramuz Warrior/Rogue. Cult of the Long Night member and Maeghirim assassin/envoy. Also fights with 82cp. Pet Raven Kryda. Coats ss with Ondokamba. +15DB shield. + 10OB dagger, returns in 1 rnd. Helm, casts lvl 10 Facades 1x/day. Boots of Horse mastery (+50 Ride and control). Ring, stores 1 spell up to 10th lvl. RM stats: Co71, Ag100, SD76, Me56, Re89, St99, Qu91, Pr90, Em92, In74. MERP stats: St99, Ag100, Co71, Ig73, In74, Pr90, Ap79. Skills: Act55, Amb12, AnimT(equine)95*, Climb60, Dipl60, DTrap48, Disgu58, For35, Perc54, PLock45, Ride127*, RMas48, Skill65, S&H80, S&T55, Subd73, Swim60, Track55, Tumb63, URP65. 10PP. Physical Enhancement to 5th (MERP); Damage Resistance to 5th (RM).
Narmire	2	18	No/I	15	N	N	10bs	10lb	20	Silvan Elf (f) Animist/Healer. Slave of Haed; daughter of Camthalion. Unarmed. Wears half of Dindylfin (see 20.3). RM stats: Co71, Ag91, SD56, Me97, Re93, St64, Qu92, Pr95, Em66, In97. MERP stats: St64, Ag91, Co71, Ig95, It97, Pr95, Ap101. Skills: BSp2, Cook30, Dance33, Embroi33, FAid32, For33, Med(heal)52, Perc30, Ride18, Rune27, Sing43, S&H30, StarG35, Swim35, WeaW27. 4PP. Surface Ways, Blood Ways, Bone/Muscle Ways to 10th (MERP); Surface Ways, Blood Ways, Transferring Ways to 10th (RM).
Huil of Amoz	12	124	Ch/15	45*	Y	Y	125sp*	120sb	0*	Sagath Warrior/Fighter. Warlord of Lar-huil. Also uses 117ja, 117ss and 117da. +15DB full shield. +5MM chain armor. +10 spear of Manslaying. RM stats: Co91, Ag99, SD91, Me56, Re79, St99, Qu97, Pr66, Em96, In84. MERP stats: St99, Ag99, Co91, Ig68, It84, Pr66, Ap61. Skills: Amb18, AnimT(equine)76, Brawl95, Climb64, DrugT(alcohol)43, For42, Fren45, HostE(hills)86, Jump79, Lead30, Med(heal)71, Perc58, PSp38, Ride91, RMas69, S&H48, S&T59, Swim79, Track33.
Jyaganoth	8	105	Ch/15	30*	Y	Y	100ha	85sb	-10	Sagath Warrior/Fighter. Raider/warlord of Nan Carnen. Also uses 62da. +10 shield. Coats arrows with Ashgurash. RM stats: Co92, Ag90, SD62, Me45, Re97, St97, Qu69, Pr88, Em34, In59. MERP stats: St97, Ag90, Co92, Ig71, It59, Pr88, Ap41. Skills: Amb17, AnimT(equine)56, Climb41, DSense53, Disarm84, FAid23, For53, HostE(hills)61, Jump54, Lead28, Perc50, Ride63, RMas53, S&H53, S&T53, Swim51, Track53.
Mogshi	12	138	Ch/16	10*	N	Y	142sc*	142nt*	-20	Uruk Warrior/Fighter. Larzoguhoth chief. Ambidexterous—fights two-handed with scimitar and net. Also uses 87sb and 111sp. Kudza-ong (see 20.2). +5OB scimitar, + 10DB chain hauberk. RM stats: Co99, Ag85, SD67, Me33, Re74, St100, Qu89, Pr75, Em35, In41. MERP stats: St100, Ag85, Co99, Ig54, It41, Pr75, Ap11. Skills: Amb15, AnimT(lupine)39, Brawl46, Cav62, Climb44, DRun69, DrugT(Jegga)82, HostE(snow)42, Mine50, Perc40, Ride64, S&H30, S&T51, Swim44, TWC101.
Ukog the Lame	15	154	Ch/16	40*	Y*	Y	155bs*	100sb	-25	Uruk Warrior/Fighter. Asharag chief. Also fights with 127sc, 127sp, 127da. +10OB broadsword. +10DB wall shield. RM stats: Co100, Ag40, SD86. Me97, Re79, St98, Qu42, Pr55, Em36, In100. MERP stats: St98, Ag40, Co100, Ig88, It100, Pr55, Ap18. Skills: Amb23, AnimT(lupine)50, Brawl117, Cav80, Climb70, DRun105, Gamb43, HostE(snow)77, Mine75, Perc70, PSp35, Ride74, S&H40, S&T72, Swim70.
Varchaz	14	n o	Ch/13	40*	Y	N	145ls	120sb	5	Logath Warrior/Fighter. Captain of Angmarean wagon train guard. Also fights with 95sp and 95da. +10OB steel longsword and dagger (non-magic). +10OB shortbow (non-magic) + 10DB shield. RM stats: Co89, Ag93, SD77, Me71, Re74, St96, Qu91, Pr80, Em71, In70. MERP stats: St96, Ag93, Co89, Ig73, In70, Pr80, Ap61. Skills: Amb21, AnimT(equine)52, Appr35, Brawl75, Climb78, Dipl33, DSense58, For46, Gamb35, HostE(snow)84, Lead35, Perc57, RevS85, Ride84, RMas68, S&H45, S&T58, Swim78, Trad38.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Hofding	7	101	Ch/13	30	Y	N	98bs*	97cp*	5	Gramuz Warrior/Rogue. A.k.a. "Odoric." Bandit leader. +10OB Kine horn bow (non-magic). +5OB broadsword. RM Mats: Co98, Ag89, SD38, Me47, Re67, St95, Qu90, Pr93, Em31, In86. MERP stats: St95, Ag89, Co98, Ig57, It86, Pr93, Ap78. Skills: Amb8, Appr27, Brawl64, Camo57, Climb39, DSense43, Farm52, For30, Perc43, Ride27, Row49, S&H59, S&T23, Swim59, Trad18.
Gilyn	5	40	RL/9	30	Y	N	50bs	80cp*	10	Dorwinadan (f) Scout/Thief. Bandit; Hofding's lover. Coats arrows and ss with Ashgurash. +10 Kine horn bow (non-magic). 2 Arrows of Horse-slaying (+10OB each, not included above). RM stats: Co75, Ag98, SD30, Me41, Re69, St70, Qu93, Pr45, Em46, In56. MERP stats: St70, Ag98, Co75, Ig55, It56, Pr45, Ap91. Skills: Amb11, Appr30, BoatP40, Climb45, DTrap55, FAid33, Gamb15, Nav15, Perc35, PLock52, Ride30, RMas40, Row45, S&H58, Subd55, Swim60, URP45.
Drafend	5	47	RL/9	35	Y	N	47bs	43lb	0	Gramuz Ranger. Bandit. Shield of Wolf-turning (Wolves resist lvl 5 spell or flee). Tynderbox (see 20.3). RM stats: Co90, Ag76, SD39, Me59, Re42, St78, Qu97, Pr33, Em76, In95. MERP stats: St78, Ag76, Co90, Ig51, It95, Pr33, Ap62. Skills: Amb8, Camo43, Climb25, DSense43, Herd50, Perc45, Ride33, Row30, S&H40, Swim40, Track28. IOPP. Path Mastery. Nature's Guises to 10th (MERP and RM>
Raedwyn	4	60	RL/9	20*	N	N	75ss	49cp	10	Lake-woman Warrior/Rogue. Bandit decoy. +15DB deerskin vest, protects as AT9. Scabbard of Health, casts lvl 6 Cut Repair I (2x/day) when laid upon an open wound. RM stats: Co79, Ag90, SD77, Me36, Re54, St87, Qu75, Pr97, Em33, In90. MERP stats: St87, Ag90, Co79, Ig45, It90, Pr97, Ap92. Skills: Act41, Amb5, Appr14, Camo38, Climb28, Gamb20, Jump41, Perc32, Ride32, Row31, S&H43, Subd45, Swim43.
Darian	3	33	SL/5	25	Y	N	38bs	54lb	5	Gramuz Scout/Thief. Bandit. Lockpicks, +10PLock and DTrap. RM stats: Co81, Ag76, SD82, Me75, Re32, St84, Qu86, Pr66, Em71, In69. MERP stats: St84, Ag76, Co81, Ig54, It69, Pr66, Ap55. Skills: Amb7, Camo29, Climb21, DSense23, DTrap42*, DrugT(alcohol)33, Farm28, For26, Gamb15, Perc23, PLock41*, Ride13, Row29, S&H37, Subd31, Swim31.
Gretta	2	37	SL/6	20	Y	A	36bs	26lb	5	Warrior/Rogue. Gramuz/Éothraim (f) bandit; Darian's spouse. RM stats: Co60, Ag75, SD52, Me77, Re48, St92, Qu62, Pr28, Em69, In40. MERP stats: St92, Ag75, Co60, Ig63, It40, Pr28, Ap73. Skills: Amb3, Camo19, Climb14, Farm22, FAid15, For10, Hide17, Perc15, Ride17, RMas22, Row32, S&H24, Subd24, Swim24.
Rof	2	47	RL/9	25	Y	N	51sc	36cp	5	Dorwinadan Warrior/Fighter. Bandit; Gilyn's younger brother. RM stats: Co77, Ag96, SD27, Me67, Re53, St90, Qu89, Pr64, Em73, In30. MERP stats: St90, Ag96, Co77, Ig60, It30, Pr64, Ap51. Skills: Amb3, BoatP13, Brawl21, Camo15, Climb24, Perc15, Ride15, Row29, S&H25, Swim34.

19.2 MASTER MILITARY TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MM	Notes
ESGAROTH										
Cuirilas (15)	7	95	Ch/13	20	Y	A	100bs	100sp	-5	Lake-folk Warriors/Fighters. Elite Lake-town guard. 2 members detailed individually in 19.1. Mounted outside town. Also use 71cp. RM stats (average): Co90, Ag80, SD60, Me50, Re50, St90, Qu80, Pr50, Em50, In50. MERP stats (average): St90, Ag80, Co90, Ig50, It50, Pr50, Ap55. Typical skills: Appr10, BoatP13, Climb29, Nav20, Perc35, Ride47, Row47, Sail37, S&T20, Swim39; plus two or three of the following: AMov(balance)25, Brawl41, Craft45, Dive29, DrugT(alcohol)26, FAid20, Gamb13, Intg23, PSp20, RMas23, S&H25, StarG20, WeaW7.
Drihten (45)	4	65	Ch/13	20	Y	A	75bs	70cp	-5	Lake-folk Warriors/Fighters. Standing Lake-town guard. 3 members detailed individually in 19.1. Also use 37sp. RM stats (average): Co90, Ag75, SD50, Me50, Re50, St90, Qu75, Pr50, Em50, In50. MERP stats (average): St90, Ag75, Co90, Ig50, It50, Pr50, Ap55. Typical skills: Climb18, Perc20, Ride29, Row36, Sail17, S&T15, Swim33; plus one or two of the following: AMov(balance)15, BoatP13, Brawl22, Craft30, Dive23, DrugT(alcohol)18, FAid10, Gamb8, Intg13, Nav10, PSp10, RMas13, S&H15, StarG10, WeaW7.
Faerd (90)	2	30	RL/9	20	Y	N	40bs	45sp	0	Lake-folk Warriors/Fighters. Lake-town levy. Also use both 30cp and either 30bs or 30ha. Use craftsfolk and fisherfolk statistics and skills.
Craftsfolk	4	33	SL/5	0	N	N	32lk	27cp	10	Lake-folk craftspeople. Experienced artisans. Many use bs or ha as their melee weapon. Also use 27sp. RM stats (average): Co50, Ag90, SD75, Me50, Re50, St75, Qu50, Pr60, Em50, In50. MERP stats (average): St75, Ag90, Co50, Ig50, It50, Pr60, Ap50. Typical skills: Appr29, Climb19, Craft62, Craft47, Perc29, Ride17, Row27, Swim24, Trad26; plus four or five of the following: AnimT14, Brawl14, Craft47, Dance19, Divn12, DrugT(alcohol)20, FAid13, For14, Gamb17, MWife8, Play Inst19, PSp14, Sing14, S&H19.
Craftsfolk	3	28	No/I	0	N	N	31lk	26cp	10	Lake-folk craftspeople. Artisans. Many use bs or ha as their melee weapon. Also use 26sp. RM stats (average): Co50, Ag90, SD75, Me50, Re50, St75, Qu50, Pr60, Em50, In50. MERP stats (average): St75, Ag90, Co50, Ig50, It50, Pr60, Ap50. Typical skills: Appr23, Climb18, Craft49, Craft39, Perc23, Ride16, Row26, Swim23, Trad21; plus four or five of the following: AnimT13, Brawl13, Craft39, Dance18, Divn11, DrugT(alcohol)20, FAid13, For13, Gamb16, MWife8, Play Inst18, PSp13, Sing13, S&H18.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MM	Notes
Craftsfolk	2	25	No/I	5	N	N	30lk	19cp	10	Lake-folk craftspeople. Apprentice artisans. Many use bs or ha as their melee weapon. Also use 20sp. RM stats (average): Co50, Ag90, SD50, Me50, Re50, St75, Qu75, Pr50, Em50, In50. MERP stats (average): St75, Ag90, Co50, Ig50, It50, Pr50, Ap50. Typical skills: Appr17, Climb17, Craft34, Craft29, Perc17, Ride10, Row27, Swim22, Trad14; plus two or 3 of the following: AnimT7, Brawl7, Craft29, Dance12, Divn4, DrugT(alcohol)13, FAid5, For7, Gamb10, Play Inst12, PSp7, Sing10, S&H15.
Fisherfolk	4	49	RL/9	25	Y	N	64sp	50sp	5	Warriors/Fighters (sailors). Lake-folk experienced Visceras members. Also use 29bs or lk. RM stats (average): Co50, Ag90, SD50, Me50, Re50, St90, Qu75, Pr50, Em50, In50. MERP stats (average): St90, Ag90, Co50, Ig50, It50, Pr50, Ap50. Typical skills: Climb43, Fish37, Perc25, Ride13, RMas38, Row46, Sail38, Swim43; plus three or four of the following: AMov(bal)38, BoatP38, Brawl37, Dive41, Gamb28, Nav33, NSM41, Sing28, StarG33, WeaW30.
Fisherfolk	3	42	No/I	25	Y	N	56sp	42sp	10	Warriors/Fighters (sailors). Lake-folk viscera members. Also use 26bs or lk. RM stats (average): Co50, Ag90, SD50, Me50, Re50, St90, Qu75, Pr50, Em50, In50. MERP stats (average): St90, Ag90, Co50, Ig50, It50, Pr50, Ap50. Typical skills: Climb36, Fish29, Perc20, Ride13, RMas31, Row39, Sail31, Swim36; plus three or four of the following: AMov(bal)31, BoatP31, Brawl29, Dive34, Gamb23, Nav26, NSM34, Sing23, StarG26, WeaW23.
Smugglers (6)	5	50	RL/9	5	N	N	73ha	57ha	10	Lake-folk Warriors/Rogues. Boed-bylgas and smuggler leaders. Three of these leaders (Kynoden, Vogir, Hildegripa) are detailed in 19.1. RM stats (average): Co75, Ag90, St75, Me50, Re75, St75, Qu75, Pr75, Em50, In50. MERP stats (average): St75, Ag90, Co75, Ig63, It50, Pr75, Ap50. Typical skills: Appr43, BoatP35, Brib48, Climb35, DrugT(alcohol)28, Fals48, Gamb20, Nav33, Perc32, RMas30, Row38, Sail30, ShipW70, S&H35, Swim50; plus three or four of the following: AMov(bal)40, Amb6, Brawl48, DTrap45, Dive50, PLock45, Ride33, StarG30, WeaW27, MAST/S&T(I)58, Subd53.
Smugglers (10)	3	48	SL/6	5	N	N	51ha	36ha	10	Lake-folk Warriors/Rogues. Experienced Boed-bylgas members. RM stats (average): Co75, Ag90, SD50, Me50, Re50, St75, Qu75, Pr50, Em50, In50. MERP stats (average): St75, Ag90, Co75, Ig50, It50, Pr50, Ap50. Typical skills: BoatP25, Brawl29, Climb26, DrugT(alcohol)15, Gamb13, MAS:(I)31, Nav20, Perc20, RMas21, Row36, Sail24, ShipW29, S&H24, Subd37, Swim36; plus one or two of the following: AMov(balance)25, Amb2, Appr16, DTrap21, Dive34, NSM34, PLock19, Ride8, StarG20, WeaW8.
Smugglers (20)	2	36	SL/5	5	N	N	44ha	33ha	10	Lake-folk Warriors/Rogues. Boed-bylgas members. RM stats (average): Co50, Ag90, SD40, Me50, Re50, St75, Qu75, Pr50, Em50, In50. MERP stats (average): St75, Ag90, Co50, Ig50, It50, Pr50, Ap50. Typical skills: BoatP20, Brawl21, Climb19, DrugT(alcohol)10, Gamb8, MAST(I)24, Perc15, RMasH, Row29, Sail17, ShipW22, S&H17, Subd29, Swim29; plus two or three of the following: AMov(balance)20, Amb1, Appr9, DTrap14, Dive27, Nav10, NSM27, PLock12, Ride8, StarG15, WeaW3.
Bouncers/Ruffians	3	48	RL/9	5	N	N	54lk	39lk	5	Lake-folk Warriors/Rogues. Tavern/gambling hall toughs. Many use bs, ha, sp, cp instead. RM stats (average): Co75, Ag75, SD50, Me50, Re50, St90, Qu75, Pr60, Em50, In50. MERP stats (average): St90, Ag75, Co75, Ig50, It50, Pr50, Ap50. Typical skills: Climb21, DrugT(alcohol)30, Gamb23, MAST/S&T(I)44, Perc20, Ride13, S&H21, Subd34, Swim21; plus three or four of the following: Craft28, DTrap29, Disarm34, FAid20, Jump39, PLock28, PPckt29, PSp20, Row39, Sail39.
River Rats	3	46	SL/5	25	Y	N	43bs	29cl	5	Warriors/Rogues (sailors). Mixed sailors of river craft; Dorwinrim and Northrons. Some: use sc, lk, sp, cl or ha as a melee weapon. RM stats (average): Co75, Ag75, SD50, Me50, Re50, St90, Qu75, Pr50, Em50, In50. MERP stats (average): St90, Ag75, Co75, Ig50, It50, Pr50, Ap50. Typical skills: BoatP29, Climb31, Gamb22, Nav26, Perc20, RMas29, Row69, Sail29, Sing22, Swim41, WeaW16; AMov(bal)24, Brawl29, Dive31, Fish31, MAST/S&T(I)33, NSM31, Play Inst29, Ride13, S&H25, StarG26, Subd34, Wood29.
DALE										
Cuirilas (25)	5	70	Ch/I4	20	Y	Y	90bs	85cp	-5	Dale-folk Warriors/Fighters. Dale's clan elite. Also use 60ml. +100B Kine bow. RM stats (average): Co90, Ag80, SD50, Me50, Re50, St90, Qu75, Pr50, Em50, In50. MERP stats (average): St90, Ag80, Co90, Ig50, It50, Pr50, Ap55. Typical skills: AnimT(equine)20, Climb30, Farm20, Herd20, Perc25, Ride35, S&T15, Swim25; plus one or two of the following: Amb7, Brawl30, Craft20, DrugT(alcohol)23, For20, Gamb10, PSp15, RMas18, S&H20, StarG15.
Drihten (60)	3	50	Ch/I3	20	Y	L	70bs	65cp	-5	Dale-folk Warriors/Fighters. Dale's clan warriors. Also use 55sp. RM stats (average): Co90, Ag75, SD50, Me50, Re50, St90, Qu75, Pr50, Em50, In50. MERP stats (average): St90, Ag75, Co90, Ig50, It50, Pr50, Ap55. Typical skills: AnimT(equine)13, Climb16, Farm15, Herd13, Perc15, Ride23, S&T10, Swim16; plus one or two of the following: Amb4, Brawl19, Craft15, DrugT(alcohol)23, For13, Gamb13, PSp10, RMas13, S&H15, StarG10.
Faerd (100)	2	45	RL/9	25	Y	L	55bs	50cp	0	Dale-folk Warriors/Fighters. Dale's clan levy. Also use 40sp. Use refugee/farmer statistics and skills.
CELEBANNON										
Tirduin Lords (3)	9	100	Ch/I3	50*	Y	N	110bs	115lb	15	Wood-elf Warriors/Fighters (sailors). Elite River Guard commanders; Silvan, some Nando and Sinda Elves. RM stats (average): Co75, Ag95, SD50, Me60, Re60, St90, Qu90, Pr75, In50, Em50. MERP stats (average): St90, Ag95, Co75, Ig60, It50, Pr75, Ap75. Typical skills: Amb5, Appr28, BoatP40, Climb59, For37, Intg38, Nav50, Perc59, Row64, Sig53, S&H87, S&T25, Swim84; plus three or four of the following: AMov(bal)30, Dance47, Dive37, FAid28, Fish62, Play Inst75, RMas40, Sing65, StarG28, TacG28, Trad28, WeaW28.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MM	Notes
Tirduin (24)	6	85	Ch/13	40*	Y	N	90bs	95lb	10	Warriors/Fighters (sailors). Wood-elf elite River Guard warriors; Silvan, some Nando and Sinda Elves. RM stats (average): Co75, Ag90, SD50, Me60, Re50, St90, Qu90, Pr50, In50, Em50. MERP stats (average): St90, Ag90, SD50, Ig55, It50, Pr50, Ap75. Typical skills: Amb3, Appr18, BoatP28, Climb41, For24, Intg25, Nav35, Perc41, Row46, Sig38, S&H61, S&TI5, Swim61; plus two or three of the following: AMov(bal)18, Craft15, Dance31, Dive21, FAid18, Fish44, Play Inst58, RMas28, Sing48, StarG18, TacG18, Trad18, WeaW18.
RHOVANION										
Clan Thynas (5)	II	125	Ch/14	20	Y	Y	120ml	120sp	-5	Gramuz Warriors/Fighters. Gramuz leaders. One leader (Brogdin) detailed in 19.1. Also use 104bs and either 80sb or 80lb. RM stats (average): Co90, Ag90, SD60, Me50, Re75, St90, Qu85, Pr75, Em50, In50. MERP stats (average): St90, Ag90, Co90, Ig63, It50, Pr75, Ap60. Typical skills: AnimT(equine)44, Climb47, DSense33, Farm71, For41, Herd54, Lead23, Perc56, PSp33, Ride68, S&H38, S&T33, Swim62, Track33; plus two or three of the following: Amb17, AnimH28, Brawl66, Camo33, Craft38, DrugT(alcohol)28, FAid54, Gamb35, HostE(snow)54, Play Inst59, RMas35, Row65, StarG30, Trad28, WeaW28.
Clan Elite (75)	3	50	RL/9	25	Y	L	65sp	50sp	5	Gramuz Warriors/Fighters. Gramuz warriors. Also use 44bs or 44ha. RM stats (average): Co90, Ag75, SD50, Me50, Re50, St90, Qu75, Pr50, Em50, In50. MERP stats (average): St90, Ag75, Co90, Ig50, It50, Pr50, Ap55. Typical skills: AnimT(equine)23, Climb16, Craft25, Farm25, For23, Herd23, Perc15, Ride23, S&H15, Swim21; plus one or two of the following: Amb4, Brawl14, DrugT(alcohol)18, Gamb8, PSp10, RMas13, S&T5.
Clan Faid (150)	2	40	SL/6	25	Y	A	50sp	45sp	5	Gramuz Warriors/Fighters. Gramuz clan levy. Also use bs and lb. Use refugee/farmer statistics and skills.
Refugees/Farmers	3	46	SL/5	25	Y	N	32sp	28sp	5	Lake-folk/Gramuz farmers. Hardened rural folk. May use ha, d, bs or cp instead. RM stats (average): Co75, Ag75, SD50, Me50, Re50, St75, Qu75, Pr50, Em50, In50. MERP stats (average): St75, Ag75, Co75, Ig50, It50, Pr50, Ap50. Skills: AnimT29, Climb15, Craft31, Farm54, For29, Herd29, Perc20, Ride29, S&H15, Swim34, TrapB23, WeaW17, Wood26; plus two or three of the following: AnimH26, Brawl10, Dance23, FAid20, MWife18, Play Inst29, PSp20, RMas29, Row30, Sing23, Track20.
Refugees/Farmers	2	39	SL/5	25	Y	N	27ha	23ha	5	Lake-folk/Gramuz farmers. Typical rural folk. May use sp, cl, bs or cp instead. RM stats (average) Co75, Ag75, SD50, Me50, Re50, St75, Qu75, Pr50, Em50, In50. MERP stats (average): St75, Ag75, Co75, Ig50, It50, Pr50, Ap50. Skills: AnimT21, Climb10, Craft24, Farm41, For21, Herd21, Perc15, Ride21, S&H10, Swim26, TrapB18, WeaW12, Wood19; plus two or three of the following: AnimH18, Brawl5, Dance18, FAid15, MWife13, Play Inst22, PSp15, RMas22, Row25, Sing18, Track15.
Refugees/Farmers	I	33	No/I	25	Y	N	22cl	18cp	5	Lake-folk/Gramuz farmers. Inexperienced rural folk. May use ha, sp or bs instead. RM stats (average): Co75, Ag75, SD50, Me50, Re50, St75, Qu75, Pr50, Em50, In50. MERP stats (average): St75, Ag75, Co75, Ig50, It50, Pr50, Ap50. Skills: AnimT13, Climb10, Craft17, Farm28, For13, Herd13, Perc10, Ride13, S&H10, Swim18, TrapB13, WeaW7, Wood12; plus two or three of the following: AnimH10, Brawl5, Dance13, FAid10, MWife8, Play Inst15, PSp10, RMas15, Row20, Sing13, Track10.
Mercenaries	3	70	Ch/13	25	Y	L	64bs	49cp	-5	Northron Warriors/Fighters. Travelling warriors. Many use lk, ha, ml and other weapons instead. Also use 44sp. RM stats (average): Co90, Ag75, SD50, Me50, Re50, St90, Qu75, Pr50, Em50, In50. MERP stats (average): St90, Ag75, Co90, Ig50, It50, Pr50, Ap50. Skills: Climb21, DrugT(alcohol)23, Gamb13, Perc10, Ride23, S&H15, S&T20, Swim21; plus one or two of the following: Amb5, AnimT13, Appr10, Craft25, FAid20, For13, Fren10, Jump29, MAST/S&T(1)44, Play Inst20, PSp10, RMas13, Row29, Stun16, Subd42.
Headmen (2)	8	95	Ch/15	40*	Y	Y	105sp	100sb	-10	Sagath Warriors/Fighters. Regional leaders/raiders. One (Jyaganoth) is detailed in 19.1. +10DB full shield. Two +10OB javelins. Also use 95ja and 59ss or da. RM stats (average): Co90, Ag90, SD60, Me50, Re60, St90, Qu80, Pr75, In50, Em50. MERP stats (average): St90, Ag90, Co90, Ig55, It50, Pr75, Ap55. Typical skills: AnimT(equine)56, Climb41, Perc45, Ride61, RMas25, S&T20, Swim51; plus two or three of the following: Amb12, Brawl44, DrugT(alcohol)28, For28, Fren23, HostE(hills)58, Jump74, Lead20, PSp23, S&H25, Track45.
Trackers (55)	4	45	No/I	40*	Y	L	55ss	55cp	15	Sagath Rangers. Elite mounted scouts. RM stats (average): Co90, Ag90, SD50, Me50, Re50, St75, Qu75, Pr50, Em50, In80. MERP stats (average): St75, Ag90, Co90, Ig50, It80, Pr50, Ap55. Typical skills: Amb6, AnimT(equine)37, Climb24, DSense32, For40, Ride47, RMas26, S&H37, S&TI3, Swim29, Track32; plus one of the following: Craft26, DrugT(alcohol)18, FAid13, Gamb8, HostE(hills)30. 4PP. 2 spell lists each.
Archers (55)	3	45	No/I	10	N	L	50sp	70sb	15	Sagath Warriors/Fighters. Mounted archers. Also use 41ss or da. RM stats (average): Co90, Ag90, SD50, Me50, Re50, St75, Qu75, Pr50, Em50, In50. MERP stats (average): St75, Ag90, Co90, Ig50, It50, Pr50, Ap55. Typical skills: AnimT(equine)23, Climb26, Perc20, Ride33, RMas28, Swim31; plus four or five of the following: Amb5, Brawl19, Craft28, DrugT(alcohol)18, FAid13, For13, Fren13, Gamb7, HostE(hills)31, Intg18, Jump39, S&H18.
Spearmen (165)	3	45	Ch/13	20	Y	L	65ja	65ja	0	Sagath Warriors/Fighters. Mounted warriors. Also use 32ss or da. Target shields. RM stats (average) Co90, Ag75, SD50, Me50, Re50, St90, Qu75, Pr50, Em50, In50. MERP stats (average): St90, Ag75, Co90, Ig50, It50, Pr50, Ap55. Typical skills: AnimT(equine)23, Climb21, Perc20, Ride31, RMas25, Swim26; plus two or three of the following: Amb5, Brawl19, Craft28, DrugT(alcohol)18, FAid13, For13, Fren13, Gamb7, HostE(hills)31, Intg18, Jump39, S&H18.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MM	Notes
Swordmen (20)	2	40	Ch/13	20	Y	L	50sp	70sb	-5	Sagath Warriors/Fighters. Footsoldiers/Lar-huil guards. Also use 23sp. Target shields. RM stats (average): Co90, Ag75, SD50, Me50, Re50, St90, Qu75, Pr50, Em50, In50. MERP stats (average): St90, Ag75, Co90, Ig50, It50, Pr50, Ap55. Typical skills: AnimT(equine)17, Climb19, DRUn34, Perc15, Ride25, RMas20, Swim19; plus two or three of the following: Amb3, Brawl11, Craft18, DrugT(alcohol)13, FAid8, For7, Fren8, Gamb2, HostE(hills)20, Intg13, Jump27, S&H13.
Slingers (20)	2	35	No/1	10	N	L	20ss	55sl	15	Sagath Warriors/Fighters. Footsoldiers/Lar-huil guards. Also use 20sp. RM stats (average): Co90, Ag90, SD50, Me50, Re50, St75, Qu75, Pr50, Em50, In50. MERP stats (average): St75, Ag90, Co90, Ig50, It50, Pr50, Ap55. Typical skills: AnimT(equine)17, Climb24, DRUn34, Perc15, Ride27, RMas23, Swim24; plus four or five of the following: Amb3, Brawl11, Craft18, DrugT(alcohol)13, FAid8, For7, Fren8, Gamb2, HostE(hills)20, Intg13, Jump27, S&H13.
Bandits (6)	5	64	RL/9	25	Y	L	65bs	63cp	5	Warriors/Fighters (bountyhunters). Mixed scouts/trackers; Dorwinrim, Easterlings and Northrons. Some: use sc, lk or ha as a melee weapon; use sb as a missile weapon; coat weapons with Angusaive Venom or Uraana. RM stats (average): Co75, Ag90, SD40, Me50, Re50, St90, Qu75, Pr40, Em50, In50. MERP stats (average): St90, Ag90, Co75, Ig50, It50, Pr40, Ap50. Typical skills: Amb6, AnimT(equine)37, Camo34, Climb32, DSense44, For44, Intg36, Perc43, Ride51, Sig31, S&H43, Swim32, Track44; plus one or two of the following: Appr30, Brawl19, Craft38, DTrap25, DrugT(alcohol)22, FAid31, Gamb15, Jump45, PLock23, RMas36, Row46, Subd45, Trick39, URP35.
Bandits (6)	4	58	RL/9	30	Y	L	60bs	45cp	5	Warriors/Rogues (assassins). Mixed ambush/trap setters; Dorwinrim, Easterlings and Northrons. Some: use sc, lk or ha as a melee weapon; use sb as a missile weapon. Coat weapons with Angusaive Venom or Uraana. RM stats (average): Co75, Ag90, SD40, Me50, Re50, St90, Qu90, Pr40, Em50, In50. MERP stats (average): St90, Ag90, Co75, Ig50, It50, Pr40, Ap50. Typical skills: Amb20, AnimT(equine)17, Camo36, Climb41, DTrap27, DSense9, Perc23, PLock25, Ride31, SKill42, S&H45, Subd43, Swim26, TrapB37, URP42; plus one or two of the following: Appr10, Craft33, DrugT(alcohol)32, FAid27, For24, Intg16, Jump37, RMas31, Row40, Sig27, Track24, Trick41.
Bandits (84)	3	46	RL/9	25	Y	L	51bs	51cp	5	Mixed Warriors/Rogues. Dorwinrim, Easterlings and Northrons. Some: use sc, lk or ha as a melee weapon; use sb as a missile weapon; coat weapons with Angusaive Venom or Uraana. RM stats (average): Co75, Ag90, SD40, Me50, Re50, St75, Qu75, Pr40, Em50, In50. MERP stats (average): St75, Ag90, Co75, Ig50, It50, Pr40, Ap50. Typical skills: Amb2, AnimT(equine)20, Brawl28, Camo15, Climb28, DSense19, For12, Gamb10, Perc18, Ride29, S&H34, Swim28; plus one or two of the following: Appr13, Craft31, DTrap21, DrugT(alcohol)17, FAid22, Intg16, Jump38, PLock19, Play Inst29, RMas29, Row37, Sig22, Subd39, Track19, Trick30, URP25.
Guard Band (7)	6	104	Ch/14	25	Y	Y	88sc	80sp	-10	Warriors/Fighters. Common Orc; Mogshi's personal guard. Also fight with 45bs and 3Isb. Full shields. RM stats: Co95, Ag80, SD75, Me50, Re35, St90, Qu50, Pr40, Em30, In30. MERP stats: St90, Ag80, Co95, Ig44, It30, Pr40, Ap14. Skills: AnimT(lupine)36, Brawl25, Cav61, Climb32, Mine32, Perc22, Ride41, Swim32; plus one or two of the following: Amb8, Gamb7, HostE(snow)41, Intg15, S&H15.
Uruk Command (4)	8	125	Ch/14	25	Y	Y	110sc	59sb	-10	Uruk Warriors/Fighters. Larzoguhoth drartul (lurg leaders) Wolfriders. Some use handaxes as their primary weapon. Also fight with 59sp and 84da. Full shields. +5OB scimitar. RM stats: Co95, Ag85, SD60, Me50, Re40, St90, Qu55, Pr45, Em35, In40. MERP stats: St90, Ag85, Co95, Ig45, It40, Pr45, Ap19. Skills: Amb10, AnimT(lupine)48, Brawl39, Cav58, Climb41, DRUn61, HostE(snow)53, Intg20, Mine40, Perc35, Ride53, S&H20, S&T25, Swim41.
Warriors (28)	3	67	SL/7	20	Y	Y	61sc	32sb	-5	Warriors/Fighters. Common Orc; Larzoguhoth Wolfriders. Some use handaxes as their primary weapon. Also wield 3Isp. RM stats: Co90, Ag75, SD30, Me30, Re25, St90, Qu50, Pr30, Em25, In25. MERP stats: St90, Ag75, Co90, Ig28, It25, Pr30, Ap14. Skills: AnimT(lupine)18, Brawl11, Cav40, Climb21, Mine27, Perc0, Ride23, Swim21; plus one or two of the following: Amb4, Gamb2, HostE(snow)20, Intg8, S&H7.
Foot Command (18)		102	Ch/13	20	Y	L	88sc	76sb	-5	Warriors/Fighters. Common Orc; Larzoguhoth drartul (lurg leaders). Also fight with 45sp and 45da. RM stats: Co95, Ag80, SD75, Me50, Re35, St90, Qu50, Pr40, Em30, In30. MERP stats: St90, Ag80, Co95, Ig44, It30, Pr40, Ap14. Skills: Brawl15, Cav61, Climb32, DRUn67, Mine32, Perc22, Swim41; plus one or two of the following: Amb8, Gamb7, HostE(snow)41, Intg15, S&H15.
Warriors (36)	3	67	SL/7	20	Y	Y	61sc	32sb	-5	Warriors/Fighters. Common Orc; Veteran Larzoguhoth foot soldiers. Some use handaxes as their primary weapon. Also wield 3Isp. RM stats: Co90, Ag75, SD30, Me30, Re25, St90, Qu50, Pr30, Em25, In25. MERP stats: St90, Ag75, Co90, Ig28, It25, Pr30, Ap14. Skills: Brawl11, Cav40, Climb21, DRUn41, Mine27, Perc0, Swim21; plus one or two of the following: Amb4, Gamb2, HostE(snow)20, Intg8, S&H7.
Warriors (90)	2	52	SL/5	20	Y	Y	48sp	29sb	5	Warriors/Fighters. Common Orc; Larzoguhoth foot soldiers. RM stats: Co90, Ag75, SD30, Me30, Re25, St90, Qu50, Pr30, Em25, In25. MERP stats: St90, Ag75, Co90, Ig28, It25, Pr30, Ap14. Skills: Brawl3, Cav47, Climb14, DRUn49, Mine22, Perc0, Swim41; plus one or two of the following: Amb3, Gamb2, HostE(snow)14, Intg3, S&H2.
Scouts (16)	3	49	SL/5	25	Y	L	45ha	4Isb	5	Common Orc scouts/thieves. Larzoguhoth trackers. Some use scimitars as their primary weapons. RM stats (average): Co90, Ag80, SD30, Me30, Re25, St90, Qu75, Pr30, Em25, In50. MERP stats (average): St90, Ag80, Co90, Ig28, It50, Pr30, Ap14. Typical skills: Brawl13, Cav40, DRUn38, For10, Perc19, S&H19, Swim18, Track29; plus one or two of the following: Amb2, Camo13, DTrap9, Gamb12, HostE(snow)27, Intg18, PLock8.
Uruk Command (12)	10	120	Ch/16	30*	Y	Y	120bs	90sb	-20	Uruk Warriors/Fighters. Asharag elite wolfriders. Also uses 97sp, 70haand 70wh. +10 shield. RM stats (average): Co95, Ag85, SD60, Me50, Re40, St90, Qu55, Pr45, Em35, In40. MERP stats (average): St90, Ag85, Co95, Ig45, It40, Pr45, Ap19. Typical skills: Amb11, AnimT(lupine)57, Brawl50, Cav67, Climb50, DRUn70, For30, Fren20, HostE(snow)72, Intg25, Perc47, Ride62, S&H25. S&T47, Swim50.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MM	Notes
Guard Band (20)	6	75	Ch/I4	0	N	Y	90th	60sb	-10	Uruk Warriors/Fighters. Ukog's personal guard. Also fight with 90bs and a shield. RM stats: Co95, Ag80, SD75, Me50, Re35, St90, Qu50, Pr40, Em30, In30. MERP stats: St90, Ag80, Co95, Ig44, It30, Pr40, Ap14. Typical skills: AnimT(lupine)36, Brawl23, Cav48, Climb32, For36, Perc25, Ride41, Swim27; plus one or two of the following: Amb8, Gamb7, HostE(snow)41, Intg15, S&H15, S&T20.
Band Leaders (20)	6	70	Ch/I3	20	Y	L	80ha	45sb	-5	Warriors/Fighters. Common Orc; Asharag drartul wolfriders. Also fight with 45sp and 45sc. RM stats: Co95, Ag80, SD75, Me50, Re35, St90, Qu50, Pr40, Em30, In30. MERP stats: St90, Ag80, Co95, Ig44, It30, Pr40, Ap14. Skills: Brawl25, Cav61, Climb32, DRUn67, For36, Perc22, Swim41; plus one or two of the following: Amb8, Gamb7, HostE(snow)41, Intg15, S&H15, S&T20.
Warriors (20)	5	60	SL/8	20	Y	Y	70sc	30sb	-10	Warriors/Fighters. Common Orc; Veteran Asharag soldiers (some ride wolves). Also fight with 45sp and 45da. RM stats: Co95, Ag80, SD75, Me50, Re35, St90, Qu50, Pr40, Em30, In30. MERP stats: St90, Ag80, Co95, Ig44, It30, Pr40, Ap14. Skills: Brawl17, Cav55, Climb32, DRUn63, For30, Perc20, Swim32; plus one or two of the following: Amb7, Gamb7, HostE(snow)35, Intg15, S&H15, S&T20.
Warriors (130)	3	40	SL/7	0	N	Y	50sp	5sb	-5	Warriors/Fighters. Common Orc; Asharag footsoldiers. Some use scimitars and shields. Also wield 31da. RM stats: Co90, Ag75, SD30, Me30, Re25, St90, Qu50, Pr30, Em25, In25. MERP stats: St90, Ag75, Co90, Ig28, It25, Pr30, Ap14. Skills: Brawl11, Cav40, Climb21, DRUn41, For27, Perc0, Swim21; plus one or two of the following: Amb4, Gamb2, HostE(snow)20, Intg8, S&H7.
Warriors (120)	2	35	No/3	30	Y	L	40pa	—	5	Warriors/Fighters. Common Orc; Green Asharag footsoldiers. Some use spears as their primary weapon. RM stats: Co90, Ag75, SD30, Me30, Re25, St90, Qu50, Pr30, Em25, In25. MERP stats: St90, Ag75, Co90, Ig28, It25, Pr30, Ap14. Skills: Brawl13, Cav47, Climb14, DRUn49, For22, Perc0, Swim41; plus one or two of the following: Amb3, Gamb2, HostE(snow)14, Intg3, S&H2.

KEY/CODES (Also applies to 19.1)

The statistics given describe each NPC; a more detailed description of some of the more important NPCs can be found in the main text. Some of the codes are self-explanatory: Hits, Lvl (level), MovM (movement and maneuver bonus), Sh (shield). The more complex codes are listed below. An asterisk (*) indicates a bonus due to high quality or magical equipment.

AT (Armor Type): The two letter code gives the being's *MERP* armor type (No= No Armor, SL= Soft Leather, RL= Rigid Leather, Ch= Chain, Pl= Plate); the number is the equivalent *Rolemaster* armor type.

DB (Defensive Bonus): Note that defensive bonuses include stats and shield.

Gr (Greaves): "A" and "L" are used to indicate arm and leg greaves, respectively. Greaves are generally leather, although a few wearers of Chain and Plate Armor Types might also have metal greaves.

OBs (Offensive Bonuses): Weapon abbreviations follow OBs:

ba= battle-axe	bs= broadsword	cl= club	cp= composite bow
da= dagger	ha= hand-axe	ja= javelin	lcb= light crossbow
lb= longbow	lk= longknife/seax	ma= mace	ml= mounted lance
nt= net	pa= pole-arm	qs= quarter staff	sc= scimitar
sb= shortbow	ss= shortsword	sl= sling	sp= spear
th= two-handed sword	wh= war hammer	wm= war mattock	wh= whip.

Melee and missile OBs indicate the bonus for the combatant's best weapon in that category.

Statistics Rolemaster: Co= Constitution, Ag=Agility, SD= Self Discipline, Me= Memory, Re= Reasoning, St= Strength, Qu= Quickness, Pr= Presence, Em= Empathy, In= Intuition; MERP: Ig= Intelligence, It= Intuition, Ap= Appearance.

Skills: Skill abbreviations precede skill bonuses:

Acro= Acrobatics, Act= Acting, Admin= Administration, AMov= Adrenal Moves (bal= balance, land= landing, leap= leaping, spd= speed, str= strength), Alch= Alchemy, Amb= Ambush, AnimH= Animal Healing, AnimT= Animal Training, Appr= Appraisal, Attun= Attunement/Staves & Wands, Barb= Barbering, Bask= Basketmaking, BSp= Base Spells, BeastM= Beastmastery, Bill= Billeting, BoatP= Boat Pilot, Brawl= Brawling, Brew= Brewing, BriB= Bribery, Build= Building, Camo= Camouflage, Candle= Candlmaking, Cav= Caving, Chan= Channeling, Climb= Climbing, CDye= Cloth Dying, Coin= Coining, Cook= Cookery, Coop= Coopering, Cont= Contortions, Craft= Crafting (unspecified), Dance= Dancing, DTrap= Disarm Traps, Dipl= Diplomacy, DSp= Directed Spells, DSense= Direction Sense, Disarm= Disarming, Disgu= Disguise, DRUn= Distance Running, Divn= Divining/Fortune Telling, Dive= Diving, DrugT= Drug Tolerance, Fals= Falsification, Farm= Farming, FAid= First Aid, Fish= Fishing, For= Foraging, Fren= Frenzy, Gamb= Gambling, Glass= Glassmaking, Herd= Herding, HostE= Hostile Environments, InstM= Instrument Making, Intg= Interrogation, Jewel= Jewellery, Jug= Juggling, Jump= Jumping, Law= Law Knowledge, Lead= Leadership, LWork= Leatherworking, MagicR= Magic Ritual, MAST(#)= Martial Arts Strikes (rank #), MAS&T= Martial Arts Sweeps & Throws, Mason= Masonry, Med= Meditation (heal= healing, slp= sleep), Mess= Message Carrying, Mill= Milling, MWife= Midwifery, Mim= Mimicry, Mine= Mining, Nav= Navigation, NSM= Net/Sail Making, Paint= Painting, Perc= Perception, PLock= Picking Locks, PPckt= Picking Pockets, Play Inst= Playing An Instrument (sometimes the specific instrument is named), Potter= Pottery, PSp= Public Speaking, RevS= Reverse Stroke, Ride= Riding, Roof= Roofing, RopeM= Rope Making, RMas= Rope Mastery, Row= Rowing, Rune= Runes, Sail= Sailing, Scrib= Scribing, Sculpt= Sculpting, Sed= Seduction, Sew= Sewing/Embroidery/Tailoring, ShapeC= Shapechanging, ShipW= Shipwrighting, Sig= Signaling, SKill= Silent Killing, Sing= Singing, Skin= Skinning, Smith= Smithing, SLA= Spatial Location Awareness, SpM= Spell Mastery, Spin= Spinning, Sprt= Sprinting, S&H= Sulk & Hide, StarG= Stargazing, Stone= Stonecrafting, S&T= Strategy & Tactics, Stun= Stunned Maneuvering, Subd= Subduing, Swim= Swimming, TacG= Tactical Games, Tan= Tanning, Track= Tracking, Trad= Trading, TrapB= Trap Building, Trick= Trickery, Tumb= Tumbling, TWC= Two Weapon Combination, URP= Using/Removing Poison, Wain= Wainwrighting, WeaW= Weather Watching, Weave= Weaving, Wood= Woodcrafting.

Type	Lvl	# Enc	Size/ Crit	Speed	Hits	AT	DB	Prim./Sec./Ter. Attack	Notes
Bat, Great (N)	5	1-20	M	VF/VF	60	No/3	60	75MBi/60MCI/pois	Aggressive. Forest predators. Some have Ondokamba poison.
Bat, Pond (N)	1	1-50	T	VF/VF	5	No/1	60	25SBI/dis/pois	Passive. Ignores stun. 20% carry Cyclic Fever. Some have Jegga poison.
Bird, large (D)	1	1-100	S	VF/VF	8	No/1	50	0SPi/0SCI	Normal. E.g., Goose, Grebe, Gull, Jay, Loon, Partridge, Quail, Woodcock, etc.
Bird, small (D)	0	1-200	T	VF/VF	5	No/1	70	0TPi/0TCI	Normal. E.g., Blackbird, Bluebird, Chickadee, Cuckoo, Finch, Grosbeak, Kirinki, Lark, Nuthatch, Plover, Robin, Sparrow, Starling, Swallow, Swift, Wren, etc.
Bittern (D)	1	1-20	S	M/M	15	No/1	30	20SCI/10SPi	Normal. Summer fishing bird.
Buzzard, Cliff (D)	2	2-10	S	VF/VF	30	No/1	50	40MCI/25SPi	Aggressive. Bands together against foes.
Craban (D,N)	3	3-30	S	F/F	25	No/3	50	20SPi/20SCI	Evil, intelligent. Large black Crow. Used as a spy. Speaks its own simple tongue.
Crake/Coot (D)	1	1-50	S	VF/F	15	No/1	50	30SPi	Normal. Ducklike waterbird.
Crow, Green Wing (D)	1	2-40	S	F/MF	15	No/1	55	10SPi/15SCI	Lively. Attracted to shiny objects. Can be used to carry messages.
Duck, Green Headed (D)	1	4-100	S	F/F	8	No/1	50	0SPi/0SCI	Normal. Summer lake and river inhabitant.
Eagle, Great (D)	30	1	H/L	VF/VF	300 RL/II	90		120HCL/100LPi	Good, very intelligent. May aid lone individuals in peril. Also has 100LBa.
Falcon, Peregrine (D)	2	1-2	S	VF/BF	20	No/1	60	45SCI/25SPi	Aggressive. Fantastic flier.
Falcon, Great (D)	10	1-2	L/I	VF/VF	100 SL/4	60		90LCI/60MPi/50MBa	Normal. Very maneuverable.
Golodo (D)	1	1-100	M	M/M	40	No/1	20	35SPi	Passive. Colorful Waterbird. Protective of nest.
Gorcrow (D,N)	1	5-50	S	F/MF	20	No/1	55	10SPi/10SCI	Hungry. Likes shiny objects and eyeballs.
Hawk, Rough Leg (D)	2	1-2	S	VF/BF	25	No/1	50	40MCI/25SPi	Aggressive. Often hovers in flight.
Hummingbird, Dwarf (D)	0	1-4	T	VF/F	3	No/1	55	0TPi	Curious. Tiny, colorful and very agile.
Jatewoon (D)	9	1	L	F/VF	120	No/1	30	80LPi/70LCI/50LBa	Protective (of nest). Waterbird. Rarely flies.
Owl, Short Ear (D)	4	1-10	S	F/F	20	No/1	50	50SCI/25MCI	Normal, intelligent. Speaks own tongue and sometimes Sindarin (Rank I or 2).
Pheasant, Green (D,N)	1	1-5	S	MF/F	15	No/1	40	30SBa/20SPi	Normal. Colorful. Good eating.
Pigeon, Blue (D)	0	2-1000	T	F/M	5	No/1	70	0TPi/0TCI	Normal. Summers in region. Migrates west in vast flocks. Can be used to carry written messages.
Raven (D)	4	1-30	S	VF/VF	20	No/3	50	50SCI/25MCI	Normal, intelligent. Speaks Mannish and Elvish tongues.
Stork (D)	1	1-10	S	M/M	20	No/1	30	30SHo/0SCI	Normal, intelligent. Nests on the chimneys of Esgaroth during warmer months. Some speak Westron (Rank I or 2).
Swan, Pied (D)	1	2-40	M	MF/S	33	No/1	20	40MBa/30SPi	Normal, very intelligent. Speaks own language.
Thrush (D)	0	1-2	S	VF/F	10	No/1	60	15TPi	Curious, intelligent. Speaks own language. Used as messengers by Dale-men and Wood-elves. Likes Snails.
Vulture, Black (D)	2	1-10	M	F/MF	45	No/1	30	30MCI/30MPi	Hungry. Ugly carrion feeder.
Woodpecker, Red Head (D)	1	1-2	S	F/F	10	No/1	50	20SHo/0SPi/10TCI	Timid. Colorful.
Eel, Giant (N)	7	1-2	L/I	MF/MF	160	SL/3	40	70MBi/90LBa/75LCr	Hungry. Freshwater predator (e.g., "the Grundherd"). Likes carrion, garbage.
Fish, small (D,N)	0	1-100	S	F/F	8	No/1	50	0TPi/10SPi/pois	Normal. E.g., Bass, Char, Pickerel, Panfish, Perch, Smelt. 2% have Brithagurth, 5% have Falsereg poison.
Lamprey, Freshwater (D,N)	1	1-4	S	S/S	15	SL/3	20	40SGr/+bleed	Normal. Sucks 2 hits/rnd.
Leech (D,N)	0	1-50	T	S/S	4	No/1	5	30TGr/+bleed/dis	Normal. Favors stagnant water. Sucks 1 hit/rnd. 1% carry Quaking Fever.
Pike (D,N)	2	1	M	MF/F	75	No/1	35	45MBi	Aggressive. Freshwater predator. Includes the Walleye.
Trout, Lake (D,N)	1	1-20	S	F/F	15	No/1	50	15SPi	Normal. Staple Lake-men dish.
Salmon (D,N)	2	1-100	M	F/F	35	SL/3	30	30SPi	Normal. Staple Lake-men dish.
Sturgeon (D,N)	5	1-2	M	MF/MF	140	SL/8	10	70MBa/50SBI	Passive. Prized for its roe (eggs).

Type	Lvl	# Enc	Size/ Crit	Speed	Hits	AT	DB	Prim./Sec./Ter. Attack	Notes
Wels (D,N)	3	1-5	M	S/MF	160	SL/3	30	60MBa/60MGr	Normal. Ugly bottom feeder.
Ant (D,N)	0	20-2000	T	C/VF	1	RL/II	30	0TPi/0SSSt/pois	Normal. 10+ bites (red Ant) inject a Lvl I circulatory poison.
Bee, Ground (D)	0	4-400	T	M/VF	1	No/1	40	0TSt/20SSSt(swarm)	Protective. Nests are Hard (-20) to spot.
Beetle (D,N)	0	1-100	T	C/VF	1	RL/12	30	0TPi	Normal. Loves carrion.
Flea (D,N)	0	1-100	T	S/VS	1	RL/II	50	0SSSt/dis	Passive. Some (1-4%) carry Angurth.
Galungol (D)	5	2-20	M	M/MF	45	SL/8	30	45SPi/50SSSt/pois	Aggressive. Large Spider. Attacks in organized groups. Have Slota poison.
Horsefly (D)	0	1-100	T	VF/F	2	No/1	35	15Tbi/dis	Aggressive. Found near water. Includes the Blackfly. 1 % carry disease.
Mosquito (D,N)	0	3-300	T	MD/S	1	No/1	20	10Tbi/dis	Aggressive. 2% carry Yellow Rheum.
Neekerbreeker (N)	0	3-300	T	F/M	1	No/1	45	10Tbi/dis	Hungry. Noisy Mosquito-like insect. Infests provisions. 5% carry Yellow Rheum.
Praying Mantis (N)	0	1-2	T	C/BF	1	RL/II	30	0TGr/0Tbi/0TPi	Aggressive. Well-camouflaged carnivore.
Spider, small (D,N)	0	1-5	T	VS/VF	1	No/1	10	0TPi/20TPi/pois	Normal. Very common near Mirkwood. Some are poisonous.
Tick (D,N)	0	1-100	T	C/VS	1	RL/12	30	0TPi/0SSSt/disease	Passive. Hard to remove. 2% carry Spotted or Cyclic Fever.
Andodaio (N)	3	10-100	S	MF/M	55	SL/7	30	30SCi/30SBa/25Tbi	Normal. Social Lizard. Hunts in packs.
Angusaiwë (D)	2	1-20	S	VF/F	24	SL/4	50	30SBi/40SSSt/pois	Aggressive. Carnivorous Lizard. Has Angusaiwe poison.
Coireal (D)	2	1-2	S	S/VF	30	No/1	40	55SSSt/pois	Passive. Colorful. Has Coireal poison.
Frog/Toad (N)	0	1-10	T	S/F	8	No/3	35	0TBa/0TGr/pois	Timid. Some Toads (75%) secrete a Lvl I respiratory poison.
Nathair, Ardor (D)	1	1-2	S	S/BF	20	No/1	30	30SSSt/pois	Aggressive. Has Ashgurash.
Nathrach (D)	1	1-2	S	M/BF	25	No/1	25	35SSSt/pois	Protective. Water Snake. Has Nathrach poison.
Salamander/Newt (N)	0	1-5	T	S/M	5	SL/4	30	10Tbi/poison	Timid. Some (10%) secrete a Lvl I respiratory poison.
Snake, non-poisonous (D)	0	1-5	S	S/VF	20	No/1	40	Tbi	Normal. E.g., Garter, Grass, Hognose, Ringneck, etc.
Turtle (D)	0	1-2	S	C/VS	20	RL/12	20	20SPi/30TBa	Passive. Lake, river and marsh/bog inhabitant.
Atenla (D,N)	0	2-20	S	F/MF	15	No/3	15	10SBi/20SCi	Timid. Wild Rabbit.
Auroch (D)	2	1-10	L	M/M	140	No/3	20	50MHo/50LTs	Domesticated. Cattle. Passive until disturbed.
Badger (N)	2	1-2	M	M/MF	60	No/3	30	40MCI	Timid. Nasty if cornered.
Beaver (D)	2	1-5	S	M/M	40	No/3	35	40SBi	Passive. Builds dams. Smacks tail on water to sound alarm.
Boar (D,N)	3	1	M	F/MF	120	SL/4	30	50MHo/50MBa/40STs	Aggressive. Mean-tempered and solitary.
Boar, Fen (D,N)	2	1-2	M	F/MF	100	No/3	30	40MHo/30MBa/20STs	Aggressive. Nasty if cornered.
Bear, Black (D,N)	5	1-5	L/I	MF/MF	150	SL/8	20	65LGr/60LCI/70MBa	Normal. Omnivorous. Loves honey. Also has 40MBi.
Bear, Cave (N)	12	1-5	L/L	MF/F	300	SL/8	40	95HBa/90LCI/85LGr	Normal. Huge, retiring creature. Also has 90LBi.
Bear, North (N)	10	1-2	L/II	F/F	240	SL/4	45	75LCI/80LGr/90LBa	Aggressive. Great swimmer. Also has 90LBi.
Caru (Elk) (D)	2	20-1000	M	VF/F	70	No/3	40	20MHo/20MTs	Timid. Both sexes have antlers.
Cat, Fishing (D,N)	1	1-5	S	VF/VF	50	No/3	50	30MCI/20SBi	Normal. Kittens can be domesticated.
Chatmoig (N)	5	1-2	L	F/VF	150	SL/4	30	75LCI/90MBa/100LBi	Aggressive. Sabre-tooth Cat.
Chipmunk (D)	0	2-20	S	M/MF	8	No/1	30	20Tbi	Timid. Especially common in wooded areas.
Fox, White (N)	1	1-5	S	MF/MF	40	No/3	60	35SBi/25SCi	Normal. Shy. Changes color with seasons.
Glutan (Wolverine) (N)	4	1-2	S	F/VF	50	No/3	50	50MBi/45MCI	Aggressive. Fights to the death.
Goat, Wild (D)	3	1-2	M	F/F	60	No/1	25	40MHo/30MBa/30MTs	Normal. Agile climber and swimmer.
Eredcath (Mt. Lion) (N)	4	1-2	M	VF/VF	120	SL/4	45	50MCI/45LBi	Aggressive. Excellent climber.
Fiaira (N)	1	1-10	M	VF/VF	45	No/3	35	15SHo/25TTs	Timid. Common wild herbivore. Good eating.
Hedgehog (D,N)	1	1-5	S	S/S	25	No/3	20	10TCI/10Tbi	Normal. Covered with barbed spines.
Hound (D,N)	3	1-20	M	VF/F	65	No/3	40	45MBi	Domesticated. Used to hunt Boar and as a guard Dog.
Hound, Sheep (D,N)	5	1-5	M	VF/VF	140	No/4	55	80MBi	Domesticated. Loyal. Excellent shepherd.
Lion, Spotted (D,N)	5	1-5	M	F/MF	140	SL/4	25	85LCI/70MBi/50MBa	Normal. May attack lone travellers.
Losrandir (Reindeer) (D,N)	2	10-100	M	F/MF	90	No/3	20	40MHo/35MTs	Normal. Hardy and gregarious. Good eating.
Lynx, Highland (N)	3	2-10	M	VF/VF	70	No/3	55	45MCI/30MBi	Aggressive. Hunts in organized groups.

Type	Lvl	# Enc	Size/ Crit	Speed	Hits	AT	DB	Prim./Sec./Ter. Attack	Notes
Marten, Giant (D,N)	4	1-2	M	VF/VF	75	No/3	50	60MBi/50Ma	Aggressive. Fierce and irrational.
Marten, Pine (D,N)	2	1-2	S	F/VF	50	No/3	35	50Sbi/40TCI	Curious. Possesses sleek fur coat and strong scent.
Mastiff, Marsh (D)	3	1-8	M	MF/F	60	SL/3	45	50MBi	Domesticated. Used as guard Dogs by Dale-men elite.
Merisc Tyke (D,N)	1	7-12	S	F/F	55	SL/3	40	45MBi	Normal. Wild, cowardly canine.
Mink, Black (River) (D,N)	1	1-10	M	VF/VF	50	SL/3	60	50MBi	Aggressive. Fierce. Ignores stun results.
Mole (D,N)	0	1-2	T	VS/S	10	No/1	30	10SCI	Timid. Garden pest.
Moose (D)	3	1-2	L	F/MF	180	SL/4	20	55LBa/60LTs	Normal. Friendly with Squirrels.
Mouse (D,N)	0	2-20	T	M/MF	8	No/1	30	20TBi	Timid. Infests stored food supplies.
Muskrat/Woodchuck/Marmot (D,N)	1	2-20	S	M/MF	25	No/1	25	No/1	20 20Sbi Passive. Likes to be in or near water.
Nimfiara (White Hart) (D)	4	1-5	L	F/F	110	No/3	25	55MHo/65MTs	Normal. Revered by some Northrons.
Opossum (N)	1	1-2	S	S/M	20	No/1	40	0TBi/10SCI	Normal. Plays dead if surprised.
Otter, Blue (D)	4	1-3	M	MF/MF	80	No/3	30	40MCI/40MBi	Normal. Eats Fish and Shellfish.
Raccoon (N)	2	1-2	S	MF/F	40	No/3	40	40Sbi/30SCI	Normal. Often washes food before eating. Likes garbage.
Rat (D,N)	0	2-20	S	M/MF	10	No/1	30	20Sbi	Normal. Filthy thief. 5% carry fleas with Angurth.
Skunk (N)	1	1-2	S	M/F	30	No/1	40	30Sbi/20TCI/spray	Normal. Spray is a Lvl 4 respiratory poison (2' radius around victim) that stuns target 1 rnd/10% RR failure.
Squirrel (D)	0	2-20	S	M/MF	10	No/1	30	20TBi	Timid. Mirkwood variety is black-furred, nasty-tasting and mean.
Weasel/Stoat (N)	2	1-2	S	MF/VF	30	No/3	50	40Sbi/40Ta	Normal. May steal food from sleeping travellers.
Wolf, Dire (N)	4	2-20	L/I	VF/F	140	SL/3	45	75LBi/45MCI	Aggressive. Hunts in packs. Liable to attack humans.
Wolf, Grey (D,N)	3	2-12	M	F/F	110	SL/3	30	55LBi/30MCI	Aggressive. Hunts in packs. May attack humans if hungry.
Wolf, War (D,N)	7	1-10	L/I	VF/VF	170	SL/4	50	85LBi/65MCI	Aggressive. Hunts in packs. Cunning. Attacks humans.
Wolf, White (N)	8	1-20	L/I	VF/VF	170	SL/4	70	90LBi/80LCI	Aggressive. Hunts in packs. Most dangerous wolf of all.
Barrow Wight (N)	15	1	M/L	S/VF	165	No/1	75	100we/90LBa/fear	Evil, intelligent. Undead. Haunts tombs. 60' radius Fear spell. Touch causes paralysis or sleep. Drains 5 CO/rnd. Immune to "stun" and "hits/rnd" results.
Cold Drake (D,N)	30	1	H/SL	F/F	500	Pl/20	50	120HBi/120HCl/80HHo	Evil, intelligent. Wingless. Deals 4X concussion hits. Also has 120HBa. Has Ruth-i-naur saliva and Lhugurth blood.
Fell Beast (N)	20	1-5	L/L	F/F	240	RL/12	50	90HCl/90LGr/90LBa	Aggressive. Dragon-related monster. Deals 2x concussion hits. Also has 60LBi. Blood acts as Ruth-i-naur.
Huorn (D,N)	25	1-5	H/L	VS/VS	400	Pl/20	0	80HBa/70HGr	Evil, intelligent. Treelike monster. Deals 2x concussion hits. Also has 100HCr if HGr grabs prey. Ignore "stun" results.
Mewlip (N)	4	2-20	M/II	F/M	60	No/1	35	50we/75MBi+bleed	Evil, intelligent (barely). Semi-aquatic undead. 10' radius Trance spell (1 rnd/5% RR failure). Bite drains blood (2-20 hits/rnd). Immune to "stun" and "hits/rnd" results.
Spider, Giant (D,N)	8	1-10	M/I	MF/F	160	SL/4	40	70LPi/75LSt/pois	Evil, intelligent. Attacks in organized groups. Has Slota and Nimnaur poisons.
Swamp Star (N)	9	1-2	S/L	VF/VF	30	No/1	70	special	Belligerent. Undead will-o-the-wisp. Casts lvl 5 Luring to entice victim into danger (bogs, quicksand, etc.), then drains 6 points of Co/rnd. from immobilized or drowning victim (1 target).
Tree, Evil (D,M)	3	1-10	L/I-	/M	50	RI/II	10	20SGr(varies)/pois	Hungry, sentient. Animate and varied in appearance. Many secrete a mist that acts as a weak (lvl 3) Hith-i-girith. Others have strangling tendrils or secrete reduction poisons from their roots to help digest prey.
Troll, Cave (N)	12	1-5	L/La	M/M	220	RL/II	25	100HCl/85we/80ro	Evil, intelligent (barely). Ro attack is a LCr (150' range). Deals 2x concussion hits. Turn to stone in sunlight.

Type	Lvl	# Enc	Size/ Crit	Speed	Hits	AT	DB	Prim./Sec./Ter. Attack	Notes
Troll, Forest (N)	6	I-6	L/II	MF/M	150	RL/II	10	70LCI/60LBI/40we	Evil, intelligent (barely). Deals 2x concussion hits. Turns to stone in direct sunlight (at -50 in diffuse sunlight). Also has 50ro (80' range)- treat as MCr.
Troll, Stone (N)	7	I-6	L/II	S/M	150	RL/II	15	80LBa/65LCI/40we	Evil, intelligent (barely). Deals 2x concussion hits. Turns to stone in sunlight. Also has 60ro (90' range)- treat as MCr.
Warg(N)	8	4-20	L/I	VF/VF	180	SL/4	60	75LBI/60LCI	Evil, intelligent. Wolf-like undead. Attacks in packs. Immune to "stun" and "hits/rnd" results. Body dissipates when slain.
Kryda (D,N)	5	I	S	VF/VF	25	No/3	50	50Sa/30MCI	Normal, intelligent. Haed's pet Raven (acts as a messenger and spy). Speaks Westron (Rank 3) and Sindarin (Rank I).
Etenleax (D)	4	I	S	F/F	23	No/1	45	50SCI/25MCI	Normal, intelligent. Bogatung's Short Ear Owl familiar and eyes. Speaks Beth-i-Farithryn (Rank 4), Westron (Rank I) and Sindarin (Rank I). Loves Salmon.
Ogga (D)	8	I	L	VF/VF	100	SL/4	60	75MBi/pois/spit	Aggressive. Dieraglr's 20' long "pet" Egil's Viper. Spits Egil's Viper poison up to 30'.
Séahmatha (N)	22	I	H/SL	F/F	294	PI/20	40	150HBa/120HGr	Aggressive. 80' long Water Drake. Very protective of nest and spawn. Also has 140HBI and 100WBr (treat WBr as a water bolt attack). Deals 4x concussion hits. All opponents must save vs. a lvl 5 Fear spell. Fears fire (e.g., multiple torches) and stunning blows. Has diluted (lvl 5) Lhugurth blood.
Séahmatha Spawn (N)	12	2	L/L	F/F	177	RL/12	40	100HBI/90HBa/70HGr	Hungry. 30' long baby Water Drake. Also has 50WBr. Deals 2x concussion hits. All opponents must save vs. a lvl 3 Fear spell. Fears fire and stunning blows.
Griming Galwa (N)	12	I	M/L	VF/VF	135	No/1	70	115bs/90LBa	Hostile. Greater ghost, drains 5 Co/rnd. (10'R). Cannot leave gallows area. Carries a ghost shield.

NOTE: For a full description of all the creatures listed here see section 2.14 or ICE's *Creatures of Middle-earth*.

CODES:

The statistics given above describe a typical creature of that type. Most codes are self-explanatory (e.g: Lvl= level; #/Enc= number encountered; Size= Tiny, Small, Medium, Large, Huge; Hits; DB= defensive bonus). More complex statistics are explained below:

(D) or (N): Denotes when the creature concerned is most active: (D) iurnal is most active during the day, (N) octurnal is most active during the night. For the purposes of encounters (see Table 7.3), a meeting with nocturnal creatures during the day or diurnal creatures during the night can only occur if the players are travelling and they come across the creatures' lair. At dawn and at dusk there is an overlap of both diurnal and nocturnal activity.

Crit: When a creature takes a critical result, resolve it on the Critical Strike table indicated by this slot: no code= normal table; L= Large Creature Table; SL= Super Large Creature Table (Large Table with a -10 mod for MERP); I= normal table with severity reduced by one (e.g: "E" becomes a "D", "D" becomes a "C", etc., ignore "A" results); II= normal table with severity reduce by two (e.g: "E" becomes a "C", "D" becomes a "B", etc., ignore "A" and "B" results).

Spd: A creature's speed given in terms of movement speed/attack quickness: C= Creeping; VS= Very Slow; S= Slow; M= Medium; MF= Moderately Fast; F= Fast; VF= Very Fast; BF= Blindingly Fast.

AT: The two letter code gives the creature's MERP armor type: No= No Armor; SL= Soft Leather; RL= Rigid Leather; Ch= Chain; PI= Plate. The number is equivalent to the creature's RM armor type.

Attack: Each attack code begins with the creature's offensive bonus (OB). The first letter indicates the size of the attack: T= Tiny; S= Small; M= Medium; L= Large; H= Huge. The last two letters indicate the type of attack: Ba= Bash; Bi= Bite; +bleed= drains blood as hits/rnd; CI= Claw, Cr= Crush; dis= may cause infection; FBall= Fireball; Gr= Grapple; Ho= Horn; Pi= Pincher/Beak; pois= secretes or injects poison; ro= thrown rock (treat as a M or LCr); spit= spitting poison; St= Stinger; TS= Trample/Stomp; we= weapon. Treat spitting attacks as a SGr with double normal shield DB and no weapon DB. Any non-zero result requires the target to make a Resistance Roll versus a level 3 attack, modified by -1 per hit delivered and -10 for each severity of the critical (i.e. -10 for an A critical, -20 for a B, etc.).

Primary/Secondary/Tertiary: Each creature typically initiates combat using its "primary" attack. Depending upon the situation and the success of the primary attack, it may later use its "secondary" or "tertiary" attack (all in the same round if previous attack are very successful).

The gamemaster should consult the appropriate table to determine whether or not an encounter will transpire: table 19.4.1 if the players are in the countryside; table 19.4.2 if the players are in Lake-town; table 19.4.3 if the players are in another regional town or village. Table 19.4.4 may be used as a subtable for to determine the specifics of a herb/plant encounter in table 19.4.1. Player groups that are foraging for specific herbs should use table 19.5.1.

I9.4.1 COUNTRYSIDE ENCOUNTER TABLE

This encounter table is very detailed. First, roll percentile dice (01-00) and consult the appropriate terrain category to determine whether or not an encounter will happen. If the initial roll is equal to or lower than the chance of encounter listed, roll a ten-sided die three times (for the ones place, for the tens place and for the hundreds place) to randomly generate a number between 001-000 and consult the applicable terrain category. In the event of overlapping terrain categories (e.g., the player characters are travelling along the Forest River, yet beneath the eaves of Mirkwood), the gamemaster may choose the most appropriate category. The table includes encounters with many harmless animals that are assumed but not elaborated upon in other more typical, less detailed encounter tables. As a consequence, this table may be used for characters who are hunting, trapping, etc. **Note:** *If the gamemaster wishes to ignore encounter results with benign creatures and use table 19.4.1 strictly for generating dangerous confrontations, the chance of encounter percentages should be halved.*

Encounter	Long Lake Shores	Running R./ Forest R.	Long Lake	Northern Oak Savannah	Encounter	Long Lake Shores	Running R./ Forest R.	Long Lake	Northern Oak Savannah
Chance (%)	50	33	40	38	Fish/Water Critters				
Distance (miles)	8	15	10	8	Eel, Giant (N)	428-429	402-404	509-514-	
Time (hours)	4	6	6	4	Fish, small (D,N)	430-451	405-431	515-568	—
Inanimate Things					Lamprey, Freshwater (D,N)	452-461	432-437	569-592	—
Avalanche/Cave In	—	—	—	—	Leech (D,N)	462-463	438-443	593-598	—
Burial Site	01-05	01-03	—	01-06	Pike (D,N)	464-478	444-458	599-628	—
Cave/Cavern	06-10	04-06	—	07-18	Trout, Lake (D,N)	479-496	459-464	629-676	—
Chasm	—	—	—	19-24	Salmon (D,N)	497-514	465-482	677-724	—
Clearing	—	—	—	—	Sturgeon (D,N)	515-522	483-488	725-736	—
General Trap	11-12	07-15	—	25-30	Wels (D,N)	523-534	489-494	737-754	—
Herb/Plant	13-36	16-42	—	31-58					
Lair	37-44	43-54	—	59-74	Insects/Arthropods				
Loose Scree	—	—	—	75-77	Ant (D,N)	535-542	495-502	—	364-372
Mine/Quarry	—	—	—	78-80	Bee, Ground (D)	543-550	503-507	—	373-388
Mist/Fog	45-68	55-69	01-54	81-92	Beetle (D,N)	551-558	508-515	—	389-397
Path, New	—	—	—	—	Flea (D,N)	559-569	516-526	—	398-409
Path, Blocked	—	—	—	—	Galungol (D)	—	—	—	—
Ruins	69-79	70-81	—	93-101	Horsefly (D)	570-580	527-540	755-772	410-418
Settlement/Camp	80-98	82-96	—	102-117	Mosquito (D,N)	581-593	541-554	773-796	419-427
Water/Spring	ep	ep	ep	118-129	Neckbrecker (N)	—	—	—	—
Animals					Praying Mantis (N)	—	—	—	428-433
Birds/Bats					Spider, small (D,N)	594-601	555-562-	434-439	—
Bat, Great (N)	—	97	—	—	Tick (D,N)	602-609	563-570	—	440-451
Bat, Pond (N)	99-109	98-108	55-78	130-138	Reptiles/Amphibians				
Bird, large (D)	110-131	109-132	79-132	139-163	Andodaio (N)	—	571-584	—	452-457
Bird, small (D)	132-153	133-156	133-180	164-188	Angusaiwē (D)	610-622	571-584	—	458-473
Bittern (D)	154-175	157-177	181-210	—	Coireal (D)	623-624	585-586	—	474-479
Buzzard, Cliff (D)	176-186	178-182	211-216	189-191	Frog/Toad (N)	625-637	587-600	797-808	480-495
Craban (D,N)	187-191	183-191	217-222	192-197	Nathair, Ardor (D)	—	—	—	496-498
Crake/Coot (D)	192-213	192-212	223-276	198-200	Nathrach (D)	638-642	601-602	809-814	—
Crow, Green Wing (D)	214-229	213-230	277-282	201-212	Salamander/Newt (N)	643-655	603-616	815-826	499-507
Duck, Green Headed (D)	230-251	231-251	283-336	213-215	Snake, non-poisonous (D)	656-666	617-627	827-838	508-519
Eagle, Great (D)	252-253	252-254	337-340	216-217	Turtle (D)	667-679	628-641	839-853	520-525
Falcon, Peregrine (D)	254-266	255-266	341-346	218-229	Mammals				
Falcon, Great (D)	—	—	—	—	Atenla (D,N)	680-692	642-652	—	536-541
Golodo (D)	267-282	267-281	347-352	—	Auroch (D)	—	653-663	—	542-550
Gorcrow (D,N)	283-298	282-296	353-358	230-245	Badger (N)	693-697	664-669	—	551-559
Hawk, Rough Leg (D)	299-306	297-305	359-376	246-257	Beaver (D)	698-708	670-680	854-862	—
Hummingbird, Dwarf (D)	307-314	306-311	377-388	258-266	Boar (D,N)	—	681-685	—	560-565
Jatewoon (D)	315-327	312-317	389-412	—	Boar, Fen (D,N)	—	686-687	—	566-574
Owl, Short Ear (D)	328-335	318-326	—	267-275	Bear, Black (D,N)	709-716	688-695	—	575-586
Pheasant, Green (D,N)	336-346	327-335	—	276-291	Bear, Cave (N)	717-718	696-697	—	587-589
Pigeon, Blue (D)	347-362	336-347	413-442	292-307	Bear, North (N)	—	—	—	—
Raven (D)	363-373	348-359	—	308-323	Caru (Elk) (D)	719-729	698-705	—	590-601
Stork (D)	374-395	360-362	443-484	324-326	Cat. Fishing (D,N)	730-737	706-713	—	602-607
Swan, Pied (D)	396-403	363-371	485-502	327-329	Charmig(N)	—	—	—	—
Thrush (D)	404-414	372-386	503-508	330-345	Chipmunk (D)	738-750	714-724	—	608-623
Vulture, Black (D)	415-416	386-389	—	346-351	Eredcath (Mt. Lion) (N)	—	—	—	—
Woodpecker, Red Head (D)	417-427	390-401	—	352-363	Fiara (N)	751-763	725-738	—	624-639
					Fox, White (N)	764-765	739-740	—	640-651
					Glutan (Wolverine) (N)	766-767	741-742	—	652-654

Encounter	Long Lake Shores	Running R./ Forest R.	Long Lake	Northern Oak Savannah	Encounter	Long Lake Shores	Running R./ Forest R.	Long Lake	Northern Oak Savannah
Goat, Wild (D)	—	743-747	—	655-666	Trolls				
Hedgehog (D,N)	768-780	748-752	—	667-678	Troll, Cave (N)	—	—	—	983-985
Hound (D,N)	781-782	—	—	679-681	Troll, Forest (N)	—	986-988	—	986-988
Hound, Sheep (D,N)	783-784	753-754	—	682-684	Troll, Stone (N)	995-996	989-991	—	989-994
Lion, Spotted (D,N)	785-786	755-756	—	685-690	Giants				
Losrandir (Reindeer) (D,N)	—	—	—	691-699	Giants, Lesser (N)	—	992-994	—	—
Lynx, Highland (N)	—	—	—	700-702	Others	997-998	995-997	989-994	995-997
Marten, Giant (D,N)	787-791	757-761	—	703-708	Special	999-000	998-000	995-000	998-000
Marten, Pine (D,N)	792-799	762-767	—	709-717	Encounter	Mirkwood	Mts. of Mirkwood	Iron Hills/ Grey Mt. Foothills	Lang Marish/ Widu Marish
Mastiff, Marsh (D)	—	—	—	718-720	Chance (%)	50	40	30	30
Merisc Tyke (D,N)	—	768-772	—	721-726	Distance (miles)	3	3	5	3
Mink,					Time (hours)	2	4	4	2
Black (River) (D,N)	800-807	773-780	863-868	727-729	Inanimate Things				
Mole (D,N)	808-815	781-785	—	730-738	Avalanche/Cave In	—	01-09	01-06	—
Moose (D)	816-823	786-793	—	739-747	Burial Site	01-06	10-12	07-12	01-06
Mouse (D,N)	824-836	794-801	—	748-763	Cave/Cavern	07-12	13-21	13-24	—
Muskrat/Woodchuck/					Chasm	—	22-33	25-33	—
Marmot (D,N)	837-849	802-812	869-880	764-775	Clearing	13-18	34-45	—	—
Nimfiara (White Hart)	850-851	813-814	—	776-778	General Trap	19-33	46-60	34-45	07-21
Opossum (N)	852-859	815-822	—	779-787	Herb/Plant	34-71	61-84	46-69	22-48
Otter, Blue (D)	860-870	823-833	881-892	788-790	Lair	72-86	85-96	70-84	49-66
Raccoon (N)	871-883	834-844	—	791-806	Loose Scree	—	97-118	85-109	—
Rat (D,N)	884-891	845-852	—	807-815	Mine/Quarry	—	109-121	110-118	—
Skunk (N)	892-899	853-860	—	816-824	Mist/Fog	87-113	122-133	119-127	67-90
Squirrel (D)	900-912	861-871	—	825-840	Path, New	114-128	134-145	—	—
Weasel/Stoat (N)	913-923	872-876	—	841-852	Path, Blocked	129-137	146-151	—	—
Wolf, Dire (N)	924-925	877-878	—	853-855	Ruins	138-146	152-157	128-133	91-99
Wolf, Grey (D,N)	926-927	879-880	—	856-861	Settlement/Camp	147-152	158-160	134-142	100-102
Wolf, War (D,N)	—	881-882	—	862-864	Water/Spring	153-158	161-163	143-151	ep
Wolf, White (N)	—	—	—	—	Animals				
Monsters/Undead					Birds/Bats				
Barrow Wight (N)	—	—	—	—	Bat, Great (N)	159-179	164-187	152-172	103-104
Cold Drake (D,N)	—	—	—	—	Bat, Pond (N)	180-197	188-214	173-196	105-119
Fell Beast (N)	—	—	—	—	Bird, large (D)	198-212	215-229	197-211	120-143
Huorn (D,N)	—	—	—	—	Bird, small (D)	213-227	230-244	212-229	144-167
Mewlip (N)	—	—	—	—	Bittern (D)	—	—	—	168-191
Spider, Giant (D,N)	—	—	—	—	Buzzard, Cliff (D)	—	245-256	230-241	192-194
Swamp Star (N)	—	—	—	—	Craban (D,N)	228-245	257-274	242-253	195-212
Tree, Evil (D,N)	—	—	—	—	Crake/Coot (D)	—	—	—	213-236
Warg(N)	—	—	—	865-867	Crow, Green Wing (D)	—	—	—	237-254
People					Duck, Green Headed (D)	—	—	—	255-278
Humans					Eagle, Great (D)	—	—	254-256	—
Beijabar					Falcon, Peregrine (D)	246-260	275-286	257-268	279-287
Dale-men	928-940	883-885	893-904	868-879	Falcon, Great (D)	261-269	287-298	—	—
Dorwinadan	941-945	886-903	905-916	880-888	Golodo (D)	—	—	—	288-311
Eothraim	—	904-913	—	889-900	Gorcrow (D,N)	270-290	299-322	269-286	312-329
Easterlings	—	914-923	—	901-909	Hawk, Rough Leg (D)	—	—	287-298	330-338
Gramuz	946-961	924-938	917-928	910-934	Hummingbird, Dwarf (D)	—	—	299-307	339-341
Lake-men	962-983	939-957	929-982	935-946	Jatewoon (D)	—	—	—	342-356
Wood-men	—	—	—	—	Owl, Short Ear (D)	291-305	323-325	308-310	357-365
Bandits	984-988	958-965	—	947-958	Pheasant, Green (D,N)	—	—	311-316	366-371
Necromancer Servants	—	966-967	—	959-961	Pigeon, Blue (D)	—	—	317-328	372-377
Dwarves					Raven (D)	306-314	326-334	329-340	378-380
Traders/Travellers	989-990	968-969	—	962-967	Stork (D)	—	—	—	381-383
Orcs					Swan, Pied (D)	—	—	—	384-389
Patrol (N)	—	970-973	—	968-973	Thrush (D)	315-323	335-343	341-349	390-395
Raiding Party (N)	991-992	974-977	—	974-979	Vulture, Black (D)	324-338	344-361	350-358	396-410
Tribute Caravan (N)	—	978-979	—	980-982	Woodpecker,				
Wood-elves					Red Head (D)	339-353	362-370	359-367	411-416
Border Guard	—	—	—	—					
Patrol/Raft-elves	993-994	980-985	983-988	—					
Outdoor Party (N)	—	—	—	—					

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Encounter	Mirkwood	Mts. of Mirkwood	Iron Hills/ Grey Mt. Foothills	Lang Marish/ Widu Marish	Encounter	Mirkwood	Mts. of Mirkwood	Iron Hills/ Grey Mt. Foothills	Lang Marish/ Widu Marish	
Fish/Water Critters					Muskrat/Woodchuck/ Marmot (D,N)	696-704	689-697	722-730	821-835	
Eel, Giant (N)	—	—	—	—	Nimfiara (White Hart)(D)	705-707	698-700	—	836-838	
Fish, small (D,N)	—	—	—	417-437	Opossum (N)	708-716	701-709	731-739	839-847	
Lamprey, Freshwater (D,N)	—	—	—	438-440	Otter, Blue (D)	—	—	—	848-853	
Leech (D,N)	—	—	—	441-461	Raccoon (N)	717-725	710-718	740-751	854-868	
Pike (D,N)	—	—	—	462-464	Rat(D,N)	—	—	752-757	869-873	
Trout, Lake (D,N)	—	—	—	465-467	Skunk (N)	726-734	719-727	758-766	874-882	
Salmon (D,N)	—	—	—	468-470	Squirrel (D)	735-758	728-751	767-778	883-894	
Sturgeon (D,N)	—	—	—	471-482	Weasel/Stoat (N)	759-767	752-760	779-787	—	
Wels (D,N)	—	—	—	483-497	Wolf, Dire (N)	768-776	761-769	788-793	895-900	
Insects/Arthropods					Wolf, Grey (D,N)	777-791	770-781	794-805	901-906	
Ant (D,N)	354-377	371-394	368-379	—	Wolf, War (D,N)	792-797	782-787	806-811	—	
Bee, Ground (D)	—	—	380-391	—	Wolf, White (N)	—	—	812-814	—	
Beetle (D,N)	378-401	395-418	392-403	498-506	Monsters/Undead					
Flea (D,N)	402-419	419-436	404-415	507-515	Barrow Wight (N)	798-800	788-790	815-817	907-909	
Galungol (D)	420-434	437-448	—	—	Cold Drake (D,N)	—	—	818-820	—	
Horsefly (D)	435-455	449-469	416-424	516-533	Fell Beast (N)	801-806	791-808	821-826	—	
Mosquito (D,N)	456-476	470-487	425-433	534-560	Huorn (D,N)	807-815	809-814	—	—	
Neekerbrecker (N)	—	—	—	561-578	Mewlip (N)	—	—	—	910-915	
Praying Mantis (N)	477-485	488-493	434-436	579-581	Spider, Giant (D,N)	816-830	815-826	—	—	
Spider, small (D,N)	486-512	494-520	437-442	582-590	Swamp Star (N)	—	—	—	916-921	
Tick (D,N)	513-533	521-541	443-454	—	Tree, Evil (D,N)	831-845	827-838	—	—	
Reptiles/Amphibians					Warg(N)	846-851	839-844	827-832	922-924	
Andodaio (N)	—	—	455-463	—	People					
Angusaiwë (D)	534-548	542-556	464-475	591-605	Humans					
Coireal (D)	549-557	557-562	—	606-611	Beijabar	852-857	—	833-838	—	
Frog/Toad (N)	558-572	563-574	476-484	612-626	Dale-men	858-860	—	839-850	925-933	
Nathair, Ardor (D)	—	575-580	485-493	—	Dorwinadan	—	—	851-856	—	
Nathrach (D)	—	—	—	627-635	Eothraim	—	—	857-862	—	
Salamander/Newt (N)	573-581	581-586	494-496	636-650	Easterlings	—	—	863-883	—	
Snake, non-poisonous (D)	582-596	587-601	497-508	651-665	Gramuz	861-866	845-847	884-898	934-945	
Turtle (D)	—	—	—	666-680	Lake-men	867-869	—	899-907	946-957	
Mammals					Woodmen	870-878	848-853	—	—	
Atenla (D,N)	597-599	602-604	509-520	—	Bandits	879-887	854-862	908-919	958-966	
Auroch (D)	—	—	—	—	Necromancer Servants	888-902	863-883	920-928	967-969	
Badger (N)	600-608	605-613	521-529	681-683	Dwarves					
Beaver (D)	—	—	—	684-695	Traders/Travellers	—	929-943	—	—	
Boar(D,N)	609-617	614-619	530-535	—	Orcs					
Boar, Fen (D,N)	—	—	—	696-710	Patrol (N)	903-917	884-907	944-952	970-975	
Bear, Black (D,N)	618-632	620-631	536-547	711-722	Raiding Party (N)	918-935	908-925	953-961	976-981	
Bear, Cave (N)	633-635	632-634	548-550	723-725	Tribute Caravan (N)	936-941	926-931	962-967	—	
Beasts					Wood-elves					
Bear, North (N)	—	—	551-553	—	Border Guard	942-956	932-934	—	982-984	
Caru (Elk) (D)	—	—	554-565	726-729	Patrol/Raft-elves	957-965	935-940	—	985-987	
Cat, Fishing (D,N)	—	—	566-568	730-738	Outdoor Party (N)	966-968	—	—	—	
Chatmoig (N)	—	—	569-571	—	Trolls					
Chipmunk (D)	636-644	635-643	572-586	739-750	Troll, Care (N)	969-970	941-946	968-970	—	
Eredcath (Mt. Lion)(N)	—	644-646	587-592	—	Troll, Forest (N)	971-985	947-961	971-976	—	
Fiara (N)	645-653	647-655	593-607	751-765	Troll, Stone (N)	986-994	962-973	977-985	988-993	
Fox, White (N)	654-659	656-658	608-619	766-768	Giants					
Wildlife					Giants, Lesser (N)	—	974-994	986-994	994	
Glutan (Wolverine) (N)	—	659-661	620-625	—	Others					
Goat, Wild (D)	—	—	626-640	—	995-997	995-997	995-997	995-997	995-997	
Hedgehog (D,N)	660-668	662-670	641-652	769-775	Special					
Hound (D,N)	—	—	653-655	—	998-000	998-000	998-000	998-000	998-000	
Hound, Sheep (D,N)	—	—	656-658	—	Special					
Lion, Spotted (D,N)	—	—	—	—	Special					
Losrandir (Reindeer) (D,N)	—	—	659-670	—	Special					
Lynx, Highland (N)	—	671-673	671-676	—	Special					
Wildlife					Special					
Marten, Giant (D,N)	669-674	674-676	677-682	776-781	Special					
Marten, Pine (D,N)	675-683	677-682	683-691	782-790	Special					
Mastiff, Marsh (D)	—	—	692-694	791-793	Special					
Merisc Tyke (D,N)	—	—	—	—	Special					
Mink, Black (River) (D,N)	684-686	—	—	794-802	Special					
Mole (D,N)	—	—	695-703	—	Special					
Moose (D)	687-695	683-688	704-709	803-811	Special					
Mouse (D,N)	—	—	710-721	812-820	Special					

An initial percentile dice (01-00) roll should be made for each distance or time interval travelled or spent by the PCs in the listed settlement, whichever is shorter. If a roll is equal to or less than the percentage chance listed, a second percentile dice roll should be made to determine the nature of the encounter.

Encounter	Dale	Londaroth	Cotstow	Buhr Chop/ Buhr Marden	Encounter	Dale	Londaroth	Cotstow	Buhr Chop/ Buhr Marden
Chance (%)	40	20	30	50	Messengers/ Public Announcer	65-66	68	86	67-68
Distance (miles)	.1	.1	.1	.1	Refugees/Sailors	67-69	69-73	87-88	69-72
Time (hours)	.25	.5	.5	.25	Wyrdteller/Seer	70-72	74	89-90	73-74
Inanimate Hazards	01-04	01-08	01-04	01-04	Potentially Dangerous				
Animals	05-12	09-15	05-14	05-10	Adventurers	73-74	75	—	75-76
Local Common Folk					Mercenaries	75-76	76	—	77-78
In Transit	13-19	16-21	15-20	11-18	Refugees/Sailors	77-79	77-81	91-92	79-82
Rowdies	20-22	22-29	21-23	19-22	Ruffians/Bravoes	80-81	82-86	93-94	83-85
Working/Playing/ Lounging	23-46	30-52	24-73	23-46	Street Gamblers	82-83	—	—	86-87
Commercial					Dangerous				
Dwarves	47-49	53	—	47	Criminals	84	87-89	95	88-89
Edfrehair Members	50-51	—	74-78	48-50	Cutpurses/Pickpockets	85-86	90-91	—	90-91
Food Vendors	52-54	54	79-80	51-53	Muggers/Brigands	87	92-95	96	92-93
Merchant/Craft Vendors	55-57	55	81-84	54-56	Military				
Ship Traders/Sailors	58-59	56-58-	57-59		Watch Changing	88	—	—	94
Smugglers	60	59-61	—	60-61	Guard Patrol (1-4)	89-92	—	—	95-97
Casual					Off-duty Watch	93	—	—	98
Actors/Buskers	61-62	62	—	62-63	Personality				
Beggars/Derelicts	63-64	63-67	85	64-66		94-98	96-98	97-98	—
					Special				
						99-00	99-00	99-00	99-00

19.4.4 HERBS AND SPECIAL PLANTS ENCOUNTER TABLE

This table may be used by player groups foraging for herbs. Only rare and unusual flora is included herein; the chance of finding other more common plants which PCs seek (e.g., a stout ash sapling to be used as a lance shaft, a straight and supple Yew bush to make a longbow, a grove of Oaks for an Alanakyn adherent to meditate in, etc.) is left to the gamemaster's discretion. The Gm should take note: the terrain categories herein are, in a couple of instances, more specific than those in table 19.4.1. An (F) indicates the plant grows near freshwater; reroll if this is inappropriate. See table 19.5.2 for details of the effects of each herb.

Woolley Lake 01-03= Arfandas(F) 04-07= Arlan 08-11= Arnuminas 12-18= Arpsusar(F) 19-22= Arunya 23-28= Attanar(F) 29-31= Breathblossom 32-33= Bright Blue Eyes 34-35= Bursthelas 36-37= Curly-bark Hickory 38-40= Edram(F) 41-42= Elben's Basket 43-47= Febfendu(F) 48-51= Kelventari 52-56= Latha(F) 57-59= Nelthandon 60-61= Rumareth 62-66= Shen(F) 67-69= Silraen 70-71= Sindoluin 72-73= Smooth Oak 74-81= Splayfoot Goodwort(F) 82-89= Suranie(F) 90-92= Touch Grass 93-96= Uraana 97-00= Yaran.	Eastern Long Lake Valley: 01-02= Arfandas(F) 03-06= Arlan's Slipper 07-10= Arnuminas 11-13= Arpsusar(F) 14-17= Arunya 18-20= Attanar(F) 21-25= Barani, 26-28= Blue Pine 29-30= Bright Blue Eyes 31-33= Bursthelas 34-35= Carefree Mustard 36-38= Curly-bark Hickory 39-40= Darsurion 41-43= Delrean 44-45= Edram(F) 46-48= Elben's Basket 49-51= Febfendu(F) 52-54= Kelventari 55-57= Larha(F) 58-59= Mirena 60-61= Muilfana 62-64= Mook 65-68= Nelthandon 69-70= Rumareth 71-72= Shen(F) 73-75= Silraen 76-78= Sindoluin 79-80= Smooth Oak 81-83= Splayfoot Goodwort(F) 84-87= Suranie(F) 88-90= Tulaxar 91-94= Uraana 95-96= White-berried Yew 97-00= Yaran.	Running R./Forest R./ Larg Marish/Widu Marish: 01-06= Arfandas(F) 07-10= Arlan 11-14= Arnuminas 15-20= Arpsusar(F) 21-24= Arunya 25-33= Attanar(T) 34-36= Breathblossom 37-38= Bright Blue Eyes 39-40= Bursthelas 41-42= Curly-bark Hickory 43-44= Elben's Basket 45-48= Kelventari 49-54= Latha(F) 55-57= Nelthandon 58-59= Rumareth 60-65= Shen(F) 66-68= Silraen 69-70= Sindoluin 71-72= Smooth Oak 73-79= Splayfoot Goodwort(F) 80-89= Suranie(F) 90-92= Touch Grass 93-96= Uraana 97-00= Yaran	Northern Oak Savannah: 01-06= Arlan 07-12= Arnuminas 13-16= Arpsusar(F) 17-21= Arunya 22-26= Attanar(F) 27-30= Breathblossom 31-32= Bright Blue Eyes 33-34= Bursthelas 35-37= Curly-bark Hickory 38-39= Elben's Basket 40-44= Kelventari 45-47= Latha(F) 48-52= Nelthandon 53-55= Rumareth 56-58= Shen(F) 59-63= Silraen 64-66= Sindoluin 67-69= Smooth Oak 70-74= Splayfoot Goodwort(F) 75-79= Suranie(F) 80-84= Touch Grass 85-89= Uraana 90-95= Yaran 96-00= Athelas (most common alongside roads) or reroll.
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NOTES

1. The GM may roll on table 19.4.4 to determine the exact nature of the herb/plant.
2. “ep” indicates that water is everywhere present for the terrain type in question.
3. Lake-town has a very varied mix of inhabitants in T.A. 1640. The general probability of meeting someone from a given culture or sub-culture breaks down as follows (roll percentile dice): 01-60=Lake-folk; 61-70=Gramuz; 71-80=DaIe-folk; 81-88=Other Northrons (incl. Éothraim, East Bighters, Nenedain, Woodfolk, Estarave, Beijabar); 89-95=Dorwinadan; 96-98=Easterlings; 99-100=Other (incl. Gondorians, Hobbits, etc.). Wood-elves and Dwarves are not included here as they are listed separately on the main table.
4. Hazards include such things as heavy traffic, an overturned wain, a runaway barrel, a loose or rotten lactic drain in the town platform, garbage emptied out of an upper story window, etc.
5. Animals might include: Mice, Horses, Rats, Chickens, Fishing Cats, Storks, other Birds, Fleas, Spiders, Bats, etc.
6. Depends upon the time of day and the neighborhood.
7. Most of these settlements have a varied mix of inhabitants in T.A. 1640. The chance of meeting non-locals is less likely than in Lake-town however, particularly for Corstow. See note 4.
8. Hazards include such things as heavy traffic, an overturned wain, a runaway Horse, a pothole or puddle, garbage emptied out of an upper story window, etc.
9. Animals might include: Mice, Horses, Rats, Chickens, Fishing Cats Storks, other Birds, Fleas, Spiders, Bats, etc.
10. Depends upon the time of day and the neighborhood.

Mirkwood (roll 1d100):

01-05= Attanar (F)
 06= Awn
 07-08= Black Clover
 09-11= Black Vine
 12-16= Breathblossom
 17-20= Carefree Mustard
 21-24= Chap-beech
 25-26= Curly-bark Hickory
 27-30= Deadly M-w-trumpet
 31-33= Din Fuinen
 34-36= Forest Hemlock
 37-39= Furry Oak
 40-42= Grapeleaf Magnolia
 43-44= Lemsang
 45-46= Lichen Gloriosa
 47-49= Muilfana
 50-52= Peledhel
 53-57= Rewk
 58-61= Rigaana
 62-64= Rose Tree
 65-66= Sarah P-h-head
 68-70= Shen(F)
 71-75= Smooth Oak
 76-80= Splayfoot Goodwort(F)
 81-85= Suranie(F)
 86-87= Teldarion
 88-94= Thurl
 95-98= Wolfstooth
 99-00= Yavin Girith.

Mts. of Mirkwood:

01-05= Arfandas
 06-15= Arlan's Slipper
 16-25= Barani
 26-27= Black Clover
 28-31= Blue Pine
 32-37= Darsurion
 38-44= Delrean
 45-49= Edram(F)
 50-57= Febfendu(F)
 58-66= Latha
 67-71= Mirennia
 72-74= Miretar's Crown
 75-82= Mook
 83-85= Ondohithui
 86-87= Rigaana
 88-92= White-berried Yew
 93-95= Yavin Girith
 96-00= Zaganzar.

Iron Hills:

01-02= Arfandas(F)
 03-06= Arlan's Slipper
 07-10= Arnuminas
 11-13=Arpsusar(F)
 14-17= Arunya
 18-20= Attanar(F)
 21-25= Barani
 26-28= Blue Pine
 29-30= Bright Blue Eyes
 31-33= Bursthelas
 34-35= Carefree Mustard
 36-38= Curly-bark Hickory
 39-40= Darsurion
 41-43= Delrean
 44-45= Edram(F)
 46-48= Elben's Basket
 49-51= Febfendu(F)
 52-54= Kelventari
 55-57= Latha(F)
 58-59= Mirennia
 60-61= Muilfana
 62-64= Mook
 65-68= Nelthandon
 69-70= Rumareth
 71-72= Shen(F)
 73-75= Silraen
 76-78= Sindoluin
 79-80= Smooth Oak
 81-83= Splayfoot Goodwort(F)
 84-87= Suranie(F)
 88-90= Tulaxar
 91-94= Uraana
 95-96= White-berried Yew
 97-00= Yaran.

Grey Mts. Foothills:

01-06= Arfandas
 07-16= Arlan's Slipper
 17-26= Barani
 27-31= Blue Pine
 32-37= Darsurion
 38-45= Delrean
 46-49= Dwarves Eyebright
 50-54= Edram(F)
 55-62= Febfendu(F)
 63-70= Latha
 71-75= Mirennia
 76-78= Miretar's Crown
 79-87= Mook
 88-90= Ondohithui
 91-95= White-berried Yew
 96-00= Zaganzar

Table 19.5.1 lists the herbs and poisons which can be found in the region of the Long Lake. Herbs which commonly appear in the gardens of the Lake-men and the Dale-men have an “X” in the Domestic column to indicate this. Those with a “D” in the Domestic column are only found in the gardens of the folk of Dale, those marked with an “S” are not native to the region but are often available in shops, etc. Herbs marked “X” in the Wild column are native to the region and are categorized into four biomes: Open- the Nan Annen, Nan Celduin and relatively open areas east of Mirkwood; Forest- Mirkwood the Great and the wooded areas east of that forest; Hills- the steep eastern scarp of the Nan Annen, Nan Celduin and the rocky hills east and northeast of Erebor; Mountains- the Mountains of Mirkwood (S.”Emyn-nu-Fuin”), the western Iron Hills and the most southerly slopes of the Grey Mountains. The number code is the difficulty of finding the herb in question: 1= Routine (+30); 2= Easy (+20); 3= Light (+10); 4= Medium (+0); 5= Hard (-10); 6= Very Hard (-20); 7= Extremely Hard (-30); 8= Sheer Folly (-50); 9= Absurd (-70). An “M” under the Forest column indicates that the plant is found exclusively in Mirkwood. When an “F” follows the number code, that plant may only be found along freshwater coasts and banks (including Swamp areas like the Aelinann Marshes) within the primary biome. The properties of many of these herbs are listed on the MERP Herbs, Poisons and Diseases Table (ST-5) or the RM tables; the remainder are listed in Table 19.5.2 below. Some are also described in ICE’s Treasures of Middle-earth.

19.5.1 HERB AND POISONS IN THE REGION

Herb/Poison	Domestic	Wild	Open	Forest	Hills	Mts.	Herb/Poison	Domestic	Wild	Open	Forest	Hills	Mts.
Aloe	D						Kelventari		X	3		4	
Arfandas	X	X			6F	5F	Latha		X	CF		5F	4F
Arkasu	S						Lemsang		X		8M		
Arlan	X	X	2				Lichen Gloriosa		X		7		
Arlan’s Slipper		X			2	2	Mirennia		X			7	6
Arnuminas	X	X	2		3		Miretar’s Crown		X				8
Arpsusar		X	5F		4F		Mook		X			4	3
Arunya	X	X	3		3		Muilfana		X		6	7	
Athelas	D						Nelthandon		X	4		4	
Attanar		X	4F	4F	4F		Ondohithui		X				8
Awn		X		9			Peledhel		X		6M		
Barani		X			1	2	Rewk	X	X		3		
Black Clover		X		8M			Rigaana		X		5M		
Black Vine		X		7M			Rose Tree		X		7M		
Blue Pine		X			5	6	Rumareth	X	X	6		7	
Breathblossom	X	X	5	3			Sarah Pokes-her-head		X		7		
Bright Blue Eyes		X	7		8		Shen		X	6F	6F	6F	
Burstthelas		X	7		7		Silraen	X	X	4		5	
Carefree Mustard	X	X		5	7		Sindoluin	X	X	6		7	
Chap-beech		X		5M			Smooth Oak		X	6	4	6	
Curly-bark Hickory		X	6	8	4		Splayfoot Goodwort		X	4F	4F	5F	
Darsurion	X	X			6	5	Suranie		X	3F	3F	3F	
Deadly Milk-white-trumpet		X		5M			Teldalion		X		7		
Delrean		X			4	4	Thurl	X	X		1		
Din Fuinen		X		6			Touch Grass		X	4			
Dwarves’ Eyebright		X				7	Tulaxar	X	X			6	
Edram		X			7F	6F	Uraana		X	3		3	
Elben’s Basket		X	7		7		White-berried Yew		X			6	6
Febfendu		X			5F	4F	Wolfstooth		X		5		
Forest Hemlock		X		7M			Yaran	X	X	2		2	
Furry Oak		X		6			Yavin Girith		X		7M		
Grapeleaf Magnolia		X		6			Zaganzar		X				6

19.5.2 HERBS, ENCHANTED FOOD/DRINK AND POISONS

Herb	Code	AF	Form/Prep	Cost	Effect
Aloe	t-H-4	0	Leaf/apply	.5sp	2x healing rate for burns and minor cuts. Heals I-4 hits (5 if they result from burns).
Arfandas	c-F-6	1	Stem/apply	2sp	2x healing rate for fractures.
Arkasu	—	2	Mix/apply	12gp	Heals 2-12 hits and 2x healing rate for major wounds.
Arlan	t-T-2	1	Leaf/apply	13sp	Heals 4-9 hits. Wild heals I-6 hits.
Arlan’s Slipper	c-M-4	3	Root/brew	10cp	Decongestant. +20 to RRs vs. common cold. Speeds recovery from respiratory illness by 5x.
Arnuminas	m-S-2	8	Leaf/apply	60cp	2x healing rate for sprains, torn ligaments and cartilage damage.
Arpsusar	t-F-5	15	Brown stalk/brew	30gp	Mends muscle damage.
Arunya	m-S-3	50	Red root/brew	20cp	Causes sleep and quick unconsciousness. 1 hr. of this sleep = 4 normal hrs.
Athelas	t-C-5	20	Silver leaf/brew	180gp	Capable of curing anything while patient still alive, but healing only as effective as the healer. Full effect only in the hands of an “ordained” king. Will not keep or give life.
Attanar	t-F-4	1	Green moss/apply	8gp	Cures fever.
Awn	t-D-9	8	Grey bark/brew	900gp	Aids rejoining of severed limbs.
Breathblossom	m-D-4	0	Pink flower/apply	25cp	Produces fragrant scent for I-4 hrs.

Herb	Code	AF	Form/Prep	Cost	Effect
Bright Blue Eyes	m-S-7	25	Blue flower/brew	15gp	Enhanced vision (x3 range) plus mild nightvision (at least 50') for 3 hrs. Useable 1x/day only.
Bursthelas	t-S-8	22	Dun stalk/brew	110gp	Repairs shattered bone.
Carefree Mustard	m-C-5	1	Ocher seed/apply	10gp	Heals superficial wounds, soothes more serious wounds in 10-60 mins.
Darsurion	c-M-3	1	Silver leaf/apply	3.5sp	Heals 1-6 hits.
Delrean	t-C-4	1	Dun bark/apply	3sp	Repels insects (they must make a lvl 7 RR) in a 10' rad. Smells noticeably foul up to 50' away.
Dwarves' Eyebright	t-M-6	15	Violet flower/brew	3gp	Allows nightvision (up to 50').
Edram	c-F-8	10	Green moss/ingest	31gp	Mends bone.
Elben's Basket	t-S-8	15	White root/brew	10gp	Heart stimulant. 2x speed for 1 rnd./hr.
Febfendu	c-F-4	24	Brown root/brew	90gp	Restores hearing.
Kelventari	t-T-3	0	Silver berry/apply	10gp	Heals 1st and 2nd degree burns, 1-10 hits resulting from burns.
Latha	t-F-4	4	Brown stem/brew	9sp	+10 to RRs vs. disease, cures common colds and heals 1-2 hits.
Lichen Gloriosa	m-D-7	0	Green lichen/apply	10gp	Dose/ 1oz. Illuminates 30' rad. for 1-4 hrs. Blades sharpened on it cleave stone.
Mirennia	c-M-3	1	Green berry/ingest	10gp	Heals 10 hits instantly.
Miretar's Crown	t-M-8	4	White flower/apply	24gp	Stops bleeding in 1-3 rnds. Patient cannot move (appreciably) without wound reopening.
Mook	t-M-3	5	Purple berry/ingest	30gp	Lvl 3 antidote for respiratory poisons (Black Clover, Jegga, Uraana, etc.).
Nelthandon	t-S-4	0	Green stalk/ingest	1gp	Induces vomiting in 11-20 mins.
Peledhel	m-D-6	9	Tan mushroom/ingest	25gp	Immediately instills carefree cheerfulness (+10 Pr, -10 to combat) and brings luck (+5 to all non-combat rolls) for 1-4 hrs.
Rewk	t-D-3	1	Brown nodule/brew	9sp	Heals 2-20 hits.
Rose Tree	m-D-7	5	Red nectar/ingest	50gp	"Mir-meellen" gives +25 to spells on objects coated. Capable of cleansing a body of any poison while patient is still alive, but healing only as effective as the healer. Full effect only in the hands of an Elf. Will not keep or give life. Also an important ingredient in Elvish love-potions.
Shen	t-F-6	3	Green leaf/ingest	27gp	Lvl 4 antidote for nerve poisons (Angusaiwe and Egil's Viper Venom, Ashgurash, Ruth-i-naur, etc.).
Silraen	m-S-4	4	Green powder/ingest	35sp	Analgesic. Causes drowsiness.
Sindoluin	m-S-6	12	Blue flower/brew	45sp	Anti-coagulant.
Splayfoot Goodwort	m-F-4	16	Black seeds/brew	23gp	Instill confidence and singemindedness (+25 to all activity) in the "good of heart", darkness and confusion (-50 to all activity) to evil beings for 1-4 hrs.
Suranie	t-F-3	3	Brown berry/ingest	2gp	Stun relief (1 rnd.).
Teldalion	m-D-7	2	Grey bark/apply	2gp	Reduces inflammation. Cures infection.
Thurl	t-D-1	1	Brown clove/brew	2sp	Heals 1-4 hits. Brew keeps 1-2 wks.
Touch Grass	m-T-2	0	Green grass/apply	10cp	Shivels when touched by Orcs, flattens when touched by Men, stands straight when touched by Dwarves, tangles into curlicues when touched by a Wizard, remains in natural drooping state when touched by Elves (retains shape for up to 1 hr. after contact).
Tulaxar	c-S-4	8	Green leaf/brew	75gp	Stops all bleeding within 1-10 rnds.
Yaran	t-S-2	7	Gold pollen/ingest	9sp	Allows acute smell and taste (+50) for 1 hr.
Food/drink	Code	AF	Form/Prep	Cost	Effect
Blue Pine Nuts	c-C-2	2	Seed/brew,ingest	1sp	Dose/ 1oz. seed. 5 seeds= 1 day's nutrition. Acidic taste.
Chap-beechnuts	m-D-5	0	Nut/roast,ingest	40cp	Dose/ .25oz. nut. 25 nuts= 1 day's nutrition.
Cram	—	0	Bread/ingest	2sp	Dose/ 4oz. biscuit. Northron Waybread. 2 biscuits= 1 day's nutrition. Completely tasteless. 1 wk. weighs 3.5lbs.
Curly-bark	t-D-4	0	Nut/ingest	10cp	Dose/.25oz. nut. 50 nuts= 1 day's nutrition.
Hickory Nuts					
Furry Oak Acorns	m-D-6	2	Acorn/ingest	70cp	Dose/1 oz. acorn 10 acorns= 1 day's nutrition. Tasty.
Grapeleaf Magnolia Mead	—	18	Mead/ingest	7gp	Dose/ 1 pint. Dark red Beijabar fermented liquid. 1 pint= 1 day's nutrition. Causes intoxication and dreams (-50 to all activity) for 2hrs.
Lembas	—	0	Bread/ingest	*	Dose/ 2.25oz. cake and leaf wrapping. Elven waybread. 1 cake= 1 day's nutrition, +10 to Co for the day and heals 1-10 hits.) 1 wk. weighs 1lb.
Lemsang	t-D-8	4	Mushroom/ingest	4gp	Dose/ 2oz. portion. 1 portion= 1 day's nutrition.
Sarah	m-D-7	0	Purple Root/ingest	12gp	Dose/ 3lb. root. 1 aged (1 month) root= 7 day's nutrition for 3 people.
Pokes-h-head					
Smooth Oak Acorns	m-D-6	0	Acorn/brew,ingest	40cp	12 acorns= 1 day's nutrition. Must be boiled for a full day before consumption.
Twiddel-bannocks	—	0	Bread/ingest	2gp	Dose/ 8oz. cake. Made only in Dale. 1 cake= 2 day's nutrition. Tasty.

Poison	Code	Lvl	Form/Prep	Cost	Effect (RR fail by 26+/RR fail by 1-25)
Angusaiwe Venom	—	3	Grey liquid/inject	20gp	Kills in 1-10 rnds/ Paralyzes in 1-100 rnds.
Ashgurash	—	5	Russet paste/inject	31gp	Ardor Nathair venom. Upper body paralysis in 50-70 rnds./ loss of coordination (-30 to all activity).
Black Clover	m-D-8	3	Black pollen/ingest	25gp	Immediate severe burning in lungs followed by acute coughing, sneezing for up to 1 hr. after exposure (3-30 hits, -50 to all activity)/ mild allergic symptoms (sneezing, coughing, -20 to activity).
Black Vine Juice	t-C-9	7	Black liquid/apply	16gp	Powerful euphoria and inactivity for 1 100 hrs./ mild euphoria (-20 to all activity) and nightmarish hallucinations for 1-20 hrs.
Brithagurth		5	Black liquid/inject	25gp	Fish blood causes hardening of tendons in 1-4 appendages (making them useless) within 1-50 rnds./ 1-4 limbs at -25 to all activity for 1-100 hrs, suffer 1-10 hits per limb affected.
Chap-beech Venom	m-D-5	1	Dun nut husks/apply	Isp	Cause temporary paralysis (1-4 hrs.) of 1-4 limbs within 3-30 rnds./ mild numbness in 1-4 limbs (-10 to all activity for 1-4 hrs).
Coireal Venom	—	10	Milky liquid/inject	128gp	Paralysis within 1-4 hrs., followed by death 1-10 hrs. later/ Paralysis lasting 1-50 hrs. with a 50% chance of death.
Din Fuinen	t-D-6	8	Moss/apply,ingest	12gp	Immediate amnesia lasting 1-100 days/ amnesia lasting 1-7 days.
Falsereg		1	Red paste/inject	45gp	Cold water fish blood. Skin peels constantly for 1-100 wks. (beginning in 1-10 days)- Pr (temporary) is halved, -25 to all activity and bleeding through pores at 3 hits/rnd. anytime victim moves faster than a half walk (half rate)/ skins peels constantly for 1-50 wks., -25 to all activity, Pr (temp.) is halved.
Forest Hemlock	t-C-7	3	Amber sap/ingest	18gp	Convulsions and death in 6-10 rnds./ nausea, vomiting, cramps incapacitate for 1-10 hrs.
(Blade Hemlock)	t-C-7	6	Green paste/inject	38gp	As Forest Hemlock.
Egil's Viper Venom	—	3	Clear liquid/inject	69gp	Death due to brain failure in 2-50 rnds./ nervous system shock causes 55 hits and -75 to all activity indefinitely.
(vs. eyes)	—	3	Clear liquid/apply	69gp	Immediate blindness (-90 to all activity)/ impaired vision causes -30 to all activity.
Jegga	—	7	Brown paste/inject	92gp	Pond Bat venom. Gives 1-100 hits within 1-20 rnds/ gives 1-50 hits.
Jeggarukh	—	6	Black powder/ingest	71gp	Dried and ground Pong Bat glands. Gives 10-100 hits in 5-50 rnds./ gives 5-50 hits.
Lhugurth	—	10	Black blood/apply	300gp	Dragon blood. Immediately dissolves contacted metal and organic material in 1-10 rnds./ corrodes metal and dissolves organic material in 1-20 rnds.
Milk-w-trumpet	m-D-5	10	Black seed/ingest	Isp	1 seed gives immediate euphoria and false firmness (-25) in battle, 2+ seeds kills Men and Hobbits (within 1-10 rnds), 3+ seeds kills Dwarves, 10+ seeds kill Orcs, Elves immune to poison/ lesser effects from similar dosages cause a coma lasting 1-10 days.
(pollen)	m-D-5	4	White pollen/ingest	Isp	Nausea, delirium and blindness (-90 to all activity) lasting 1-10 days and causing victim to reveal secrets (within 1-2 hrs. after contact), 10% chance of insanity/ headache lasting 1-10 hrs.
Muifana	t-C-4	2	Orange sap/ingest	52gp	May also affect eyes if applied to them. Turns eyes, throat or windpipe to acid in 2-20 rnds., resulting in blindness (-90 to all activity) or death/ impairs vision for 6-10 hrs. (-25 to all activity) or causes vomiting or coughing up of blood (3-30 hits, 10% chance of incapacity each rnd. for 1-10 rnds.)
Nathrach Venom	—	2	Milky liquid/inject	Igp	Double all bleeding, bruising and swelling effects from all crits. suffered 2-20 rounds after each is inflicted for the next 1-10 hrs./ double all bleeding, bruising and swelling effects for the envenomed wound only (swelling and bruising lasts 1-10hrs.).
Nimnaur	—	3	Milky liquid/inject	84gp	Giant Spider venom. Liquifies affected internal organ to jelly (1 organ per dose) in 6-60 rnds./liquifies 1 internal organ to jelly in 4-8 days.
Ondohithui	c-M-8	3	Grey paste/inject	60gp	Causes fatal dehydration within 6-60 rnds./ gives 3-30 hits and causes -10 to -30 to all activity.
Ondokamba		2	Green liquid/inject	29gp	Giant Bat venom. Turns 1-4 hands and feet to stone (each affected area at -75 to activity) within 20-200 rnds./ loss of motor coordination in 1-4 affected hands and feet (-25 to activity for each affected area) lasting 1-10 days.
Rigaana	t-D-5	2	Red sap/apply	6gp	Spreading itchy rash lasting 1-5 days causes -25 to all activity (develops within 1-10 hrs.)/ Mild rash causes -10 to all activity (lasts 1-5 days).
Ruth-i-naur		4	Brown saliva/inject	112gp	Drake saliva. Causes rapid erosion of nervous system within 1-20 rnds (-50 to -100 all activity)/ mild loss of thought and motor coordination (-30 to all activity) within 1-10 rnds.
Seregorn Venom	—	1+	Red liquid/inject	Igp	Vampiric plant sap. Gives 1-8 hits and causes sleep (as the spell, -20 to wake)/ gives 1-8 hits and causes drowsiness (-20 to all activity).

Poison	Code	Lvl	Form/Prep	Cost	Effect (RR fail by 26+/RR fail by 1-25)
Slota	—	5	Grey paste/inject	4gp	Slow paralysis within 1 day, eventual death in 1-10 days/ moderate loss of coordination (-30 to all activity) lasting 1-5 days, 5% chance in any given round that necessary muscles will not operate.
Uraana	t-S-3	6	Creamy paste/inject	12gp	Gives 3-30 hits within 1-20 rnds./ gives 1 -10 hits, shortness of breath lasting 1-20 rounds.
White-berried Yew	t-C-6	2	White berry/ingest	103gp	Death in 1-10 rnds./ painful vomiting in 1-10 rnds. of painful vomiting (2-20 hits and 10% chance of incapacity each rnd.).
Wolfstooth	t-D-5	3	White paste/inject	5gp	Causes heart failure in 2-20 rnds./ damages heart within 1-10 rnds. causing indefinite loss of 15-20 Co (temporary stat).
Yavin Girith	t-D-7	10	Gold fruit/ingest	18gp	Mild coma within 1-10 rnds. lasting 1-10 days, amnesia lasting 1-100 days upon awakening/ dizziness lasting 1-10 days (-25 to all activity).
(Hith-i-girith)	t-D-7	4	Leaf-mist/ingest	18gp	Deep sleep within 1-10 rnds lasting 1-100 hrs./ sleep within 1-20 rnds. lasting 1 -50 hrs.
Zaganzar	t-M-6	5	Blue liquid/inject	139gp	Causes blindness (-90 to all activity) within 10-20 rnds. by reducing optic nerve to water/ impairs vision (-20 to all activity).

KEY

Climate Codes: m= mild temperate, t= cool temperate, c= cold.

Location Code: C=Coniferous forest, D=Deciduous/mixed forest, F=Freshwater coasts and banks, H=Heath/scrub, M=Mountain, S=Short grass, T=Tall grass.

Difficulty of Finding: 1= Routine (+30); 2= Easy (+20); 3= Light (+10); 4= Medium (+0); 5=Hard (-10); 6= Very Hard (-20); 7= Extremely Hard (-30); 8= Sheer Folly (-50); 9= Absurd (-70).

Addiction Factor Code: Each time an herb is employed after its initial use in any given week the GM should roll (01-00) to see if the user becomes addicted. A roll under the AF indicates addiction. The GM may double the AF with each subsequent use (after the second) in the given week. Addiction effects: (a) loss of effectiveness of herb; (b) loss of effectiveness of user (all activity at -25 to -75) when not using herb; (c) loss of user's ability to resist using herb when under stress; (d) unpleasant, possibly violent, withdrawal symptoms without usage.

Level: The level of potency of a poison which an afflicted individual must make a RR against or suffer the effects of the poison.

Preparation Code: apply (raw or as poultice, takes 1-10 rnds. to prepare); brew (boil, wait 20 rnds. and then drink); ingest (eat chew, inhale or drink); inject (as ingest, but can be administered in combat with a crit. result); liquid (may be put in food or on a weapon; remains effective 1 hr after being put on a weapon and is injected with a crit. strike into a victim who must then make a RR or suffer the effects; the poison is gone if the attack is merely hits with no crit.); paste (may be put on a weapon or in food; it remains effective 1 week after being put on a weapon with the same specifications as liquid); powder (can be mixed into food or drink).

Effect: Based upon a dose weighing .5 oz. unless stated otherwise. Poisons generally have the same effect regardless of the potency of the dosage, although the attack level will affect the victim's ability to resist. For poisons, the effect is subdivided into a maximum effect (with RRs that fail by 26+) and a lesser effect (with RRs that fail by 01-25).

Note: The GM should take note that the codes listed above for these herbs in 19.5.2 above are not identical to those found in table 19.5.1 - the codes in 19.5.2 reflect the more general availability and habitat of the various herbs, those in 19.5.1 reflect only the habitats and availability of the herbs in Esgaroth and its vicinity.

Illness	Source	Level	Incubation Period	Contagion Factor
Angurth (Plague)	Fleas (bacteria)	2	12-24hrs	20
Cyclic Fever	Ticks, Bats (bacteria)	15	12-24hrs	15
Gurth-na-fuin (Plague)	People (virus)	3	12-24 hrs	90
Quaking Fever	Leeches (bacteria)	20	1-3 days	35
Spotted Fever	Ticks (bacteria)	10	5-10 days	5
Yellow Rheum	Mosquitos (bacteria)	15	3 days	30
EFFECTS OF DISEASES				
Minimum (RR failure 01-25)		Maximum (RR failure 26+)		Treatment
Angurth Sweating, severely swollen glands, fever, nausea, a rash around the armpits and groin, black pockmarks on the face and limbs, and a rotten stench (all lasting 2-20 days). 25% chance of scarring and loss of 1-10 from Pr (1-20 from Ap).		High fever and delirium, open sores around the armpits and groin, severe nausea, black pockmarks on the face and limbs, an overwhelming rotten stench and death in 2-5 days. luck.		Rest, febrifuges, fluids, salts
Cyclic Fever Sweating, low fever and blurred vision lasting 2 days, then a 1 week remission followed by 1-2 more cycles of the same symptoms.		High fever for 4 days followed by 1 week remission for 3-12 cycles. 50% chance of blindness, 25% chance of death.		Febrifuges, rest
Gurth-na-fuin As Angurth, but with less fever, a rash spread more even over the body and severe nausea lasting 1-100 hrs. in 1-50 hrs.		As Angurth, but with medium fever, sores spread more evenly over the body and vomiting of blood until death		As Angurth
Quaking Fever Swollen glands, fever, trembling limbs, irritated mucous membranes (nose, throat, etc.) and cough for 3-5 days.		High fever, chesty cough and violent spasms for 6-10 days. 30% chance of loss of 1-20 points from Co, 15% chance of death.		Febrifuges, muscle relaxants, rest
Spotted Fever Chills, fever, pain in muscles and joints and a red or purple rash lasting 6-10 days. and a purple rash lasting 6-15 days. 30% chance of -10 to Ag and Qu due to bone deterioration. 20% chance of death.		Chills, severe fever, inflammation of muscles and joints to near immobility (-50 to -90 to all activity)		Febrifuges, rest
Yellow Rheum Headache, backache, fever, vomiting and jaundice (yellowing of skin) last 4 days, followed by a period of weakness (-30 to all actions) lasting 6-11 days.		Bloody vomiting and internal hemorrhage last 6 days followed by 11-18 days of weakness. 20% chance of death, rest.		Febrifuges, fluids
KEY				
Incubation Period: Period from first contact with infection source until infection symptoms appear.				
Contagion Factor Percentage chance of contagion from extended close contact. Angurth, Cyclic Fever, and Spotted Fever are only contagious if the carrier parasite is transmitted to another host.				
Effects: Maximum effects are in addition to all minimum effects (except for illness duration).				
Treatment: Indicates non-magical treatment. Spells and special herbs can be an even greater help.				

Below is a breakdown of common conversion rates and prices based upon the coin of Esgaroth and Dale. A character's standing or local circumstance may cause fluctuations and, where barter is involved, a simple value comparison may be required. For more information refer to section 8.0.

19.6.1 RATES OF EXCHANGE

Esgaroth's Coin ¹	Coin Weight	Dale's Coin ²	Dorwinion's Coin	Wood-elves Coin	Dwarven Coin ⁵	Coin Moria ⁶	Gondor's Coin ⁷	Arthedain's Coin ⁸
Mietan (mi)	¼oz.	2fe	Isp	—	10bp	Isp	Isp	Isp
Haelfamietan (hmi)	½oz.	1fe	50cp	—	5bp	—	5bp	50cp
Mael (ma)	½oz.	1hmo	5tp	—	1stp	—	—	1hc

Dales's Coin	Coin Weight	Esgaroth's Coin	Dorwinion's Coin	Wood-elves Coin	Dwarven Coin ⁵	Coin Moria	Gondor's Coin	Arthedain's Coin
Feladoel (fe)	½oz.	1hs	50cp	—	5bp	—	5bp	50cp
Moel (mo)	¼oz.	2ma	1cp	—	2stp	—	—	1cp
Haelfamoel (hmo)	½oz.	1ma	5tp	—	1stp	—	—	1hc
Airen (ip)	¼oz.	—	1-2tp	—	—	—	—	—

Wood-elves Coin	Coin Weight	Esgaroth's Coin	Dorwinion's Coin	Dale's Coin	Dwarven Coin ⁵	Coin Moria	Gondor's Coin	Arthedain's Coin
Celeban (ce)	1¼oz.	5mi	5sp	10fe	1cp	5sp	5sp	5sp

NOTES

¹**Coins of Esgaroth:** Esgaroth mints a ¼ ounce silver piece (mietan) and a ½ ounce copper piece (mael). Additionally the larger mietan is frequently cut in half to make two ½ ounce haelfamietans. The rates: 1 mi=(Isp)=2hmi=200ma; 1ma=(½cp).

²**Coins of Dale:** Dale mints a ½ ounce silver piece (feladoel), a ¼ ounce copper piece (moel), and a ¼ ounce iron piece (airen). Additionally, the larger moel is frequently cut in half to make two ½ ounce haelfamoels. The rates: 1fe=(½ sp)=50mo; 1mo=(1cp)=2hmo=3ip.

For further clarification, here is a quick reference chart relating the coins of Esgaroth and Dale to the *MERP* archetypical "norm" (in order of descending value):

1gp=10mi=20fe=1000mo=2000ma=6000ip
 1sp=1mi=2fe=100mo=200ma=600ip
 ½ sp of 5bp=[½mi]=1fe=50mo=100ma=300ip
 1bp=10mo=20ma=60ip
 1cp=1mo=2ma=6ip
 ½cp or 5tp=[½mo]=1ma=3ip

³**Coins of Dorwinion:** Dorwinion mints only ¼ ounce standard coins in gold, silver, copper, and tin. The Dorwinion silver piece is considered equivalent in value to the mietan. The rates: 1gp=10sp; 1sp=100cp; 1cp=10tp.

⁴**Coins of the Wood-elves:** The Wood-elves mint but a single coin on very rare commemorative occasions, preferring to barter when exchanging goods. The celeban (S. "silver half") is a very large, weighing one and ¼ ounces: 1ce=5sp.

⁵**Coins of the Dwarves:** The Dwarves of the Iron Hills produce four coins and base their exchange system upon a gold standard (rather than the usual silver standard). The unsullied but variable metal content accounts for the peculiar disparity in weight between the ½ ounce gold mazuldar (Kh. "gold-issue"), the ½ ounce electrum (a gold/silver alloy) ziguldar (Kh. "silvery-issue"), the ½ ounce bronze ghaladar (Kh. "coppery-issue"), and the ½ ounce steel ghuladar ("steel-issue"). The rates: 1gp=2ep; 1ep=(5sp)=50bp; 1bp=20stp; 1stp=(1hc).

⁶**Coins of the Dwarves:** Moria (S. "Black Chasm") mints coins of weights similar to those from the Iron Hills and is also on a gold standard. Mithril is a light metal, so the Moria's mithril (S. "grey brilliance") piece is as large as its silver piece and three times as thick. Because of its rarity following the abandonment of Dwerrowdelf (No. "Dwarf-delving"; a.k.a. Moria, Khazad-dûm) in T.A. 1981, the price of mithril increases with each passing year in the "civilized" realms: by the end of the age, the official exchange rate in Gondor is 75gp, while in Arthedain it brings 100 or more ¼ ounce gold pieces. In the Wilderlands, the metal is never treated as a true currency, and is essentially useless except in certain well-populated location (e.g. Dale and, to a lesser extent, Esgaroth). During this later era mithril is often unavailable on the common market, particularly after the founding of Erebor in T.A. 1999 when the Dwarves of the Lonely Mountain begin to stockpile the coins.

⁷**Coins of Gondor.** Gondor produces a ½ ounce gold, a ¼ ounce silver, a ¼ ounce bronze, and a ½ ounce copper. The rates: 1gp=20sp; 1sp=10bp; 1bp=5cp. Gondor's silver piece is considered to be equivalent to the mietan throughout Rhovanion.

⁸**Arthedain mints only ¼ ounce standard coins, although it is common practice to cut these into ½ ounce halves or even ¼ ounce quarters:** 1gp=10sp; 1sp=100cp; 1cp=2hc; 1hc=2qc.

Good/Service	Londaroth	Esgaroth	Celebannon	Dale	Note
FOOD AND LODGING					
Lt. meal	B.5cp	.5cp	B1cp	3ip	Cheese, porridge, bread, pt. of beer.
Norm. meal	B1.5cp	1cp	B2cp	1cp	Chowder/stew/pie, bread, pt. of beer.
Hvy. meal	B2cp	1.5cp	B3cp	2cp	Mutton/venison/fowl/fish, vegetables, bread, chowder/stew/pie, fruit or fruit pastry, pt. of wine.
Beer, pt.	B2ip	1 ip	B.5cp	2ip	In drinking horn or earthenware mug.
Cider, pt.	B2ip	1 ip	B.5cp	2ip	Fermented.
Mead, pt.	B4ip	.5cp	B1cp	3ip	Served hot or cold. Local brew.
Wine, pt.	B.5cp	.5cp	—	4ip	Local vintage. Often watered down or spiced.
Wine, pt.	3sp	3sp	5sp	4sp	Dorwinion import (cheaper variety).
Wine, pt.	—	4sp	3.5sp	5sp	Wood-elven vintage. Rose petals and honeysuckle (No. "milithrag") added.
Rations	B7cp	4cp	B12cp	5cp	1 wk.; normal spoilage; 18lbs.
Trail Rations	B12cp	8cp	B24cp	9cp	1 wk.; preserved; 14lbs.
Poor lodging	B1ip	.5cp	—	3ip	Communal sleeping.
Ave. lodging	B.5cp	1cp	B1.5cp	1cp	Separate bed or pallet and 2 meals/day (1 lt. with beer, 1 norm. with beer).
Fine lodging	—	3cp	B3cp	4cp	Separate room and meals (as above). The Vodagarazun charges 2cp/night for a room, 3cp with meals.
Stable	B3ip	5ip	B1cp	3ip	Includes food for beast. Lake-town stables are mostly on shore.
TRANSPORT					
Pony, Marsh	B34sp	35sp	B55sp	38sp	4-20 mph (140'/rnd.); can carry 200lbs. +5 to Riding maneuvers.
Horse, lt.	B45sp	50sp	B60sp	53sp	5-30 mph (200'/rnd.); can carry 200lbs.
Horse, med.	B60sp	63sp	B75sp	65sp	5-25 mph (160'/rnd.); can carry 300lbs.
Horse, hvy.	B75sp	—	—	80sp	5-20 mph (120'/rnd.); can carry 400lbs.
Horse, War	—	—	—	75gp	4-27 mph (175'/rnd.); can carry 350lbs. +20 to all Riding and mounted combat maneuvers.
Auroch	B85sp	90sp	B105sp	95sp	4-16 mph (80'/rnd.); can carry 700lbs.
Raft	B50sp	40sp	B80sp	110sp	12'x12' barrel transport. 3-7 mph (40'/rnd.); can carry 4000lbs. Maneuvered with poles.
Sirithorn	—	—	B100sp	—10'	Wood-elven canoe. 3-10 mph (60'/rnd.); can carry 700lbs.
Boat (small)	B50sp	30sp	—	70sp	8'x5' rowboat. 2-5 mph (30'/rnd.); can carry 700lbs.
Boat (med.)	—	70sp	—	110gp	20'x6' one-masted "thirruc" (2' freeboard). 3-9 mph (40'/rnd.); can carry 3000lbs.
Boat (large)	—	240sp	—	—	30'x8' one-masted "cnearra" (3' freeboard). 2-10 mph (50'/rnd.); can carry 6000lbs.
Ship (small)	—	65gp	—	—	40'x15' one-masted barge (4' freeboard). 3-9mph (40'/rnd.); can carry 17000lbs.
Wagon	B60sp	50sp	—	53sp	8'x5'. 2-10 mph (50'/rnd.); can carry 1200lbs.
WATER PASSAGE					
Base rate: 10cp+2cp/mile. From Esgaroth to: eastern shore of Long Lake (7 miles), 15cp; Cotstow (23 miles), .5sp; Lindal (15 miles), 30cp; Celebannon (74 miles), 2sp; Dale (75 miles), 1.5sp. Travellers are generally expected to assist in poling, portaging, etc.					
Good/Service	Wt.	Esgaroth	Dale	(Market)	Note
WEAPONS & ARMOR					
Arrows, 24	3lbs.	40cp	45cp	30-100cp	+50B (due to quality) Wood-elven longbow arrows are infrequently available in Lake-town.
Battle-axe	6	12sp	13sp	10-30sp	Single-bladed woodcutter's axe.
Broadsword	4	10sp	12sp	9-24sp	3.5' long.
Club	4	1ip	2ip	1-3ip	Wood.
Composite bow	2	30sp	33sp	28-38sp	Kine horn (+100B due to quality). Wooden recurve bows are half listed prices.

Good/Service	Wt.	Esgaroth	Dale	(Market)	Note
Dagger	.75	3sp	5sp	2-12sp	Hunting knife.
Flail	7	19sp	20sp	15-35sp	Rare.
Hand-axe	3	4sp	5sp	3-15sp	Useful for chopping wood.
Lance	10	—	3sp	1-5sp	8-9' yew or ash spear with broadleaf point.
Longbow	3	9sp	10sp	9-15sp	Many are Wood-elf imports. Of these, 5% are + 100B due to quality.
Longknife	2	5sp	7sp	3-15sp	Long-bladed (18") one-edged knife (seax); As a shortsword in melee and can be thrown as a dagger.
Longsword	4	20sp	22sp	15-40sp	4' long. As a broadsword, but +5 vs AT1-12 (No,SL,RL) and -5OB vs.AT13-20 (Ch,Pl); uncommon.
Mace	3.5	6sp	6sp	4-10sp	Wooden handle.
Net, fishing	4	.5sp	2sp	30cp-3sp	7'x7'; Reinforced combat-suitable nets cost 3x listed prices.
Quarterstaff	4	4cp	5cp	3-8cp	Includes shepherd's crook.
Shortbow	1.5	7sp	8sp	5-12sp	For mounted combat; fairly rare.
Shortsword	2.5	6sp	8sp	4-15sp	2' long; fairly rare.
Sling	.5	90cp	90cp	70-120cp	Hide strap.
Spear	6	1.5sp	2sp	.5-5sp	8' yew or ash shaft with broadleaf point.
Gauntlets	.5	15cp	18cp	12-20cp	Heavy leather; lined.
Greaves	2	2sp	2sp	1.5-4sp	Leather; for arms and legs.
Greaves	3	5sp	5sp	4-8sp	Iron; for arms and legs.
Helm, leather	1	2sp	2sp	1.5-4sp	Reinforced pot helm.
Helm, metal	2	5sp	6sp	4-8sp	Ribbed conical cap with nose-guard and boiled leather panels.
Leather jerkin	8	2sp	2.5sp	2-10sp	Covers torso; yields AT5 (SL).
Leather coat	16	6sp	7sp	5-14sp	Reaches over upper legs; yields AT6 (SL).
Leather armor	12	8sp	8sp	4-15sp	Boiled leather breastplate/vest which covers torso; yields AT9 (RL).
Chain shirt	20	48sp	45sp	40-100sp	Covers torso and half of upper arms; yields AT13 (Ch).
Chain hauberk	38	180sp	165sp	150-250sp	Long coat that covers arms and legs; yields AT16 (Ch).
Plate cuirass	22	70sp	65sp	50-100sp	2 pc. metal vest which covers torso; yields AT17 (Pl).
Shield	10	3sp	3sp	2-6sp	Round; wood reinforced with leather and metal boss and rim; yields +20DB vs. melee and missiles.
CLOTHING					
Belt	1lb.	48cp	52cp	40-60cp	Holds 2 scabbards, 3 belt pouches.
Boots	2.5	1sp	1sp	.5-25sp	Stitched soft leather or hide (with puttees in winter).
Cloak	3	1.5sp	1.5sp	1-15sp	Wool, linen or linsey-woolsey; some have hoods.
Hat	.5	55cp	60cp	25-150cp	Leather or wool felt.
Hood	.5	16cp	18cp	10-60cp	Wool, linen or linsey-woolsey; covers head and shoulders.
Leggings	1	5cp	5cp	3-20cp	Wool, linen, linsey-woolsey or (especially in Dale) hide.
Mittens/gloves	.5	16cp	18cp	10-25cp	Wool or hide.
Tunic/shift	1	5cp	5cp	3-20cp	Wool, linen or linsey-woolsey; to mid-thigh or longer.
EQUIPMENT					
Backpack	2lbs.	20cp	20cp	15-45cp	Leather; holds 20lbs./1cu'.
Barrel, small	5	1.5sp	2sp	1-4sp	Wood; holds 4 gallons.
Barrel, large	15	3sp	4sp	2-8sp	Wood; holds 20 gallons.
Bedroll	5	20cp	22cp	15-60cp	Wool/fur blanket.
Belt pouch	1	10cp	12cp	7-20cp	Leather; holds 10lbs./.5cu'.
Bucket	2	35cp	42cp	25-50cp	Wood; holds 2 gallons.
Candle	2.5	3cp	5cp	1-8cp	Lights 20' diam.; burns 2 hrs.
Chisel	1	92cp	94cp	80-110cp	Iron; -40 dagger.
Flint & steel	.5	10cp	12cp	8-15cp	Starts fire in 3 minutes.
Grappling hook	1	1.5sp	1.5sp	1-2.5sp	Iron; grip fails on 01-02.

Good/Service	Wt.	Esgaroth	Dale	(Market)	Note
Hammer, wood	.5	30cp	32cp	25-40cp-	20 club.
Hammer, metal	1	1sp	1sp	.5-2sp-	30 mace.
Harness	4	1sp	1sp	85cp-2sp	Leather, iron; includes bit, reins.
Lantern	1.5	1.5sp	2sp	1-2.5sp	Lights 50' diam.; uses oil.
Nails, iron	1	22cp	20cp	20-30cp	1lb. worth; 3" long.
Oar/paddle	4	4cp	5cp	3-7cp	Wood; 4-5' long; -5 quarterstaff.
Oil flask	1	44cp	50cp	40-55cp	Pottery; includes 1 pt. oil (6 hr. refill).
Pegs, wood	2	4ip	5ip	3-6ip	10 total
Pick, iron	2	3sp	2.5sp	2-6sp	For climbing; -15 war hammer.
Pitons, iron	3	22cp	20cp	20-30cp	10 total.
Quiver	.5	10cp	10cp	8-20cp	Traditionally made of badger hide; holds 24 arrows.
Rope	6	35cp	45cp	30-60cp	50' length; breaks on 01-02
Rope, superior	3	120cp	140cp	110-160cp	50' length; breaks on 01;
Sack	2	8cp	8cp	7-10cp	holds 50lbs./3 cu'.
Saddle	10	6sp	6.5sp	5.5-13sp	Includes stirrups, blanket.
Saw	5	2sp	3sp	2-4sp	Wood and iron; requires 2 people.
Scabbard	1	25cp	30cp	20-45cp	Wood frame wrapped with leather; holds 1 1-h edged weapon.
Shovel	3	30cp	35cp	30-45cp	Wood. Iron-bladed spade available in Dale for 1.5sp.
Tarp	3	10cp	12cp	9-15cp	Waterproofed heavy linen; 5'x8'.
Tent	8	2sp	2.5sp	1.5-3sp	Waterproofed heavy linen; 5'x8'; 2 person cap.
Tinderbox	.25	2cp	2cp	1.5-4cp	Wood; holds tinder to start 7 fires.
Torch	1	2ip	2ip	2-4ip	Lights 20' diam.; burns 6 hrs.
Vellum	.5	5sp	4.5sp	4-10sp	12"x8" calfskin "paper"; 8 sheets.
Waterskin	.25	1cp	1cp	5ip-2cp	Holds 1 qt.; weighs 1lb. full.
Wedge, wood	1	5ip	6ip	4-8ip	Door-stay.
MUSICAL INSTRUMENTS					
Bagpipes	4lbs.	20sp	—	20-60sp	Hide/leather airbag, wood pipe and 2 drones; 5+ mile range.
Bell	1	1sp	—	1-3sp	Iron; various sizes and pitches; 1 + mile range.
Bodhran	1.5	3sp	—	3-6sp	18" diam., 3"thick wood and hide drum played with a double-ended stick; .75 mile range.
Flute	.75	5sp	—	5-15sp	Wood; 10" long; .75 mile range.
Horn	1	3sp	3.5	3-9sp	Usually auroch horn; 5+ mile range.
Lute	4	30sp	—	30-120sp	Wood and 8-10 animal gut strings; .5 mile range.
Lyre	5	14sp	15sp	10sp-40sp	Wood and 6 animal gut strings. .5 mile range.
Rebec	2	20sp	—	20-80sp	Wood violin-like instrument with 3 animal gut strings and bow; .75 mile range.
Recorder	1	7sp	—	7-21sp	Wood; 12" long; .75 mile range.
Reed pipes	.5	2sp	2.5sp	2-6sp	5+ reeds of differing length lashed together; .75 mile range.
Tambour	3	4sp	4.5sp	4-8sp	18" diam., 6" thick hide and wood drum; 2+ mile range.
Tambourine	1	5sp	—	5-10sp	10" diam., 2" thick; 1+ mile range.
Whistle	.5	2sp	2.5sp	2-6sp	Wood; 4" long; 1 + mile range
NOTES					
B: Barter					
After T.A. 1999 and the arrival of the Dwarves at Erebor, many new and finer metal arms and armor become available in Dale.					

If you play the *Lord of the Rings Adventure Game*, you will need statistical info on the non-player characters, military forces, and beasts frequenting Lake-town and its environs. This material is not provided in this supplement. Mail a request to ICE along with a self-addressed, stamped envelope, and we will send you tables presenting the **LoR** stats for Lake-town NPCs, military, and beasts.

ICE's address: Lake-town LoR, P.O. Box 1605, Charlottesville, VA, 22902 USA.

Note that the adventures presented in *Lake-town* also contain stats for locks, traps, and magical items. The conversion instructions below will enable you to translate **MERP** locks into **LoR** locks, **MERP** traps into **LoR** traps, and **MERP** items into **LoR** items.

19.7.1 LOCKS

MERP locks are described using the difficulty level of the maneuver required to pick the lock together with a numerical modifier. The terms used are the same as those that describe **LoR** maneuvers. To convert a **MERP** lock to a **LoR** lock, simply ignore the numerical **MERP** modifier and use the **LoR** numbers assigned to the difficulty level on page 5 of the *The Guidelines*. This information is reproduced below:

Difficulty Level	Minimum for Success
Routine	Δ4
Very Easy	Δ5
Easy	Δ6
Light	Δ7
Medium	Δ8
Hard	Δ9
Very Hard	Δ11
Extremely Hard	Δ13
Sheer Folly	Δ15
Absurd	Δ18

19.7.2 TRAPS

Traps have two components best summarized by two questions: 1) how difficult is it to detect and disarm the trap? and 2) what are the results of triggering the trap?

MERP traps are partially described using the difficulty level of the maneuver required to detect or disarm the trap (two separate maneuvers) together with a numerical modifier. The terms used are the same as those that describe **LoR** maneuvers. To convert a **MERP** trap to a **LoR** trap, ignore the numerical **MERP** modifier and use the **LoR** number assigned to the difficulty level (shown above).

What happens if a trap is triggered by the adventurers? Sometimes the result can be described without game system stats—for example, perhaps the trap simply sounds an alarm in an adjacent guard hall, in which case the guards are alerted to the presence of intruders. More often, the trap triggers an automated weapon attack (such as that delivered by a spring-loaded crossbow) or a spell.

If the trap triggers a weapon attack, the **MERP** attack is described by weapon type and an offensive bonus. To convert the **MERP** OB to a **LoR** offensive bonus, simply divide the modifier by 5. Then use the result on the **LoR** Combat Table (page 17 of *The Guidelines*) as usual.

If the trap triggers a spell, then the name of the **MERP** spell and the **MERP** spell list where that spell appears are given. To convert the **MERP** spell into a **LoR** spell, look up the **MERP** spell list on the chart below which gives the corresponding **LoR** spell. (Rarely, the trap triggers a custom spell that exists in neither **MERP** nor **LoR**; in such cases, a specific description of its effects, independent of any system, is given in the text to provide all you need to know to GM the play.)

OPEN ESSENCE SPELLS

MERP List	LoR Spell
Physical Enhancement	Balance
Essence's Ways	Concentration
Unbarring Ways	Speed
Essence Hand	Shield
Spell Ways	Protection from Magic
Essence Perceptions	Concentration
Illusions	Camouflage
Spirit Mastery	Calm

MAGE SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Fire Law	Fire Bolt
Ice Law	Fire Bolt
Earth Law	Item Analysis
Light Law	Fire Bolt
Wind Law	Protection from Magic
Water Law	Luck
Lofty Bridge	Speed
Living Change	Strength

BARD SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Lore	Concentration
Controlling Songs	Calm
Sound Control	Luck
Item Lore	Item Analysis

OPEN CHANNELING SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Nature's Lore	Concentration
Nature's Movement	Speed
Spell Defense	Protection from Magic
Surface Ways	Healing
Protections	Shield
Detection Mastery	Concentration
Sound/Light Ways	Fire Bolt
Calm Spirits	Calm

ANIMIST SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Direct Channeling	Clairvoyance
Blood Ways	Healing
Bone/Muscle Ways	Healing
Organ Ways	Healing
Animal Mastery	Charm Animal
Plant Mastery	Camouflage
Purifications	Luck
Creations	Sustenance

RANGER SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Path Mastery	Concentration
Moving Ways	Speed
Nature's Guises	Camouflage
Nature's Ways	Charm Animal

I9.7.3 MAGIC ITEMS

Most of the treasure found in Middle-earth falls into three broad categories: weapons, armor, or spell casting enhancement. *MERP* describes the capabilities of such items with terms having specific game system definitions. Below, we present these terms with definitions adapted for the *LoR* system.

WEAPONS

Additional Criticals: In *MERP* combat, serious wounds are represented by critical damage. Normal weapons wielded skillfully can deliver critical damage. Magical weapons sometimes deliver an additional critical: a cold critical, an electrical critical, a grappling critical, a heat critical, an impact critical, a slashing critical, or an unbalancing critical.

In *LoR*, normal criticals are represented by the U and K results on the *LoR Combat Table*. The GM need only referee normal *LoR* combat.

Additional criticals—excepting grappling, slashing, and unbalancing—are handled thusly in *LoR* combat: upon a U or K result, for each additional critical a weapon is capable of delivering, roll one D6 die and apply the result to the damage delivered to the target. If the additional critical is labeled as being “equal in severity,” roll one die—the result is the number of dice that are rolled to determine the extra damage delivered.

Grappling criticals: Upon a U or K result, when hit by a weapon that does grappling criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target is not entangled and may act normally; if the result is lower than the total attack roll, the target is entangled and may take no action for the number of rounds equal to the difference between the attacker's total attack roll and the target's Agility maneuver.

For example, Jos Haur! the Easterling throws his enchanted bola at Ulfilas the Northman who is fleeing. Haur!'s Missile OB is +3. His bola has an OB of +2 and delivers grappling criticals. Haur!'s player rolls a 6. His total attack roll is $3 + 2 + 6 = 11$.

Ulfilas' defense bonus is +2. Additionally, he wears a helmet (see below), which means that U results on the Combat Table do not knock him out.

Checking the Table, we see that Haur! has achieved a U result. This means we must also check the result of the grappling ability of the bola.

Ulfilas' player rolls the dice and gets a 9. The Northman has an Agility bonus of +1, so his total is 10, which is less than Haur!'s 11.

Thus Ulfilas is entangled and has taken 11 points of damage, but is not unconscious.

Unbalancing criticals: Upon a U or K result, when hit by a weapon that does unbalancing criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target remains on his or her feet and may act normally; if the result is lower than the total attack roll, the target is knocked to the ground and takes damage equal to one die roll.

Slashing criticals: Upon a U or K result, when hit by a weapon that does slashing criticals, the target must roll one die (1D6); the result is the number of points of damage the target receives at the end of each round due to bleeding.

Of Slaying creatures: Some weapons are described as being *Of Slaying Orcs* or *Of Slaying Dragons* or *Of Slaying Trolls*, etc. Whenever such a weapon is used to attack the creature designated by this description, add +2 to the attack roll on the *Combat Table*. This bonus is cumulative with any bonus present due to Holy virtues (see below). The maximum result is 12.

Of Slaying items: Some weapons are described as being *Of Slaying swords* or *Of Slaying weapons* or *Of Slaying armor* or *Of Slaying shields*, etc. Such weapons perform this destruction under conditions such as "targeting an opponent's weapon" or "if opponent parries" or some other parameters which are explicitly presented. Whenever such a weapon is used to attack the item designated by its description, the attacker should roll on the +6 column of the *Combat Table*. The GM should move the column used to the right for every +1 OB/DB possessed by the target item. If the result of the roll is a U or a K, the target item is destroyed immediately. Any number results are ignored.

Holy/Unholy weapons: These are weapons possessing the special favor of a Vala or a Maia (pure or fallen). Most have a reputation and are known on sight by their wielders' enemies. Holy weapons act as weapons *Of Slaying* versus all beings aligned with Sauron or Morgoth. Unholy weapons act as weapons *Of Slaying* versus all beings in enmity to Sauron or his evil master. (This bonus is cumulative with any more specific slaying abilities, such as *Of Slaying* undead.)

ARMOR

MERP armor is usually described as possessing a specific defensive bonus. To convert this **MERP** DB into a **LoR** defense bonus, simply divide it by 5. Sometimes armor has special capabilities, such as protecting its wearer from specific criticals. Such abilities are usually detailed in words rather than numbers and can be readily applied to any game system.

Helmets: In **LoR**, combatants who wear helms have an advantage over those who don't. Roll the dice (2D6) when a character wearing a helm receives a U result on the *Combat Table*. If the roll is 8 or higher, the character receives damage equal to the attack roll, but remains conscious, unless the damage puts his or her damage total higher than Endurance. Any bonus from a magical helm should be added to the determining dice roll.

SPELL CASTING ENHANCEMENT

Many items that enhance spell casting do so by granting their user specific spells. To convert the spells of such items from **MERP** spells to **LoR** spells, use the procedure outlined under *Traps* above. Two special types of spell enhancing items are presented below.

Spell adders: Spell adders are normally described as +1 adders or +2 adders or +3 adders. Characters with an adder may cast any one learned spell once a day for every +1 possessed by the adder. (A +2 adder bestows 2 spells; a +3 adder 3 spells.) The caster takes no damage for spells cast using an adder. The caster may not carry more than one adder on his or her person.

Spell multipliers: Spell multipliers are normally described as x2, x3, x4, etc. Characters with a multiplier may reduce the damage taken due to casting a spell as follows: divide the damage taken by the multiplier value. (A character must always take at least 1 point of damage when casting a spell.)

For example, Fire Bolt results normally in 6 points of damage taken. Eun the Dunnish Bard has a x3 multiplier. When she casts a Fire Bolt, she takes only 2 points of damage ($6 \div 3 = 2$).



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20.0 ITEMS OF NOTE

20.1 MOST POTENT

BADRANT

The beautiful reddish-orange longleaf pinewood steering oar is intricately carved with highly stylized, abstract faces up and down its twelve-foot length. Many of these anthropomorphic visages sport wickedly curved beaks or muzzles with a fearsome array of formidable-looking teeth meant to serve an apotropaic purpose. Bits of polychrome paint still cling to some of the deepest carved recesses.

Originally fashioned for use on the unpredictable Sea of Rhûn, Badrant (S. "Firm Course"), a Dorwinadan item, is magicked so that it yields a +25 modification to all Navigation skill maneuvers. Additionally, its user may (with a successful Use Items/Attunement roll) cast a lvl 20 *Calm Water* twice per week (calms a lake or sea in a 100-foot radius as long as the navigator concentrates). It is unclear how Badrant came into the possession of Skessa, who appears to be unaware of, or unconcerned with, the item's original function. She uses the oar as an effective spurtle, or stirring paddle, for her enormous caldron.

BOX-O'-THE-BAN-SHAE

The blue pine strongbox, completely covered with riveted copper sheets, is green with verdegriis. The Box-o'-the-Ban-Shae is two feet long, one foot wide, and fifteen inches high. Its hinged lid is equipped with five latches (but no lock). A cursed item, the chest is so legendary in the folktales of the Hill-folk of Rhudaur that no one familiar with the yarns will open the container.

A thoroughly malignant Undead spirit, the Ban Shae (use Corpse Lantern combat statistics), inhabits (or rather, is trapped inside) the box. If the lid is opened even slightly, the Ban Shae, appearing as a luminescent swirling mist, will be released with a horrible, bloodcurdling screech. All within one hundred feet must make a Resistance roll versus the level 20 scream: with a failure of 1-50, the victim flees in terror; with failure by 51-100, the victim is paralyzed by feelings of hopelessness for 1 round/5% failure; with failure by 100+, the victim attempts suicide. The opener of the Box resists at -30.

The Ban Shae will drain 5 Constitution points/round from all who are affected by its initial scream and still within a one hundred foot radius of the box, but it will avoid direct combat. Each time a victim is completely drained of Constitution, the Ban Shae will emit another soul-wrenching shriek (without the original effects). If the box opener survives this initial encounter, at some time in the near future, he will suffer four recurring visions of his own imminent demise (as a level 20 *Mirror Vision IV* spell). Each vision will

occur at some crucial and highly inconvenient moment; each will relate to the current situation immediately at hand; and each will appear in some nearby mirror-like surface.

Should the experience lead, in any way, to the box opener's death, any blood kin who subsequently view his corpse will also hear a heart-stopping scream and witness the Ban Shae emerge from the deceased's grimacing mouth. These family members must resist as per the Ban Shae's initial scream. Only after the disposal of the original box opener's body will the Ban Shae return to its container lair.

The Ban Shae is attributed with the destruction of entire lineages of Hill-folk who heedlessly ignored the warnings of the folk legends and held traditional public funerals for Box-o'-the-Ban-Shae openers. The Ban Shae itself is some ancient evil free of Sauron's yoke; perhaps it is associated with the blasphemous malevolence of the Yfelwyd, or perhaps it is the remnant of some earth spirit corrupted millennia ago by Morgoth himself.

BRATTOKH SHAE

A faded but resilient cloth, made of an unidentified material and tapered from a two foot breadth at one end to a one foot width at the other, the Brattokh Shae (Hi. "Fairy Banner") is some four feet in length and equipped with ocher-colored hemp tassels at its wide end for attachment to a standard. The cloth is dyed with beautiful abstract fret and interlace patterns in pea-green, black, brick-red, ocher, and white against a purple field.





The banner is enchanted to provide +20 to OB and Morale for all friendly troops within a one hundred foot radius over which it is held aloft (for this it need not even be unfurled), but this is the lesser of its powers. The Brattokh Shae is also magicked to “prevent mishaps” in a much broader sense for the embattled army or fort over which the flag is fully unfurled, but this second dweamor may be invoked on just three separate occasions. Already, the banner has been unrolled and displayed twice in the heat of battle, so it will work the following mighty spell only once more: a level 50 *Mass Calm* from the **RM** Calm Spirits list which will be directed against the leaders and front lines of a force attacking the flag’s battle-host. (For **MERP**: the spell should be treated as a normal *Calm* spell, only it attacks at level 50, affects fifty individuals in a one hundred foot radius and lasts for fifty minutes. For **LoR**: the spell should be treated as a *Calm* spell affecting fifty individuals in a one hundred foot radius and lasts for fifty minutes.)

The resulting pandemonium is almost certain to allow the force possessing the Brattokh Shae to either escape or rally against their opponents. Obviously, if the *Mass Calm* power is not invoked in the thick of battle, it will have little effect and would be a tragic waste of powerful Essence magic.

The Brattokh Shae is one of the most prized heirlooms of the Moic Lud (Hi. “Kindred/Children of Lud”) Hillman tribe of eastern Eriador. The banner has historically been stored securely in a heavily padlocked iron chest by its clansfolk, so how such a valued item came into the possession of Lotto Nimbletoes, a Stoor Hobbit (No. “Haelflinga, Kud-dukan”), is a mystery. Suffice it to say that the flag is so renowned in the folktales of the Trollshaws and Ettenmoors that any Hillman and most travelers who have visited that region will have heard of it and are liable to recognize the item on sight. Rather surprisingly, Lotto himself is unaware of the cloth’s power, and uses it simply to wrap the stash of tea biscuits he keeps squirreled away in his backpack.

DALEBOC AND DALEBOCSHREIN

A casket paneled with charothrond (S. “Hallmaw”) whale ivory from the coast of Umbar, this container was made shortly after the Dale-men migration east over the Hithaeglir. Its panels are carved with scenes depicting that legendary journey. Some fifteen inches by fifteen inches by ten inches, the Dalebocshrein (No. “Shrine of the Daleboc”) has gold edging and a clasp engraved with interlaced patterns as well as a gilded bronze lock that is enchanted so that it is Extremely Hard (-30) to pick or open without the matching key.

The receptacle is further magicked with a twenty-fifth level dweamor that allows no one save the possessor of the key to lift or move it. It protects its contents from all weather conditions, fire, lightning, and so forth; additionally, the container is virtually impossible to break (resists all magic at level 25).

The shrine, together with its contents, the Daleboc (No. “Book of Dale”), a volume which contains the annals of the Dale-folk, is the single most revered heirloom for all five of the Northron clans of Dale. The book has been meticulously kept since the Krythéod clan first arrived in Rhovanion, and the position of Bocera (No. “Book-keeper”) has traditionally been a hereditary one undertaken by a scion of the Krythéod clan.

The current Bocera, Minuial (S. “Twilight”), took over the job just two years ago, after her predecessor perished in the Plague. She keeps the key to the Dalebocshrein on her person at all times and sees to it that all important events in Dale are duly recorded. The Daleboc is some twelve inches by twelve inches and nearly eight inches thick. The vellum pages are of the most delicate, well scraped auroch calfskin, and the text is interspersed with carefully positioned, illuminated “carpet” pages of abstract curvilinear design. Important sections are similarly begun with intricately detailed, illuminated capitals with zoomorphic interlaced decorations.

The tome is bound in stamped auroch leather covered with a sheet of repoussé gold depicting the emblems of the five clans and an image of a past Thyn on horseback, and it is further elaborated with gold filigree and inset with garnets and colored glass. The tome is enchanted so that it contains a far larger number of pages than is at first evident by any who behold it. The book and its container are stored in the Kraethingashud (No. “House of the Kraethingas”) in Dale, and few outsiders are permitted to see them.

FANAHEN

Fanahen (S. “Sleep Bringer”; “Eye Veil”) is a large hourglass or falmir (S. “Sand Jewel”) constructed from slightly opaque blown glass and willow-wood carved with foliage: poppies, weeping willow branches, and Din Fuinen moss. Inside the rather fragile item, a fine white sand records the passage of eight hours.

Once a day, (if a successful Use Items/Attunement roll is made) the possessor of this Wood-elven device may cast a spell combining the effects of the *Forget I* and *Sleep X* spells on whomever he chooses, provided the target(s) are within a fifty foot radius. This is done by turning the hourglass upside down and uttering the word carved on one base of the object, “este” (Q. “Sleep”). Elves are immune to the dweamor, but most other targets failing a Resistance roll against a level 13 hex will fall asleep for the full eight hours or until they are awakened (-20 to all such attempts). In either case, the victims will have no recollection of the ten minutes prior to their long nap.

HECGATA

Hecgata (archaic No. “Enchantress’ Cauldron”) is an enormous spherical cauldron fully three feet in diameter at its mouth, and standing some five feet high. Constructed of cast bronze sheets riveted together, the mammoth vessel is enchanted to be just 300 pounds, a mere quarter of what it might normally weigh, and it can hold over one hundred



cubic feet of liquid. Two very large bronze circular handles, each a foot in diameter, are attached on opposite sides at the carinated shoulder of the receptacle, four feet off the ground.

The cauldron is bewitched so that it will boil all liquids at twice normal speed (faster if the pot is watched), and a successful Use Items/Attunement roll will allow its possessor to cast a *Vision Behind* spell once a day by gazing into its swirling contents. (For *MERP* or *LoR* users: this spell allows a vision of a past event associated with an item or place. There is a time range of two days/level of the individual.) Additionally, each week seven doses of a brew drawn from the vessel may have *Potion IV* cast upon them (again, with a successful Attunement/Use Items roll). (For *MERP* or *LoR* users: a *Potion IV* spell allows the caster to imbibe a liquid with a single spell of first to fourth level with which he is familiar. When the liquid is subsequently drunk, the spell will affect the imbiber.)

The cauldron will never tarnish regardless of the composition of any concoction brewed within it or of the intensity of any (non-magical) flame to which it is subjected. An ancient, holy Mannish relic belonging to a powerful seer, Hecgata was buried with the cremated remains of its owner late in the First Age. The irreverent she-Troll Skessa came across it while digging through a burial mound near the Uthrael Béocac (No. "Valley of Lords") in the Grey Mountains, and it now provides a formidable addition to her kitchen cavern accouterments.

MURALIË

Muralië (debased Q. "Green Jewel") is a solid green glass bauble, three inches in diameter. Around it are wrapped two half-inch wide gold bands with repoussé rib designs, set at right angles to each other and attached to a thick gold wire loop designed to allow suspension of the item from an owner's belt.

The item is magical and, with a successful Use Items/Attunement roll, allows the casting of an *Emotions* spell from the *RM* Mind Merge list once a day at the ninth level of effectiveness. (For *MERP* or *LoR* players: this spell allows the caster to cause any desired emotion [confusion, fear, etc.] in one individual within 100 feet for a duration of 9 minutes.)

In addition, the bauble allows its owner to see the invisible, but only when and if the individual actually grasps the item in his or her hand, so it is quite possible that this power may go undiscovered. Once the possession of an Adan seer living in the shadow of Erebor millennia ago, Muralië was placed in the caverns at the heart of the Lonely Mountain with its owner's body. It has since been moved to join a collection of other grave robberies in a dark, slimy cavern even further beneath the lone peak.

WURMSPERE

The traditional weapon of Dale's Thyn, Wurmspere (No. "Dragon Spear") is an heirloom of the Krythéod clan and is currently in the possession of Éoder. It is an eight-and-a-half-foot long Dirwood shaft inlaid with a

gold and silver abstract curvilinear serpent design. The weapon, capped with a silvery-white adarcser broadleaf blade (also inlaid with gold), gives its wielder a +25 OB in combat and is "of slaying" Dragons.

20.2 POTENT

BEKSMA

A distinctly nondescript straw broom, Beksma (BS./debased No. "Broom"; "Beating-rod") is noteworthy only with regard to its immense size. The wooden handle is fully nine feet long and some three to four inches in diameter. The straws average another three to four feet; bound to the handle with hemp twine, they add another two feet to the total length of the object.

A fitting tool (and weapon!) for the two-headed she-Troll, Skessa, this item will sweep out any room (that it fits into) of its own accord whenever "Beksma" is spoken aloud. The name is crudely scratched into the upper portion of the broomstick, and it must be said backwards in order to stop the sweeping. For Skessa (and others with Strength scores of 100 or above), the object also serves as a +15 OB club, primarily because of its size.

BUZAKTHA

This knee-length oxhide coat is dyed a burnt red color and is embellished with a thick atenla (rabbit) fur collar and sharp, square, iron buttons. Of Easterling make, it is slit up the front and back nearly to the waist to allow its owner to maneuver on horseback more readily. The Buzaktha (Lo. "Dark-red?") is enchanted to protect its wearer as soft leather armor (AT SL/8) with a +15 DB. The item is liable to be a bit small for many Northrons.

CU-I-THANG

A composite bow of deep reddish wood, white bone, and black sinew, this Easterling creation is designed for mounted combat and inlaid and trimmed with golden steel. Cu-i-Thang (S. "Bow of Oppression") is enchanted to provide a +25 OB, but it forces its user to always fire at the nearest perceived target, friend or foe. The item is four and a half feet long and weighs two and a half pounds. Currently, the bow resides in the bandit lair at Dyn Odoric. Hofding is aware of its negative qualities and will prevent any of his outlaws from wielding it. His henchman Drafend, however, covets both Hofding's position and the beautiful weapon.

ENCHANTED CATTAIL

This reedy plant resembles, to the untrained eye, its distant cousin the marsh-rush, and it grows in similar environments. Its stem is capped with a brown furry fruiting spike, and the broad leaves of the plant are used by the folk of Esgaroth and Cotstow to weave baskets, mats, and chair seats.

The enchanted variety must be plucked, dried, and magicked so that it will not decay and so that anyone who straddles it and repeats the phrase "Borram, borram. Away

my windelstraw,” will, over the course of the next evening, grow a long and luxuriously furry eredcath (mountain lion) tail the same color as the hair on the poor victim’s head.

The tail is not harmful (and an imaginative individual might even find the extra appendage a boon), but should it be spotted by any of the regional inhabitants, the victim is liable to be shunned, ridiculed, or even lynched by the fearful and superstitious Northrons.

Change of Kind spells will have no effect on the presence of the tail, but *Neutralize Curse* and *Remove Curse* spells (versus level 10) will cause the tail to shrink and disappear, and *Neutralize Disease/Undisease* spells will cause the appendage to shrivel up and drop off.

EREGRIM

Eregrim (S. “Thorn Net, Host of Thorns”) is an ancient long-handled, single-bladed axe with a peculiar green-tinted steel head inset with four blue-green beryl cabochons. The four-foot handle, two to three inches in diameter, was once the trunk of a stout hawthorn shrub and, due to a magic dweamor placed upon it, continues to remain alive and semi-sentient. It is covered with thorns and continually sprouts a number of small, prickly shoots. If it receives proper rain and sun, the handle may even bear small white flowers or modest red fruits (inedible).

Regardless, the wielder of Eregrim is immune to any harmful effect from the odd weapon handle, but the same cannot be said for an opponent. Any adversary who launches a melee attack against the axe which Eregrim’s wielder chooses to try to parry completely, without any counter-assault, will suffer a +50 Tiny attack as the thorny shoots of the weapon lash out in a reflexive defense. Additionally, the axe is magicked to allow a +15 OB to normal attacks.

Of Elven manufacture, Eregrim has a long and glorious past dating back well into the Second Age. The prized weapon of a prominent Sinda warrior in the Elven-king Oropher’s (S. “Half-Mountain”) Pelegwador (S. “Brotherhood of the Axe”), the axe’s original owner perished in the War of the Last Alliance at the storming of the Morannon (S. “Black Gate”). Recovered by a relative, Eregrim was borne back to Rhovanion, where it has remained even since.

FODDIRBUCT

A bronze bucket with a slightly constricted mouth, Foddirbuct (No. “Pail of Horse-fare”) is twelve inches in height and ten inches in diameter at its rim. Around its top portion, the bucket is decorated with triangular hammered repoussé designs, and it is connected to a hollow bronze handle by two human-shaped escutchéons with upraised arms.

The item is very old and has spent a long period of time stashed in the hollow of a willow tree trunk as part of the treasure trove of several mewlips inhabiting the Lang Marish. Because of this wet, exposed environment,

Foddirbuct has begun to decompose: it is now covered with verdegreis and leaks through several small holes in its base.

Nevertheless, the pail retains its enchantment. Any horse (or pony, etc.) fed its daily meal from the bucket will be able to achieve a top velocity one speed factor/category higher than normal. The enchantment works just one day in seven.

GARMAHT

A very stout (three inches in diameter) ash spear with a socketed steel broadleaf point, Garmaht (No. “Powerful Spear”) is noteworthy also for its unusual stretch of nine feet, a full foot lengthier than the typical Northron spear. The weapon has steel reinforcements at intervals along its shaft and requires a Strength of 95 or above (**LoR**: +2 or higher) to use because it is so bulky. However, Garmaht’s unwieldiness is more than compensated by the unique enchantment that has been placed upon it.

When used from horseback as a mounted lance, the item adds a +10 OB, but when wielded on foot as a normal two-handed spear, the weapon still permits its owner to attack as if using a mounted lance. (For **MERP**, use AT-3, the Two-Handed Weapons Attack Table, with a +5 OB modification; for **RM**, use the Lance (Mounted) Attack Table with a -15 OB modification; for **LoR**, the lance delivers +5 damage.)

GOLLONEA

Gollonea (S. “Oak Cloak”) is a smart looking tabard of Wood-elven manufacture fashioned from the rare and valuable neanimflad (S. “White Oak-leather”), a leathery material woven from tree bark. The sleeveless tunic is meant to be worn over a loose-fitting shirt; it is dyed forest green and embroidered with a silver and kelly green birch tree on both the front and back. The tabard wears as soft leather armor (AT SL/5), but is enchanted to protect its wearer as +15DB chain armor (AT Ch/13).

HIR-KEN

Hir-ken (Lo. “Finder”) is a thumb-ring of copper inlaid with mother-of-pearl that was crafted in the Dorwinadan town of Shrel-Kain. Carefully wrought into the band are three abstracted animal forms, each evoking a particular sense: a short ear owl for sight, a hound for smell, and an atenla for hearing. Together these images symbolize the magical +20 bonus to Perception that the ring confers upon its current guileful owner, Dudannis.

KUHDZA-ONG

A terrible Orcish weapon, Kuhdza-ong (Or. “Noisy Iron Tangier”) is an iron-mesh net attached to a similar gauntlet and arm-ring by a three foot long chain. The item bristles with an array of nasty razor-sharp hooks which its wielder Mogshi, the leader of the Larzoguhoth Goblins, coats generously with jegga paste.

Mogshi himself is effectively immune to the poison, a result of many years of dining upon small quantities of the toxin. Further, any victim unfortunate enough to suffer a





critical from Kuhdza-ong, stands a 15% chance of contracting tetanus (treat as a level 5 poison with failure to resist resulting in eventual spasms and the paralysis of all voluntary muscles), for Mogshi also rubs warg dung on the weapon.

When Kuhdza-ong is launched at an opponent, as its name suggests, numerous hollow metal attachments rattle and whine with earsplitting intensity. The magic of the item provides its wielder with a +15 OB in melee combat and allows the infliction of a secondary Puncture critical of equal severity in addition to the primary critical. (For *MERP*, use AT-6, the Grappling & Unbalancing Attack Table; for *RM* use the Grapple Critical Strike Table. In both cases, the maximum attack result is Large, and fumbles occur on a 1-5).

Mogshi, being ambidextrous, uses the net in his left hand instead of a shield. He is fond of snaring an opponent's head with Kuhdza-ong and then decapitating the poor slob with one powerful sweep of his keen-edged scimitar.

MAESTANCAPPA

A soft wool-velvet beret stitched into four puffy quarters on top and with a central pom-pom, the Maestancappa (No. "Master's Cap") is woven from yarn dyed a beautiful deep bluish-purple with an extract from the extremely rare dog whelk shellfish (from the Sea of Rhûn), and it is embroidered with scenes of shipping transactions in gold and blue thread. The cap is enchanted to provide its wearer with a +25 bonus to all bartering and diplomatic transactions, and as the sign of office for the Maesta of Esgaroth it is currently in the possession of Odagavia, who wears it at festivals, ceremonies, and while conducting his daily business (if the weather is fair).

PONYRUSH

Each ponyrush (No. "Dobbinlayfer") is a tufted three-foot long hollow grass-like stalk of the marsh-rush plant (roughly similar to a cattail) which has been enchanted so that the plant will not decay. When it is straddled and the phrase "Borram, borram. Away my windelstraw," is spoken aloud the rush will transform into a tame, rideable marsh pony (Level: 2, Size: M, Speed: F/MF, Hits: 100, AT: No/3, DB: 20, Attack: 30MBa/30LTs) capable of carrying up to 200 pounds. The rush will remain in pony form for up to four hours or until its rider repeats the magic phrase aloud, whichever comes first. A ponyrush may only be used once a day.

ROSTIL

An heirloom of the Krythéod clan of Dale, this war helmet of steel is an ancient Adan item which grants its wearer the protection of a full helm without any subtraction to Perception skill maneuvers. It also bestows the power of "horse mastery" upon its wearer, allowing a +25 bonus to all Beastmastery, Riding, and Animal Training skill maneuvers involving a horse. Rostil (S./No. "Horse-calm") is covered with tinned bronze repoussé plates

depicting mounted warriors in battle which give the helm a silver tint. The eyebrows, nose, long mustache, and mouth on the rather grotesque face mask are gilded, and there is a small crest resembling a horse's head in the front center of the object. Currently, the helm is in the possession of Dale's Thyn Éoder.

ZUNGATVERAN

The Zungatveran (No. "Tongue-twister") is a nondescript, somewhat dingy-looking bottle of brown pottery with a handle and a grotesque bearded face (sticking out its tongue) molded on its shoulder. The vessel holds one quart and is enchanted so that it fills itself with a heady dark ale once a day, over a period of eight hours after it has been drained.

Unfortunately, the item is rather old, and the magic in it has begun to go awry; each time it is drained, there is a chance it will vex any imbibor such that the individual will only be able to speak in nouns (roll 1d100, on a 1-30 the curse takes effect). The length of the affliction depends upon the amount of ale quaffed (round up): one mouthful: 1-10 hours; one cup: 1-5 days; one pint: 1-10 days; three cups: 6-15 days; one quart: 10-20 days.

A successful *Neutralize Curse* or *Remove Curse* spell against a level 10 curse will cure the malady, and *Learn Language* spells will cut the duration of the problem appropriately (e.g., *Leant Language II* will cut the duration in half, a *Learn Language III* will cut it to a third and so on).

20.3 MODEST

ASSENPRÉON

The Assenpréon is a two-and-a-half-inch diameter, ring-shaped "quoit" brooch of silver cloisonné with garnet, green glass, white shell, and gold filigree panels worth close to 600 silver pieces. The item is intended to be used as a cloak pin and afflicts its unfortunate wearer (resist versus a level 7 curse) so that the poor fool cannot speak at all, only bray loudly and obnoxiously like a donkey. The name of the item, Assenpréon (No. "Donkey Brooch") is engraved in small runes on the back of the piece, a hint to the brooch's nature.

The hex may only be lifted in one of two ways: through the use of magic (either a *Neutralize Curse* or *Remove Curse* spell would be effective—the brooch resists at level 7), or if the item is stolen from the possession of the current owner (a not altogether unlikely occurrence, considering the brooch's obvious value). The unlucky owner of the pin will be unable to part with the piece and will feel compelled to wear the brooch prominently displayed, even to the extent of purchasing and wearing a cloak solely to flaunt the breastpin.

BETTBAGGI

Bettbaggi (No. "Sleeping-bag") is a woolen bedroll fully seven feet long and lined with the grey fur of a timber wolf. Goose down from waterfowl residing along the

upper Anduin is sandwiched between its inner and outer layers. Woven into an agreeable (Hillman-influenced) plaid pattern of forest green, burnt red, and grey, the Beijabar item rolls up to form a cylinder just three inches in diameter which weighs only three pounds.

This is the lesser of its enchantments, however, for anyone sleeping within the bedroll will be protected from the elements as if a *Cold Resistance* spell were in effect. Further, Bettbaggi will keep its user completely dry from rain, snow, or moisture of any kind. The item is sewn along three of its sides to form a sort of sack; this makes getting in and out of it somewhat cumbersome (takes a full round's activity).

BROGDIN-BREGEN

Each Brogdin-bregen (No. "Arm-ring of Brogdin") is a heavy arm-ring of twisted reddish gold, engraved with a single rune, and may only be obtained as a special gift of the Gramuz Thyn Brogdin. It is given in return for a particularly valuable service rendered. Each wrought torque possesses a subtle magic (resist versus level 3) that prevents its wearer from harming Brogdin or his immediate family, but only if the wearer is aware that a potential opponent is one of Brogdin's kin. Wearers of these items are granted great respect by the Gramuz people.

CAMHUF

A drab earth-brown hue when not in use, this unassuming hood of coarsely woven linsey-woolsey covers a wearer's head, shoulders, and upper torso, ties in front at the neck, and is designed to mask its wearer's visage in deep shadow.

The cowl is enchanted to allow its possessor, with a successful Use Items/Attunement roll, to cast *Facades* once a day over his or her head, face and shoulders. (For *MERP* or *LoR*, this spell effects a limited illusion which allows said portions of the caster to appear as any humanoid features within a 20% size variation. Specific individuals may not be duplicated.) The fifth level spell lasts for up to five hours and may only be cast when the hood is pulled up over the head; it also allows the wearer to change the general appearance of the hood (color, cloth texture, and style, etc.). Currently Camhuf (No. "Shiftcowl") is owned by the Dorwinadan, Dudannis, who filched it from a wandering street actress shortly before the latter succumbed to the Plague.

CORYMB

Given only to those few souls who are deemed "Elf-friends" by the Elven-king, Thranduil, each Corymb (S. "Bee-ring") is a silver band set with a small amber cabochon jewel. Encased in the jewel is a small honeybee. The degree of elaboration upon this basic design varies for each finger-ring, but all command the respect of Thranduil's folk. The rings, however, are not licenses to roam freely and irreverently through the Wood-elven realm.

GLAIDGAMMON

A game board made of yew wood pierced with seven rows of seven holes and accompanied by forty-seven yew pegs carved to resemble sheep heads and one peg carved to resemble a wolf's head. The frame of the board is carved with interlace and fret patterns, and at each end there is a handle: one shaped like the head of a bearded man, and one like the head of a dragon. The Glaidgammon (No. "Game of Cheer") is used to play a game called *Vulfenskaf* (No. "wolf and sheep") similar to "fox and geese".

The board is currently owned by Waggeorn, who keeps it at the Vodagarazun and frequently uses it to wager with other tavern-goers. The board is magicked to give an owner who can figure out how to use it (with a successful Use Items/Attunement skill roll) a bonus of +25 to such gambling.

LOBBANA

An intricately carved hickory token of a ferociously mawed flea some two inches on a side, this Woodman knickknack bespeaks the caprice with which even the most skilled Northron woodworkers often ply their craft. Should the light-hued piece be placed beneath one's sleeping mat, bed, etc., the true nature of Lobbana (No. "Flea Bane") is revealed: it magically repels all common insects: bedbugs, mosquitoes, fleas, and the like. Unbeknownst to its current owner, this enchantment is largely responsible for her survival through the Great Plague. She keeps the piece stashed inside a small, brown chamois wool drawstring bag; Lobbana need not be removed from this container to effect its magic.

ROS NOLUSAV

Ros Nolusav (Sa. "Bloodknife of the Ros Clan"; No. "Domecg Ros") is a curved steel dagger with a handle of gold encrusted with twenty-odd rust-colored garnets. An heirloom of the Sagath Ros clan, the blade was stolen by the murderer Ros Bom (a.k.a. Koumiss), who slew three guards with it and fled before he could be put to death by his clan chieftain. The weapon is enchanted to provide a +15 OB and its blade is perpetually coated with angusaiwë venom. Its accompanying sheath is also of gold with inset garnets.

SODDENHORN

The Soddenhorn (No. "Hiccup Horn") is a drinking vessel made from the curving, conical horn of an auroch. Its mouth is decorated with a gold filigree rim. Anyone downing the full contents of the Soddenhorn will promptly develop a loud and embarrassing case of the hiccups. These hiccups are only curable by magic (a *Neutralize Curse*, *Remove Curse* or *Neutralize Disease/Undisease* spell versus a level 5 curse), ingesting a mook berry or inhaling the vapor of a brew of arlan's slipper. Until the hiccups are cured, they cause the afflicted individual to be at -20 to all activity.





SWANFLAHUTA

A well-crafted pipe for the smoking of Westmansweed (S. "Galenas"), the purpose of this object will be unfamiliar to most inhabitants of Rhovanion. Swanflahuta (No. "Swan Flute," a misnomer) is sculpted from the glossy reddish wood of the oiolairë (Q. "Ever-green"), a coniferous tree native to Arthedáin that became extinct when the forces of Angmar torched Annúminas and its hinterland in T.A. 1409. The pipe is shaped to resemble the graceful, curving neck of a swan, recalling the Elven ships of the Grey Havens (S. "Mithlond"). Carved with the features of this elegant waterfowl, it is also inlaid with wing-like scrimshaw plaques made from the ivory tusk of an erdelinge (S. "Narwhale") of the Icebay of Forochel. Anyone who smokes Swanflahuta will be able to blow splendid, flawless smoke rings at will. The pipe was once the possession of a Dúnadan noble of Fornost Erain, who lost it to Angmarean invaders. The piece probably came to Rhovanion accompanying an Angmarean wagon train.

TWIDDEL-BANNOCK

A twaydelic-bannock (No. "Two-day Bannock"), more often called a "twiddel-bannock," is a small unleavened cake made from oats and barley. It has been enchanted to provide sustenance for one person for two days (the consumer will, however, still need to quench his or her thirst each day). Each cake weighs only half a pound, and they are very much in demand by travelers who know of them, being infinitely more tasty than the typical journeyer's fare of Northron cram. Indeed, twiddel-bannocks are a favorite of the wealthier children of Dale, particularly when they are spread with goat's butter and Beijabar honey.

The cakes are made by Brocking, the baker of Dale, or, more accurately, by his magical oven. Brocking has only to make sure there are hot coals inside the beehive-shaped stone oven each evening before he retires to his sleeping closet, and the following morning, twelve twiddel-bannocks may be found amongst the coals, still warm and dusty with ashes. He and his wife Stanchela attribute the cakes to the work of the Broonéod (No. "Groundfolk"), a legendary diminutive people who are said to perform odd jobs about the household and farm, and Stanchela is careful to place a small bowl of goat's milk or cream for the little workers just inside the large oven each night. In the morning, the bowl is always empty (it has evaporated).

TYNDERBOX

A well-constructed, greenish thornwood container three inches long, two inches wide and one inch tall, the Tynderbox has been cleverly dovetailed along each corner and treated with a clear substance to increase its longevity and resistance to the elements (it will not ignite or burn). The lid is set in grooves and slides open, and a strip of flint has been set flush along the length of one side.

If iron or steel is struck against the flint once and the word "grenblaes" (No. "Greenfire") is spoken, the lvl 3 spell *Woodfires* will be cast. If iron or steel is struck against

the flint three times and "grenblaes" is said aloud, a level 6 *Projected Light* spell will be cast (1 hour duration). The light is an eerie greenish hue, and emanates from the inside of the box. The Tynderbox (No. "Tinderbox") is presently in the possession of the highwayman, Drafend. He is unaware of the item's power, having never completely removed the sliding lid to see the runic inscription on the lid's underside: "grenblaes."

WOOD-ELVEN COMBS

Like their Northron neighbors, the Wood-elves value the small items of personal adornment that accent typically utilitarian clothing. Hence Thranduil's folk have acquired great skill in crafts like embroidery and jewelry-making. Even the smallest cloak pin, belt clasp, or tunic hem does not go unnoticed. Because of this love of the subtle in personal decor, the Wood-elves have developed the carving of antler and bone combs to a fine art. Combs for placement in the hair (as many of the Firstborn wear their hair long) and also for grooming are plentiful, and infrequently these hairpieces are enchanted with minor *dweamors*.

The set of three combs called Fimfindil (S. "Slender Hair-antler"), acquired by the merchant Freamund and given to his daughter Blosoma, is an example of the most simple of these Elven combs. Sculpted from a single large fiara antler, these three combs of descending size are carved in a Northron influenced pattern of interwoven vines alive with woodland songbirds. When used for grooming in sequence, they magically remove any tangles from the user's hair and will also cast a level 1 *Freshen* on the first head of hair they are used upon each morning (For **MERP** and **LoR** users, the spell removes dirt, dust, sweat, blood, etc.; eliminates odor and dandruff; and cleans the hair of the user.)

In contrast to Fimfindil, the two comb set, Dindylfin (S. "Sparkling Head of Hair"), is meant to be worn. Misleadingly inoffensive in their carved decoration of entwined grape vines, rose blooms, and honeysuckle branches, the matching pair of pale glossy bone hairpieces (each set with several small green beryls) were once both in the possession of the Raft-elf maid, Narmirë. Narmirë dropped one of the pair when she was abducted by a mannish raiding party, and it has since been recovered by her father Camthalion, who retains it as a keepsake to remind him of his kidnapped daughter. Narmirë still owns the matching comb; her cruel master Haed, unaware of the item's potential power, permits her to wear it. Dindylfin harbors a strong enchantment which not only prevents tangles in the hair of its wearer and allows the casting of *Freshen* every morning, but also yields a +2 bonus to Appearance and permits its wearer to cast a level 8 *Great Attention*. (In **MERP** or **LoR**, this spell may be cast instantly and attracts the attention of everyone within a 100' radius who fails a Resistance roll). Unfortunately, both combs must be possessed for Dindylfin to work, so Narmirë is unable to use the item.

21.0 ADVENTURE SUGGESTIONS: EXPLORING ESGAROTH

21.1 THE LITHE FAIR

Each year, at the summer solstice, Esgaroth holds an enormous fair that attracts folk from hundreds of miles away. The fair normally lasts five days and spans the last few days of Forlith, the holiday of Lithe itself, and the first few days of Mede. It is the equivalent of a super-extravagant market day: the town is absolutely packed with vendors, street performers, and other travelers; many residents rent out rooms in their homes for the duration of the festival. Temporary camps spring up all along the lakeshore for those who cannot find accommodations in town. Business transactions are forbidden after dusk, but much feasting, drinking, dancing, and singing is conducted into the wee hours.

Judges, presided over by the Maesta, evaluate baked goods and award prizes for the largest vegetables. On shore, contests for the fattest auroch, sheep, pig, fowl, and the biggest fish (caught on the first day) are conducted along with a pig race, an oxen pull, and ram fights.

Brogdin, the Gramuz Thyn oversees a contest for the finest-looking horse, a lasso competition, and a cross country, barrel-jumping horse race in which Éothwyn has triumphed two times out of the past four. A swimming competition is held in the northern Woetsal in town, as well as a quarterstaff fight (with oars in a small boat), and a barrel-balancing event in which two contestants on a single, large barrel spin the cask and try to cast off their opponent into the chilly lake waters. A bare-knuckle boxing competition is set up on the Westside Wharf at the Witehuil (Bregla is the defending champion), and a "sailor's race," which involves rowing and shimmying up a cnearra's mast, is coordinated by the Boed-bylgas.

Many folk leave the town proper to watch the perennial favorites: the archery contest (spanning several days) and the long distance footrace (held on Lithe). Numerous other lesser events and opportunities for gambling can be found: various types of bowling, chess-like boardgames, and thimbelrig (No. "Shell Game"), to name just a few.

Dagobert the peddler will likely be operating such a diversion. Lotto Nimbletoes the Stoor will be about picking pockets, as will Sculding's gang, and the musicians Roenda and Ballin will be busking outside the Vodagarazun, near the bridge. Grambéort the puppeteer and his assistant Rant will set up shop on the Huwaerkyn near the main Woetsala, much to the delight of many of Lake-town's youngsters, and the tumbling troupe of Théodolinda, Ramdal, Nenladil and Morreg will also be about pleasing the crowds. The married couple of Theuderic and Sigeberta are two of the better jugglers who will be performing in the streets.

Maethelgar will kick off the Fair, by announcing the guidelines: *"Hear ye, hear ye. Gather 'round and listen. Here follows the rules of the Lake-town Lithe Fair: All keep the peace. No manner of folk may make any congregates or affrays among themselves whereby the peace of the Fair may be disturbed. All unsealed ale, beer and wine must be sold by the gallon, the bottle, the gierdhorn (No. "drinking yard"), the haelfagierd (No. "half-drinking yard") or the pint. Baker's bread must be suited to a person's body. No manner of cook, pie maker, or buckster may sell or put for sale any manner of victual but that which is good and wholesome. No manner of person may buy or sell but with good coin, and that which has not been clipped in any manner. And any person whosoever finds themselves grieved, injured or wronged by any manner of persons in this Fair, they are to come with complaint before the Maesta, Odagavia, and no one else. Therefore now, at this Noon, let the Lake-town Lithe Fair begin. And the Maesta and Judges send every manner of folk good luck and this Fair fine weather and good continuance."*

Setting: Midsummer's day in Lake-town (T.A. 1640 is a leap year, and the fair is extra-special, both because it lasts an extra day and because it has not been held for several years, due to the Plague).

Requirements: None, save a festive spirit and willingness to partake in the revelry.

Aids: A vast assortment of skills, should the PCs choose to enter any of the athletic competitions. Aside from that, gambling talent and an ability to haggle over prices are helpful. Wise adventurers will keep an hand on their purses, for pickpockets abound.

Rewards: Various prizes are awarded to the victors of each competition: 30sp and a blue cloth ribbon to the winner; a red ribbon to the runner-up. Booby prizes and special awards to crowd pleasers are also dispensed at the discretion of the Judges. The winner of the horse race, as it is sponsored by local Gramuz and not officially part of the town's fair, receives a valuable steed in lieu of cash. Contest victors, especially attractive ones, will also have drinks bought for them, toasts made in their honor, and gain a bevy of starry-eyed followers.

21.2 GUARDIAN OF THE GIBBET

One of the most widely repeated tavern tales of Lake-town concerns a certain despicable criminal, Griming Galwa (No. "Spectre of the Gallows"). Murderer of the young daughter of the renowned late sixteenth century (of the Third Age) Maesta, Vodaga, Griming stole, slew, and burned the homes of townspeople of Lake-town indiscriminately. Unable to pay the wergild of any of his victims, he was condemned to death and perished on the gallows in 1597. Just before he was hanged, Griming swore vengeance upon the town's populace. Nowadays, few of the superstitious Lake-folk would care to linger around the northern Woetsal (No. "Market Pool") after dark, even if few place much credence in the tales of Griming. A small selection of townspeople do swear to have seen the criminal's ghost lurking near the gallows. It's





Criming Galwa
(ghost)

also true that, over the years, several people have disappeared in the vicinity of the gibbet. Those professing knowledge of such mysteries claim Griming walks, sword in hand, on the mistiest eves when the moon is dark.

Setting: Certain nights on the docks of Lake-town nearby the gallows post overhanging the larger Woetsal (No. "Market Pool"), especially during the new moon.

Requirements: A low level party with combat skills aplenty. The thoroughly evil Griming does, in fact, still haunt his place of death, eager to murder and drain the life of any who encounter him.

Aids: A holy man or woman skilled in putting the tormented dead to rest. Shinrinc, priest of the Visknakyn, might be swayed by a generous contribution to his cause to bless the party against spirits (with a *Protections* spell, for example). The superstitious Eormenlic might be convinced to en rune a PC's weapon with an Undead-slaying sigil.

Rewards: Slim, since few notable personalities of Lake-town place any merit in the tales of Griming Galwa.

21.3 AGAINST THE GRUNDHERD

Garbage disposal has always been a difficulty at Lake-town. Despite regulations and even fines for transgressors, the tendency for many folk is simply to get rid of their refuse by tipping it off the edge of the town's platform.

Not exactly conducive to a healthy water supply (one of the primary reasons Lake-folk only drink rain water). Esgaroth is blessed by a fairly strong southerly current in the shallows beneath its platform, but the garbage still accumulates in certain areas and has attracted a scavenger, an oversized freshwater eel. The player characters could encounter the grundherd (see 19.3 for combat statistics) while rowing underneath Lake-town platform at night, perhaps while investigating smuggling activities; or, late one evening after a night of carousing, they could witness the increasingly bold critter rise up out of a Woetsal and attack a passerby. The grundherd is merely an ornery minnow when compared to the Séahmatha, but some town residents might get the two confused.

Setting: Lake-town and the waterways beneath the town.

Requirements: A low level party ready for combat.

The grundherd is extraordinarily stupid and aggressive, and will probably fight to the death. The monster is not an especially threatening menace to a capable group with time to plan, so this scenario should be presented as an encounter with which the PCs must deal immediately.

Aids: Clear thinking, swift action, and good combat abilities. Swimming and rowing skills could also be a plus.

Rewards: The respect of any observers, the good feeling of a job well done, and their lives, but little else.

21.4 FIRE!

Wandering on the east side of town after nightfall, the PCs are engulfed by thick smoke. (Treat as a level 1 respiratory poison: with Resistance roll failure by 1-49, characters are stunned and at -30 for 1-10 rnds due to coughing and choking; with a failure of 50-74, they suffer the same effects for 2-20 rnds, but remain at -10 to all activity for 1-5 hrs afterwards and suffer recurring bouts of coughing; with a failure of 75-99, they suffer smoke inhalation as above but also take 2-20 hits and an "A" Heat critical; with a failure of 100+, they suffer as above, but are also rendered unconscious and will die in 30-60 rnds unless rescued.) Through the smoke they can see flames: a warehouse is burning!

Someone nearby (Éodoric, the drihten member, who smelled smoke and came to investigate) bellows "Fire, Fire!" repeatedly, and faintly through the increasing roar of the conflagration another smaller voice cries for help. The latter voice (Medium, +0, to perceive) is the gamine Spearwa, who followed a cloaked figure into the warehouse out of curiosity, and was unwittingly locked inside. There are no windows, and the stout door (with a Hard, -10, lock) will take 75 hits before it gives.

Inside the building, the smoke is level 3, and the flames attack as a +50 *Fire Ball*. Almost as soon as the PCs are beset by the billowing smoke, it parts for an instant to reveal a short, cloaked and hooded figure (Urdrath)



dashing off into the night, away from the blaze. All manner of townsfolk will arrive to help battle the conflagration within several minutes, in response to Éodoric's cries for assistance. Fire is the anathema of Esgaroth; all join together to combat the rare outbreaks. The blaze will be put out by morning with relatively little damage to anything but the warehouse, which is mostly destroyed.

Urdath, in payment for gambling debts to an employee of the unscrupulous independent merchant Agilulf, has been forced to set fire to the main warehouse of Agilulf's primary competitor, the merchant Kryn Riguntha. Agilulf, a man with a phenomenal memory, never forgets a grudge; in addition to being his business competitor, Riguntha spurned his romantic overtures over a year ago. The disturbed man has been plotting revenge ever since.

Setting: Lake-town (after dark).

Requirements: Quick thinking. Sprinting or Adrenal

Moves (speed) would be useful in pursuing the arsonist; various unarmed combat skills would be helpful in subduing him. Lockpicking skill would help in rescuing Spearwa.

Aids: Éodoric, being nearby, could assist the adventurers. If they lose Urdath, the PCs could round a bend and bump into the urchin Ymb, who saw the cloaked figure fleeing.

Rewards: The grateful thanks of all the townsfolk who witness or hear of the PCs' actions (i.e., drinks bought for them at the Vodagarazun, etc.). The personal gratitude of Riguntha the shipper; 100sp per player character involved and an offer of employment as ship-escorts and/or warehouse guards.

Riguntha ships mainly cloth and dyes, so urging PCs to accept her offer of employment would be to acquaint them with the value of dog whelk shellfish.

Also, if the PCs get into a minor scrape with the law at some point in the future, Éodoric could arrange to have the charges dropped ("Now we're even...").

Finally, if the PCs rescue Spearwa, the filthy and disheveled (but nevertheless, nimble and curiously endearing) child will follow them around incessantly. If treated well, she could be a useful source of local gossip (and will keep the characters from becoming victims of Sculding's pickpocket gang); if treated meanly, her infatuation could swiftly change to bitter malice.

21.5 TO CATCH A SPY

A messenger arrives from Buhr Widu (No. "Wood Stronghold"), a town of the East Bight: Atagavia (No. "Sunrise"), Huithyn (No. "Prince") of the Waidungas (No. "Slaughters") clan, and Duinhir (S. "River Lord"), the Gondorian Mund (No. "Regent") stationed there, send greetings and unhappy news. No more than a fortnight ago, they apprehended a man who, under torture, admitted to

being an agent of the Necromancer. The man appears to have been en route to Dol Guldur (S. "Hill of Sorcery") when he was captured, for he carried encoded messages written on birchbark and hidden in the lining of his cloak.

Of the messages, little can be deciphered aside from the names of the three main settlements the information seems to detail: Buhr Waldmahr (No. "Powerful horse/Forest Steed Stronghold") or Buhr Hléow (No. "Sheltering-Basin Stronghold"), the hillfort of the Accalindingas (No. "People of the Guardian Oak"), just twenty-two miles east of Buhr Widu; Buhr Ailgra (No. "Sacred Stag Stronghold"), the Ailgras (No. "Sacred Stag [People]") clan corral of the Ailgarthas (No. "Friends of the Sacred Stag") horse-folk tribe, located on the River Running Road (S. "Men Celduin"); and Esgaroth.

Council with Galarthéow (No. "Lance Teacher"), Thyn of the Accalindingas, has revealed that the spy served in the drihten of Buhr Hléow, but disappeared after a series of murders there. The prisoner confessed to those slayings and to acting as a spy in Buhr Hléow, but died before the names of his contacts in Buhr Ailgra and Lake-town could be extracted. Because the birchbark documents cannot be fully comprehended, the nature and the degree of the threat is not known, but it appears that someone in Lake-town with access to important military and trade information is passing it on. Odagavia desires someone from outside the town's elite populace to quietly investigate. The details and scope of the investigation are up to the gamemaster.

Setting: Lake-town.

Requirements: An intelligent mid-level group skilled in subterfuge and diplomacy.

Aids: The gamemaster could choose to have the PCs present when the messenger from Buhr Widu arrives. They, along with Beadarof, Maethelgar, Gaervicca, Woffung, several high ranking merchants, some cnihten and town drihten members, witness the story. Right away, this should give PCs a good idea of who would have access to information the Necromancer might find valuable.

The problem is that Woffung, the trusted jester/bard for the town's elite and the Necromancer's contact in Lake-town, is also witness to the courier's dispatch, and will therefore be on his guard. A magnificent agent who will go to any length to protect his identity, Woffung may even destroy the supply of birchbark paper he keeps at his residence if he feels threatened.

Rewards: The eternal thanks of Odagavia and the eternal hatred of the Necromancer. Future assassination attempts might even be considered if the player characters have already earned a reputation as do-gooders. If Woffung is revealed, but survives, his new mission in life will be to wreck the PCs' lives. Odagavia will not offer a monetary reward initially,



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Mewlips

but could be convinced. In any event, successful apprehension of the spy will allow the adventurers to gain the Maesta' ear, something difficult to assign a price to, but highly useful.

21.6 GENNI OFMERE

"If yoo go aboot de Marsh, be yoo wary o ol' Genni Ofmere. Her longa baar is like rollinga riverweed, her claws are sharpened mussel shells, she smiles a ghastly grin of pikefish toothas. An' after dayset she prowls, suckinga the quickblood of careless folk like marsh-mud after Citbing rains."

As a consequence to residing near the Lang Marish, the Northron villagers of Cotstow have always remained acutely aware of the potential dangers to lone travelers after dusk (quagmires, evil denizens, etc.). Children growing up in Cotstow are discouraged from wandering out after dark with tales of a horrible, fanged monstrosity named Genni Ofmere (No. "Mouth/Maw of the Swamp"; "Nightmare Maw"), an aquatic horror that sucks the blood of children and hoards a secret treasure cache.

Since the reoccupation of the village in the wake of the Great Plague, four travelers passing through the village who were caught in the Marish after nightfall have disappeared. Talk about investigating has never prompted any definite action, until the death of an adolescent boy two days ago. Orphaned during the Plague, Huc (See Sections 14.0 and 19.1) had managed to support himself in a small hut at the edge of the village, and his death struck a chord among the villagers, since he was considered a symbol of Cotstow perseverance. Worse, his mangled and rent corpse was found strewn throughout the center of the village in various pieces, along with bits of awful smelling swamp vegetation and several indistinct but rather large vaguely mannish footprints.

Distressed village elders Fennric and Flana, hearing of the adventurers' heroic status, seek their aid in tracking and slaying Genni.

Setting: the Lang Marish and the village of Cotstow.

Requirements: A low to mid-level group capable of navigating their way through the Lang Marish on raft and on foot. Tracking skills would be especially useful, as would anyone particularly adept at combating the undead. Would-be heroes and heroines will need to have established some sort of trustworthy reputation prior to this exploit. For this purpose, participation in any of the main adventures in this module would suffice, and the gamemaster may wish to insert this scenario between two of those adventures in order to provide additional experience for the PCs. The number of undead may be increased to fully test a more experienced party.

Aids: "Genni Ofmere" is actually a large group of increasingly aggressive mewlips who banded together due to the scarcity of victims during the Plague years. The adventurers may be able to track one of the creatures to the vicinity of their lairs, but it is not necessary, for anyone in the marshes after dark will be surrounded and attacked. The creatures operate in a surprisingly cooperative (and wholly silent) assault, and will use the perils of the terrain to try to ambush, trap and/or separate a party.

Rewards: Rewards from the villagers will amount to just 200 sp, but other items like pottery jars of preserves, newly woven cloth, woven reed floor mats, etc. will also be offered. The mewlips' treasure will only be located if the party was able to track the creatures to the proximity of their lairs, and then only if an Extremely Hard (-30) Perception maneuver is made for each cache. The first cache is buried in the mud near a small stone cairn, and the second, which should only be included if the mewlips group is very large, is hidden in the hollow trunk of a willow tree. Both are accompanied by the plentiful bones of past victims.



Cache 1 (2,425sp [mietan] total value):

- large greyware cremation urn (containing the remainder of the booty) with impressed stamp decoration and a lid topped by a figure of a man seated and resting his elbows on his knees, 15 inches tall and 12 inches in diameter at its widest point (1sp)
- 12 amethyst cabochon beads, once a necklace (8sp each)
- gilded silver buckle, 2 inches by 2 ½ inches, inset with garnets and green and white glass (300sp)
- silver quoit brooch, 3 inches in diameter, with zoomorphic interlace and niello inlay (35sp)
- spool of silver wire (55sp)
- 3 silver wire armrings (6sp each)
- 2 silver pendants, 1 inch in diameter, with zoomorphic interlace and niello inlay (10sp each)
- 2 twisted silver wire armrings (8sp each)
- heavy twisted silver neck torque (45sp) millefiori glass rod, 4 inch length remaining (200sp)
- heavy silver chain, 14 inches long (525sp)
- fine silver chain, 22 inches long (330sp)
- 13 assorted silver sheet offcuts of varying sizes (35sp, 35sp, 25sp, 25sp, 22sp, 20sp, 19sp, 18sp, 12sp, 8sp, 6sp, 4sp, 2sp)
- 23 half-ounce Gondorian gold coins from Minas Ithil (25sp each)
- lead sheet with a runic message scratched on it in Rhovanian Westron which reads: "Nitegesa" (No. "Night Terror"). The first character who reads this and fails a Resistance roll against a level 8 curse will begin to experience terrible nightmares and have great difficulty sleeping. After two days, she will be at -25 to all activity until cured.

Cache 2 (4,375sp total value):

- Foddirbuct (see 20.2), containing the remainder of the booty (625sp)
- 2,500 silver mietan coins (1sp each)
- 2,500 silver feladoel coins (½sp each)

21.7 EMISSARIES TO THE WOOD-ELVES

Odagavia, Maesta of Esgaroth, seeks appropriate representatives to increase the volume of trade between the Wood-elves and the Lake-men to pre-Plague proportions once again.

Setting: Travel from Esgaroth up the Forest River to Celebannon and finally to Aradhrynd.

Requirements: Prior distinguished service rendered to prominent members of Esgaroth is a virtual necessity, in order to demonstrate the honesty and integrity of adventurers. Successful completion of the main adventures herein would certainly satisfy these requirements.

Odagavia will choose one character from the PCs' party whom he sees as a natural leader and deems the most diplomatic of the group. This individual will act as the primary emissary and is to carry the formal document with Odagavia's greetings and proposals to Thranduil concerning the Wood-elves' Forest River tolls and a possible trade agreement.

The adventurers are to travel first to Celebannon, where they will spend two days waiting for an audience with the Elven-king while being hosted by Ohtar (see Sections 14.0 and 19.1) the Master of the Raft-elf village.

Camthalion, the second in command at Celebannon, will be considerably less cordial in greeting characters, for he believes some residents of Esgaroth may have been involved in the abduction of his daughter Narmirë (S. "Fire Flower") by a Mannish raiding party while she was gathering fruit less than a year ago.

Because of his position, Camthalion will be obliged to attend all the formal functions held for the adventurers, so PCs will have ample opportunity to rub shoulders with him. He will act distinctly chilly towards them, and it will be an extra effort for PCs simply to avoid an argument with him.

However, if any PCs do make a particularly concerted attempt to be congenial, he may warm to them and ask their help in seeking information leading to Narmirë's whereabouts or to revenge. Such an agreement could eventually lead to PC involvement in her attempted rescue (see ICE's *Mirkwood* for details).

Camthalion's son, Celequar, would almost certainly insist on accompanying such a rescue party.

From Celebannon the PCs' party will proceed further up the Forest River to Thranduil's magnificent cavern home, where they will be provided with sumptuous lodgings and wined and dined by Thranduil's folk both in the cave complex and in grassy glades under a starry evening sky. Few ever experience such luxury.

The adventurers will, however, be subject to persistent ridicule in the form of sarcastic songs parodying their alleged heroic exploits—a number of the Raft-elves are familiar with Volaf's ridiculously exaggerated lays about any previous adventures (in Sections 15.0-17.0).

Such jokes are meant to be playful, but they also serve a purpose. Should the PCs bristle, or, Araw forbid, actually allow any anger to come to blows, Thranduil will summarily dismiss the Esgaroth delegation. Time is something the Wood-elves are little concerned with, and the Elven-king will not rush back into potentially dangerous contact with chaotic post-Plague Lake-town, if he deems it is still too early to resume full-scale trade.





After all, he reasons, it was the Wood-elves who came to the aid of the starving and disease-ridden Lake-folk just two winters past, by generously donating much needed foodstuffs and other provisions. Thranduil feels strongly that Esgaroth remains in his debt.

Aids: Great skill in diplomacy is a must, and savvy with trading practices is also helpful. Any friendly prior contact with the Wood-elves will also be a tremendous benefit. Dwarves will not generally be well received, but Odagavia knows this and will not be likely to send any.

The Maesta of Esgaroth will provide a sealed scroll detailing potential terms of renewed trade and a diplomatic gift for the Elven-king, although an additional, carefully chosen gift from the PCs might go over well too. Public speaking, musical skills, magical ability, or any proficiencies which could serve as entertainment would be useful, and adventurers with skill in tactical games may be challenged by the Elven-king to a game resembling chess (it is natural for some sort of personal wager to be involved here as well).

Wise characters will let Thranduil win, but this is almost certain to occur anyway (consider the Elven-king's skill bonus is +104).

Many of the Wood-elves will seek to make the emissaries look foolish; not out of malice, but merely because that is the whimsical nature of the Elven-folk. The adventurers may be tricked into downing large cups of very potent liquor; they may be offered roast mushrooms that induce belching; or they may be seduced by especially attractive Wood-elves only to be spurned in front of a delighted group of their comrades.

Some characters might be asked to participate in complicated or embarrassing or extremely long and tiring dances, or they might be challenged to contests of wit (riddles, tongue-twisters, etc.) or finesse.

A fine example of the latter type is a drinking contest called Narving (S. "Firejack"), in which PCs attempt to down the contents of a huge chalice in as few giant sips as they can without getting singed by the burning "jack" afloat in the intoxicant (usually wine). Bets are typically made (loudly) before and during the competition; losers are frequently pressed into subsequent competitions "to redeem themselves".

The contest requires more talent than PCs might at first believe (some of the Wood-elves are quite adept at it), and contestants are liable to become drunk rather quickly. Clumsy folk may well end up with one or more painful and telltale burns upon their face, a mark that invites copious Elven jokes and ridicule (remember, the Firstborn do not scar

and take such wounds lightly). Thranduil will not be impressed by extremely drunk emissaries, but he will be pleased by a group that receives such jests in the lighthearted manner in which they are given.

Rewards: A nice set of specially tailored, well-to-do clothing from Odagavia prior to the trip. The chance to sample prize vintages and delicious Wood-elfen food of the highest quality. Also, a valuable diplomatic gift from the Elven-king (e.g., a Caromb—see Section 20.3), the grateful respect of Lake-town's Maesta, and the friendship of the Wood-elves are all in order if the mission is successful. Odagavia will offer no monetary incentive (such an offer being an insult to the PCs' generous nature, he will insist).

22.0 ADVENTURE SUGGESTIONS: EXPLORING THE REGION

22.1 HIGHWAY AMBUSH

While traveling along the rough dirt Dorwinion Road bordering the eastern River Running Valley where the track skirts the eastern edge of a dense wood (predominantly third stage willow and elm trees and once part of Greenwood the Great), the adventurers spot a lone figure lying prone and unmoving ahead on the road. At closer range, the individual proves to be a beautiful, tall Northron woman with loosely-curved red-brown hair.

As the adventurers approach to within 10-20 feet, the woman fumbles to prop herself up on one arm, glances up confusedly, murmurs a piteous, "Help..." and falls back onto her elbow. Something is clearly amiss. The PCs need not even make a Perception maneuver to determine that the woman, Raedwyn, is hurt; but those who make a successful Extremely Hard (-30) Perception maneuver may suspect that there is more to her than is at first apparent: she seems to be dramatizing her situation. A PC who makes a successful Sheer Folly (-50) maneuver will have the distinct feeling that the group is being observed from the woods along both sides of the way.

Hofding and his entourage are well hidden in the surrounding underbrush (having used their camouflage skills to good effect): the bandit leader and Gilyn are on foot amongst the trees and undergrowth on the western side of the road; Gretta and Darian are on foot amongst the sparser bushes on the eastern side of the road.

Raedwyn is actually a decoy to lure passersby off their horses. She will ask the apparent leader of the group for a drink of water, and then request assistance in getting to her feet. If pressed, she will say she was riding to Londaroth when her horse was startled by a snake. He reared, threw her to the ground, and bolted (observant PCs heading south may recollect that no riderless horse passed them).

As the adventurers aid Raedwyn, Rof rides out some 20' behind the party (leading Raedwyn's horse) just as Hofding gives a shrill whistle and steps to the roadside where he is visible. Immediately afterwards, Gilyn, Darian and Gretta stand up or step from behind trees so that they are visible, and a mounted Drafend leaps from the wood 20' or so in front of the PCs. All of the bandits are armed with bows which they have trained upon the PCs, and Hofding unceremoniously demands, "*Drop your weapons. Your money or your life.*"

What happens next depends largely on what actions the PCs take. Because of the beneficial positioning afforded by a steep embankment (Hard, -10, to scramble up) on the west side of the track, Hofding and Gilyn each have an additional +20 to their missile OBs. The embankment on the eastern side of the hollow way is less abrupt (Medium [+0] to clamber up), lending only a +10 to the missile OBs of Darian and Gretta. Raedwyn will draw a short sword from beneath her cloak after Hofding's appearance, and either hold it against the throat of one of the party to insure that the others comply with Hofding's demands, or gather the purses of the player characters (if they are obeying the bandit leader).

Depending upon the strength of the party being robbed, Gretta and perhaps even Rof may assist Raedwyn in collecting booty. Raedwyn and Gretta have no qualms whatsoever about searching female (or male) quarry. Drafend is not supposed to give chase to any who flee, as it might endanger the entire operation, but he fancies himself a gallant and might do so anyway.

Valuable horses might be confiscated along with weapons, jewelry and cash, but others are liable simply to be set free; Hofding is well aware that the tracks left by the passage of too great a number of horses are easy for a posse of justice seekers to follow. PCs robbed will be stripped, gagged, tied up, blindfolded, and either beaten until they flee or slung across the back of as few horses as possible and sent on their way with a stern smack on each beast's rump. The bandits will only kill if they are forced to. Each bandit has a horse, and all will take different routes home regardless of whether they are successfully drifting back or fleeing pursuers.

Setting: The Dorwinion Road, some fifteen leagues south of Londaroth by Lindal; the "abandoned" homestead and cave complex atop Dyn Odoric (No. "Odoric's Hill") in the heavily wooded spur of Mirkwood east of the River Running.

Requirements: A low level group traveling along the Men Dorwinion with reasonable tracking and combat skills. A large party of travelers will not be ambushed by the highwaymen.

Aids: Good perception skills and quick thinking. Skill in contortion might be an advantage for PCs who are tied up. Drafend's arrogance could provide the opportunity for an ambushed party to rally and resist.

Rewards: The recovery of their own possessions and revenge. The relatively meager wealth stashed at Dyn Odoric, and the 30sp per Wolfshead reward offered by Lake-town's Maesta for the capture (alive) of proven horse raiders or bandits might also provide incentives for PCs to pursue the bandits.

22.I.I DYN ODORIC

Dyn Odoric was once the woodland maedwe (No. "Manor, Homestead") of Odoric and his extended family. He resided here, atop a fair sized and heavily wooded knoll rising some 600' above the nearby Dorwinion Road, with his wife, two young daughters, mother, and brother, and wrung a perilous living from the land as a woodcutter and farmer, garnering what he could not grow or hunt himself from the nearby River Running. Because of its proximity to the nearby road (just a steep, but short, 5-mile climb), Dyn Odoric was a stopover point for friendly locals on their way to market at Londaroth or Esgaroth, and Odoric's family welcomed the company, until the onset of the Plague.

Late in the autumn of 1635, Odoric's beloved wife was beset by the Black Pestilence. She perished that winter, along with both of the couple's children. By Thrimilce of the following spring, the wildflowers were thick upon the graves of all five of Odoric's family. The distraught woodsman packed up what little he still valued and journeyed southeast. He told no one, and neighbors presumed he perished with the remainder of his family.



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Odoric the brigand





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Dyn Odoric

Three years later he returned to his abandoned farmstead with several companions, and, under the new kenning "Hofding," began to practice brigandage, using the site as a hideout.

1. Path. The trail approaching the homestead is not well worn, for the bandits are careful to frequently sweep it to help disguise their presence. Nevertheless, a Medium (+0) Tracking maneuver is all that is needed to determine that (shod) horses have used this path in the recent past. A successful Very Hard (-20) result on the same roll indicates between 5 and 10 horses, most apparently led on foot. The path dissipates only a half mile down the hill.

2. Entrance. A ramp of packed earth eases the climb up the 6-10' earthen rampart upon which a dilapidated withy fence, woven with chap-beech saplings, sits. The fence is some 8' high and folds over to meet another inner fence so that the two form a sort of roofed corridor about the enclosure. The fence is partially rotted and breached with small holes in numerous locations. Only one of the two stout wooden gates which once barred the entry through the withy fence remains, hanging open from a single hinge. Like the Path (# 1) above, a successful Tracking maneuver yields information about recent passersby. Just inside the entrance stands a sickly wild persimmon tree.

3. Bidahud. Now deserted, this was once the main residence of Odoric's family. Built of wood planks, the tall building's thatched roof now bristles with a number of saplings, bushes, grasses, and wildflowers. Exits to each of the withy corridor branches and a single entry from the yard on the southwest gabled end of the structure are the only portals. The wooden Dutch-door to the latter is swollen and no longer closes.

Inside the bidahud (No. "Cottage") a dirt ramp descends 3' to the sunken earth floor of the building. Remnants of a firepit and battered rustic furniture are scattered about inside, and sunlight peeks through several gaps in the thatched roof. At one end of the building a ladder leads up to a storage loft whose flooring is now unstable and likely to collapse with 50 or more pounds of pressure (+15 LCr to any who fall, +30 LCr to any who are trapped underneath). The racket from such a catastrophe is almost certain to alert the bandits.

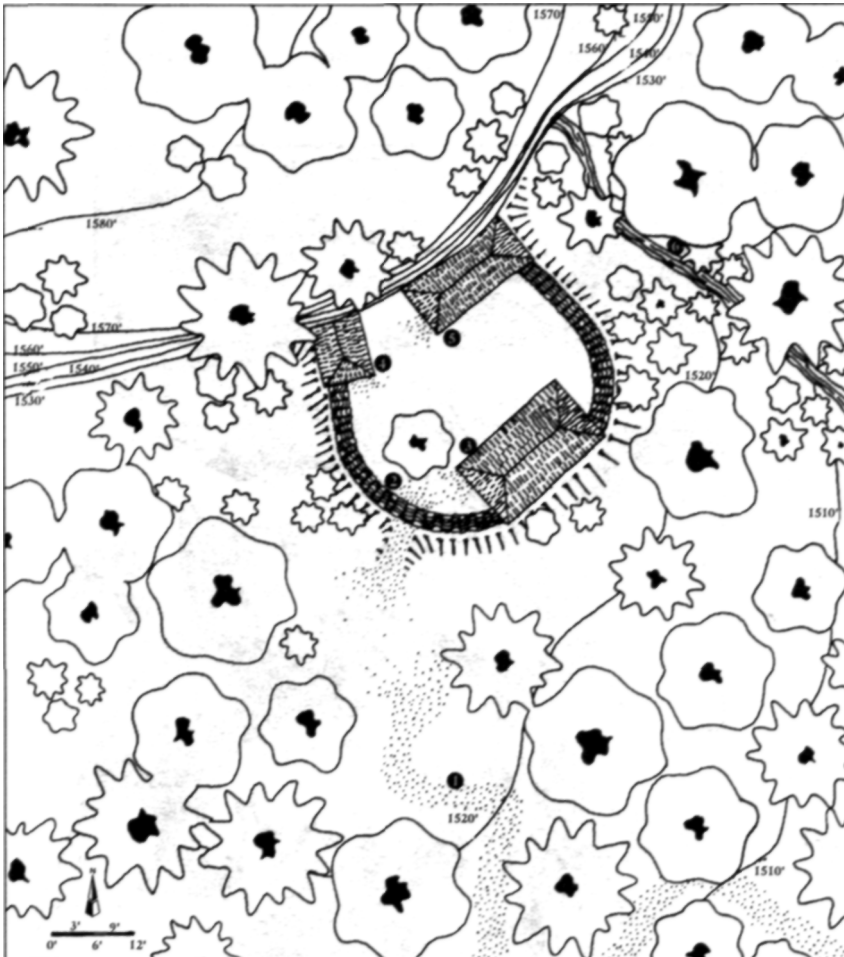
4. Shed. A small outbuilding which contains both a privy and storage space for farm tools. The exterior wall is wooden planks, but walls facing the enclosure's interior are wood-framed wattle-and-daub. The door to the withy corridor is nailed shut, although the other door to the yard, on the south end of the building, is operable.

Hofding has removed all the useful tools to the cave. The place is noisy, because at least four sparrows' nests are lodged in the eaves of the thatched roof, which has been patched recently. An Easy (+10) Perception maneuver makes all too clear the continuing employment of the privy.

5. Stable. This stable of wood plank construction with a thatched roof is in good condition, for it has been repaired. Wild flora growing on the roof have not been cleared, however, to lend it a look of abandonment. Both doors work well and can be barred (but seldom are).

A Medium (+0) Perception roll is required to determine that the roof has recently been repaired and the door hinges recently oiled. A successful Medium (+0) Tracking maneuver determines the passage of many feet, horse and mannish. An Extremely Hard (-30) Tracking roll allows the observant to distinguish at least four different horse tracks and three separate mannish treads.

Inside two of the bandits' horses are stabled (hay is kept in the loft). A wooden pitchfork rests against the wall of the byre, usable as a -15OB spear or a -25OB pole-arm. Like the shed, the structure abuts the slate cliff behind it. A large opening, 4' across and 8' high, in the rock next to one of the horse stalls leads to the cave hideout of the highwaymen.



6. Pretty Glade. A small brook exits the rock cliff nearby and burbles over sharp rocks here. On the grassy northeast bank of the rill, beneath a great, gnarled, moss-covered maple tree, five small stone cairns rest atop a short mound. Fresh wildflowers (a Medium, +0, Perception maneuver determines they were picked less than three days ago) have been lain before the graves by Hofding, who comes here several times a week. His new love, Gilyn, does not begrudge him his mourning.

22.1.2 THE CAVE AT DYN ODORIC

1. Threshold. A small, relatively dry cavern with a natural slate roof structure twelve feet overhead that resembles corbelling. The slate in the cavern walls angles upwards to the northwest revealing the limestone upon which it is superpositioned. A limestone stalactite obstructs the western reach of the place from immediate view; a niche there holds some rotting leather offcuts and 2 copper pieces someone misplaced (Medium, +0, Perception maneuver to discover them). A narrow 2½ passage leads northeast.

2. Horse Cave. The floor of this cave is strewn with straw, and fresh hay is piled upon a rough wood frame designed to keep it off the ground. Five horses are stabled in this cavern, warm from the heat of their bodies and their manure. The floor is of earth and the 15' ceiling is similar to the slate ceiling at the Threshold (#1). Against the western wall of the cave, farm tools which Hofding salvaged from his old homestead are stored alongside a rickety spinning wheel from the bidahud and 7 burlap bags of carded but undyed wool filched from traders.

3. Rock Door. Usually kept ajar, this large rock blocks the 3' by 7' entry into the caverns beyond. When in place it fits fairly snugly, although some light and noise do escape through a 4" crack at the top. It requires a combined Strength bonus of +35 to move it, although those involved must be careful: if the rock is pushed too far south or east, it will slip off the edge of the limestone shelf it rests upon and onto the earth floor of the threshold cave. Besides making it very difficult ever to close the door again, there is a 50% chance the rock will topple in the soft dirt; those moving it who fail to get out of the way (a Hard, -10, maneuver) will suffer a +100 LCr.

4. Plank Bridge. A plank footbridge spans a small channel in the limestone floor worn by a rapidly moving underground brook. The channel narrows just beneath the bridge causing a small pond to form to the southwest. The water is fresh and cold (some small fish inhabit the pond), and it exits the cliff face outside (near I9.9.I #6) above. The bandits

are careful to watch the stream in the spring, and are prepared to sandbag its banks if it begins to rise too high and approach the channel top.

5. Living Cave. The main living area of the bandit troupe, this cave is continually lit by a fire against the west wall when they are at home. Cooking utensils are stashed next to the fire, and small stools and rocks for sitting lie scattered about the rock floor. Smoke streaks the wall near the stone-ringed firepit (and escapes through a natural chimney in the 16' roof overhead), but the walls and limestone formations elsewhere sparkle beautifully when the cave is lit by the torches which are positioned at intervals throughout the complex. Occasionally, pools of lime water form in the southern portion of the cave. In the eastern end of the cave, firewood is stacked almost to the ceiling.

6. Sleeping Alcove. Partially partitioned off from the remainder of the main cave, this area serves as the sleeping area for Drafend and Rof. It is strewn with straw, several blankets, and two bedrolls. Drafend's end, the western end of the nook, also has a strongbox of iron-bound oak (Hard, -10, to pick; Drafend has the sole key) containing: 11 sp and 32 cp, 12 copper rings, strung together (12 cp value), Tynderbox (see 20.3; Drafend is unaware of its



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Cave at Dyn Odoric





enchantment) containing some costume jewelry (7 cp total value), a silver earring (1½sp), 5 tiny purple amethysts (3 sp each), a silver millefiori brooch (50 sp), and one steel spur with inset jet cabochon (9 sp).

7. Corridor. This low ceilinged (6') passage is considerably dryer than the Living Cave (#5), and its limestone floor is partially covered with fine white dust. Raedwyn typically sleeps here, and those few belongings she doesn't carry with her (a bedroll, three blankets, and so forth) are piled against the northwestern wall. An 18" natural step leading down to the Larder (#8) (Easy, +10, Perception maneuver to notice) might cause a misstep (+20 MBa attack) for the unwary or unfamiliar.

8. Larder. A chilly, dry cave usually kept dark, this alcove is crammed with foodstuffs of all varieties: kegs and bottles of ale, cider, wine, and olive oil; sacks of grains; dried and salted meats (including two green pheasants) hanging from the 14' ceiling; barrels of butter, apples, and olives; wheels of cheese; shelves full of pottery jars with spices, jams, honey, and sauces of every kind; bins of cram, legumes, chap-beechnuts, curly-bark hickory nuts, smooth oak acorns, tubers (including two sarah-pokes-her-head roots), and vegetables; and a large block of salt wrapped in burlap. A stepladder provides access to the shelves higher up.

9. Cool Sprawl. A 20-22' high stretch of cavern connecting the largest Glittering Cave (#10) with the cool dry Larder (#8), this area is used as sleeping quarters for the couple Darian and Gretta. They do little more than bed here, however, for the place gets very dank, especially in the winter and early spring, and especially near the depression below the 12" step down from the Glittering Cave (#10) (Easy, +10, to notice, anyone falling over it suffers a +15 MBa). Because of this, the couple sleep on a crudely made wooden platform covered with straw and six blankets tucked into a niche in the northern wall.

10. Glittering Cave. A large cave with a dripping ceiling of stalactites 26' overhead, this space is chilly in winter. Nevertheless, the slimy walls are truly wonderful to behold when the place is lit, for they sparkle even more brilliantly than the walls of the Living Cave (#5). A gently sloping floor deposits any runoff over the step to the Cool Sprawl (#9). Hofding and Gilyn sleep in the long, narrow (and dryer) crevasse running north from the west end of the cave. Like Darian and Gretta they bed upon a wooden platform, but use a real straw mattress and several pillows and blankets. Gilyn has rigged a curtain across the crevasse with a length of heavy maroon brocade. She has also secreted a blue velvet pouch (sewn shut) filled with gems (115sp total) in one of the pillows, in case she and Hofding (and her brother, Rof) are forced to flee and begin a new life. Additionally, two low 3' crawls off the east end of the cave (Very Hard, -20, to perceive) lead over a 3' drop to a 8' high alcove containing the bandits' collective wealth. A shipping crate and an iron-bound chest (trapped with a blade hemlock-coated needle; Hard, -10, to disarm; with a lock that is Very Hard, -20, to pick; only Gilyn and Hofding have keys) contain:

Crate:

- 2 bolts of silk (green, silver-grey; 50sp each)
- 1 bolt of heavy brocade (purple; 120sp)
- 12 bolts of linsey-woolsey (assorted hues; 1sp each)
- 4 unsharpened low steel broadsword blades (+5OB potential; 25sp each)
- 2 ermine pelts (winter; 10sp each)
- 3 beaver pelts (5sp each)
- 7 atenla pelts (winter; 2sp each)
- 1 white fox pelt (winter; 50sp)
- 3 Badger pelts (50cp each)

Chest:

- 42ip copper coins, totaling 844cp
- silver coins in a leather sack, totaling 66½sp (including 3 celeban)
- two elaborately painted Dorwinadan silk fans (10sp each)
- 8 matching silver bracelets (3sp each)
- an empty longknife scabbard of hammered bronze inset with amethyst and garnet (22sp)
- 4 carved, multi-colored wax candles, each magically adds +25 to all Divination skill rolls, or alternately each can store a single lvl 1-2 spell to be recast when the candle is burned (great for storing and recasting concentration spells which last the duration of the candle's life, about 1 hr.; 55sp each)
- gold brooch with enamel cloisonné (40sp)
- gold and silver cloak pin with inlaid millefiori glass panels (35sp)
- a perfumed purple silk scarf (dog whelk dyed) with blue embroidery (30sp to a discerning buyer)
- a dragon-shaped copper arm torc, green with verdegris and set with tiny ruby eyes, which, 3x/day, magically enhances the strength of the arm upon which it is worn as if the Adrenal Moves (strength) skill was being used (390sp)
- Cu-i-Thang (see Section 20.2)

22.2 INTO THE DEPTHS OF EREBOR

Beawyn, a wyrdwoman of Dale, has long asserted that the natural caverns which run deep under the slopes of the Lonely Mountain are inhabited by evil. In her youth, she and her brother, Thealaf (No. "Song of Kind Praise"), entered the caverns to see if any truth lay in the tales of malignant spirits residing there. Only Beawyn returned, hysterically recounting Thealaf's demise in combat with "cave drakes." The account led to a ban on entry into the caves without the permission of Dale's Thyn, but most folk put little faith in the girl's story, and the incident has scarred her reputation ever since.

The now-aged seer, a member of the Féotlingas clan, believes the Dalethéod clan has a continuing interest in seeing that her credibility remains low, but she is unsure why. In fact, it is because select members of the latter clan are secretly working a vein of gold in the mountain that provides much of the Dalethéod's wealth.

Setting: Dale and the natural cavern complexes beneath Erebor, prior to the coming of the Dwarves of Durin in T.A. 1999.

Requirements: Adventurers may be prompted to investigate the caverns by tales of monetary riches in the heart of Erebor, a desire to reestablish the credibility of Beawyn, or simply curiosity. A low- to mid-level party would find this adventure the most challenging.

Keep in mind that Dale's Thyn, Éoder, is liable to be upset if he hears the PCs have been spelunking without his permission. If he is presented with evidence that the party has slain evil creatures within (e.g., severed monster body parts), however, his wrath might be assuaged.

A small gift from any booty recovered would also help console him. Similar grisly trophies of any battle under Erebor from which the PCs emerge victorious will also be required to restore Beawyn's reputation. If the party seeks Éoder's permission to explore the caves prior to embarking, he will, at the strident prompting of his Dalethéod wife, Sulwyn, forbid them entry.

Aids: Caving skill, a good sense of direction, and the ability to maneuver underground will be of benefit; a powerful source of light is a must. PCs can get a vague description of the horrific, slimy, pale 8' tall demons which inhabit the depths beneath the Lonely Mountain if they consult Beawyn before they set out.

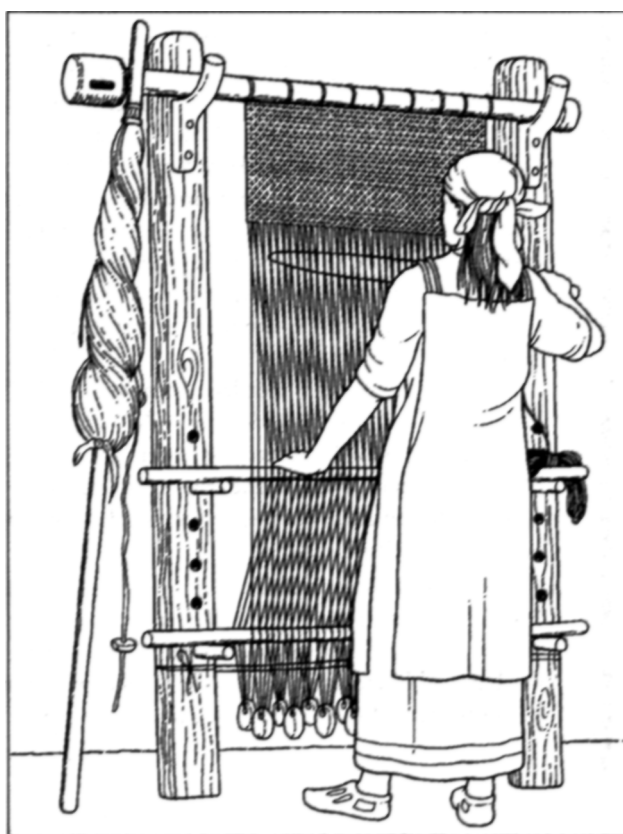
Rewards: Depending upon how they handle the situation, the player characters may earn the friendship of Beawyn and her clan, the enmity of the Dalethéod, and perhaps, if the group attempts to obtain his permission first and then ignores his decision, the enmity of Éoder, who dislikes being made to look a fool.

The two demons who inhabit the passages beneath Erebor have collected valuables from the remains of ancient Mannish bodies and cremations placed within the caves because of the Lonely Mountain's revered holy status.

Most of these items have decomposed over the centuries, but a number of valuables still remain secreted away in one of the darkest caves (Very Hard, -20, to locate):

- a great number of bones; some are charred, and many have been cracked open to get at the marrow

- assorted fragments of rusty old chainmail armor
- some unrecognizable verdegris-covered metal objects and scraps of leather clothing
- 4 large greyware cremation urns with stamped decoration; one is missing its lid
- bronze hanging bowl with repoussé pelta designs, 20 inches in diameter, covered with verdegris and partially decomposed (8sp if repaired)
- bronze chainwork system for the suspension of a hanging bowl (8sp)
- gilded bronze square-headed brooch with interlace decoration, 4 inches long (200sp)
- small gold square-headed brooch with abstract decoration and niello inlay, 2.5 inches long (375sp)
- 2 silver spoons, one inscribed with the name "Gaervic" (No. "Battlefield") and the other with "Maethelgar" (No. "Sharp-tongued Speaker"), each 4.5 inches long (25sp each)
- bronze saucer brooch with abstract sun design, 1.5 inches in diameter (1sp)
- 2 gold saucer brooches with abstract star designs, each 1.5 inches in diameter (200sp each)
- 2 elaborate green glass "claw" beakers, one mostly broken and valueless, the other 12 inches tall (225sp)
- 7 very thin gold bracteates, each 1 inch in diameter with an attached clasp (25 sp each)
- 4 silver wire finger rings (5 sp each)
- Murelin (see Section 20.I) (3,625sp)





22.3 ASSISTING THE GRAMUZ

At the full moon market in Esgaroth, the PCs hear about the Gramuz tribal Fadarthing's call for doughty adventurers. The council is holding a meeting to discuss the increasingly troublesome activities of the bandit Dieraglir of Relmethier and his followers. The Gramuz Thyn Brogdin (see Sections 14.0 and 19.1) requests the adventurers' assistance in locating and infiltrating the bandits' hideout, Cléofacot; PCs are to pose as would-be recruits of the brigand gang. The Thyn is backed in this endeavor by Esgaroth merchants who have been previously victimized by Dieraglir.

The PCs are to recon the hideout, escape, and report back to Brogdin who will then call a faerd to attack Cléofacot based upon the adventurers' information. They may participate in the latter raid if they desire, but it is not a requirement of their employment.

Setting: Esgaroth, the ruins east of the Viduwaed (No. "Forest [Road] Ford") or Iach Celduin (No. "River Running Ford") where the Fadarthing meets, then travel along the Dwerroweg (No. "Dwarf Road"; S. "Men-i-Naugrim"), and finally the hold of Cléofacot.

Requirements: A mid-level group of tough individuals. The party would do well to keep the goal of their mission to themselves after departing the Viduwaed, for several of the isolated Gramuz homesteads in the vicinity of Cléofacot who appear relatively friendly, offering shelter amongst the farm animals to travelers for a small fee, are familiar or even in league with the outlaws and may attempt to murder PCs during the night.

In any event, the PCs should appear to be scruffy bandit-types, for Dieraglir will be particularly suspicious of individuals seeming too wealthy. The brigand leader will devise a number of trials to test the loyalty and abilities of the PCs and will have them watched for weeks after they first join his entourage. The adventurers may be surprised to discover that while tales of some of their previous exploits at Esgaroth might be familiar to the bandits, it is much less likely that they will be recognized, especially if they are properly disguised.

Dieraglir may or may not have received word of Brogdin's search for his hideaway (GM's choice), but if he has, he will be extremely suspicious. Should Dieraglir discover the true nature of the party's intentions, of course, he will not hesitate to have them put to the sword.

Aids: Some demonstrable skill in deception, subterfuge, and combat are necessary for PCs undertaking this mission. Brogdin knows the general whereabouts of the bandits' hideout along the Men-i-Naugrim, but he is unaware of the specific location of the place.

Rewards: Brogdin offers 1,250sp to each PC upon completion of the undertaking, subject to unspecified bonuses based upon how comprehensive the information yielded by the reconnaissance efforts truly is.

The Gramuz Thyn will insist the PCs hang around to act as strategy advisors until the attack upon the bandit hold is launched, although they will not be required to participate in the assault. Those who do participate may be interested to know that the price on Dieraglir's head has reached 5,000sp. Those that are involved in a successful attack are entitled to a generous portion of any recovered booty, and each will also receive a valuable Brogdin-bregen (see Section 21.3), an item recognized by Gramuz folk throughout Rhovanion. Wearers command significant respect from that Northron people.

CLÉOFACOT

Cleofacot is located in a very narrow and steep gorge cut through sharply angled slate by a small stream. The summits of the 75-100' high chasm walls are thickly wooded with an undercover of brambles and rhododendron, and the rock floor is covered with slick algae from the rapid, cascading water. With scouts posted on the rim above, the cave complex in the wall of the ravine is very defensible, and the rill not only serves to hinder attackers' movement up the cut, but deters trackers as well.

The cavern complex is merely five immense, yet relatively low-ceilinged rooms. The bandits have built wattle-and-daub "huts" against the walls of the two larger caves for privacy. A deep pit at the back of the cave in which Dieraglir resides protects the treasure cave beyond. Several people, with a fair amount of trouble, can rig a wooden platform to span the pit.

In the hole is Dieraglir's spitting snake, a huge egil's viper named Ogga (No. "Thing of Terror") that will attack anyone but its master on sight (and it might consider making a meal of him, given good opportunity). Dieraglir can climb across the gap without the platform via a series of hidden handholds along one wall (Sheer Folly, -50, to climb unless one has seen the bandit leader do it, in which case the difficulty drops to Very Hard, -20).

22.4 RAIDING SUPPLY TRAINS

Adventurers eager to assist in striking a blow for the Free Peoples can disrupt Rhúnnish supply trains bound for Angmar.

Setting: Late spring, summer, and early fall along the rough track south of the Ered Mithrin, the Aesdweg (No. "East Road"; S. "Men Rhunen").

Requirements: None, save a desire amongst the members of a group of at least mid-level strength to strike a blow for the Free Peoples and/or to acquire some loot. The region is patrolled by Asharag (Or. "First Guards") Orcs, who provide protection for supply trains bound for Mount Gundabad or Angmar.

The Asharag tribe is comprised of some 420+ lesser Orcs and roughly 100 wolves. Ten Asharag bands, each numbering some twenty Goblins (see Section 19.2) and five to six wolves patrol the foothills south of the Ered Mithrin between the Cirith Mithlin (S. “Pass of the Greysong”) to the west and the Cirith Feadin (S. “Pass of the Silent Spirit”) at the eastern end of the mountain range.

The remaining Asharag stay holed up at their lair Surgax-Ukog (Or. “Black Chasm of Ukog?”) under the Uruk leader, Ukog the Lamé (see Sections 14.0 and 19.1), emerging only rarely to make war upon their weaker neighbors, the Larzoguhoth Orcs. At least one Goblin band will accompany any sizable supply train along the Men Rhúnen, and larger trains may have two Orcish bands escorting them and perhaps a force of Rhûnnish, Estaravë, or Angmarean Mannish guards under the command of Varchaz the Easterling to boot.

Aids: Well-honed combat skills are mandatory. A raiding party on horseback will fare far better than one on foot, for the Asharag Goblins will pursue any wagon train attackers. Varchaz will be more interested in recovering stolen supplies than in extracting revenge (but would not pass up the opportunity for the latter if it arose).

Rewards: Variable, but the gamemaster should keep in mind that most loot will be in the rather bulky form of raw materials: lumber, foodstuffs, cloth, etc. The player characters may wish to take only the most portable monetary tribute and torch the remainder of the supplies.

22.5 STILL MORE IDEAS

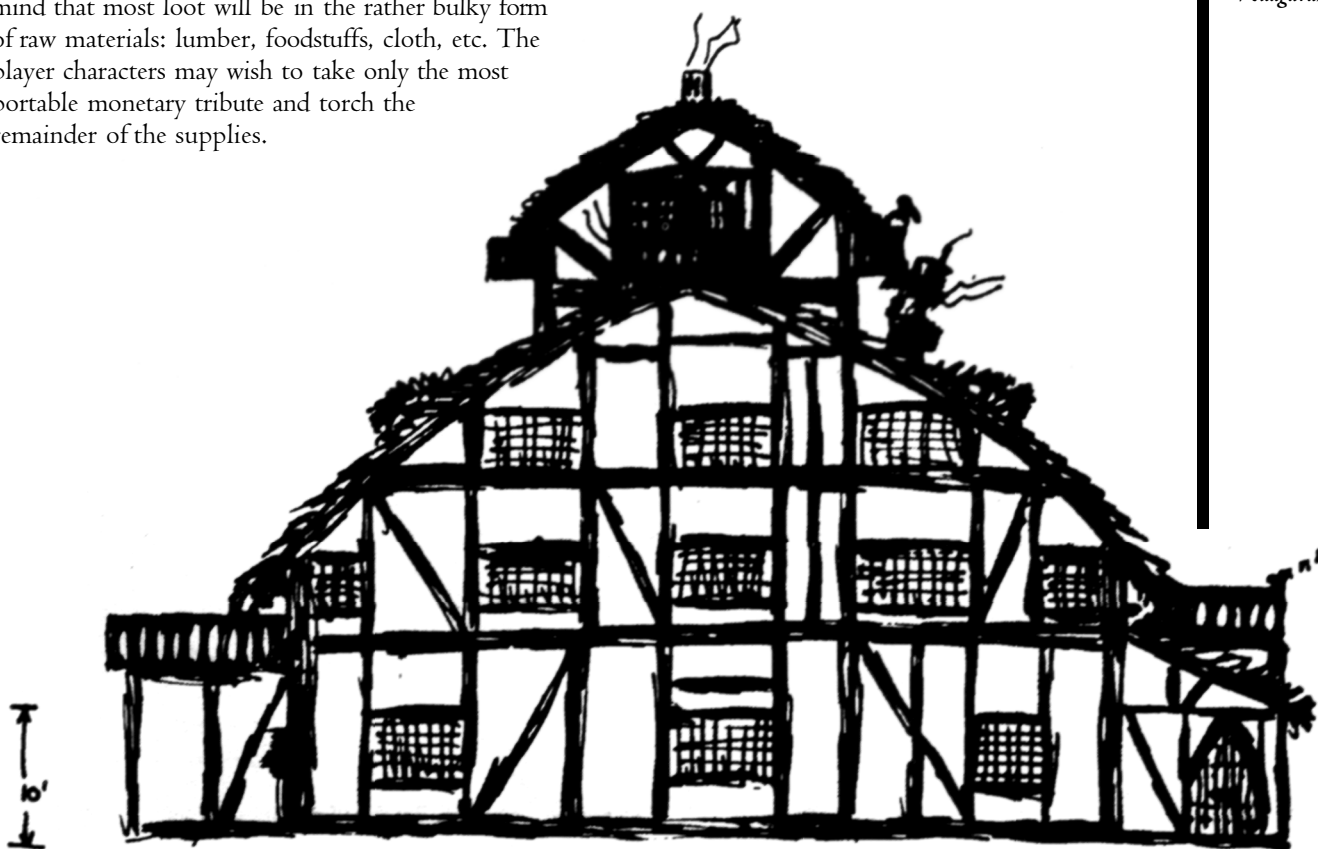
There are a host of other possible activities to keep player characters occupied. Some suggestions include: acting as an envoy from the PCs’ own people to establish trade relations with the Lake-folk; guiding more Plague refugees home to Esgaroth through Mirkwood, along the Old Forest Road; exploring a partially submerged shipwreck to recover valuables for an Esgaroth merchant; pulling off a daring heist of a wealthy merchant’s abode; or (post T.A. 2770) recovering the Daleboc and Dalebocshrein from the Smaug-devastated, ghost-infested ruins of Dale.

The gamemaster can always fall back onto the tried and true barroom brawls, gambling competitions, and employment as caravan/barge guards that often compose a significant part of a campaign (remember, Lake-town is a frontier town—a none too subtle environment where nearly everyone carries, and knows how to use, a weapon). PCs might also try their hands at trapping and herb collecting (see Section 12.4.6 for a price list of commonly sought animal pelts). Or the GM may consult ICE’s *Mirkwood* or *Grey Mountains* for further ideas.



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Vodagarazun



NOTES

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This 200 + page sourcebook details the most powerful artifacts of Tolkien's world, including Aragorn's sword Andúril, the palantíri saved from drowned Númenor, and Sauron's One Ring. This compendium is a revised version of the sourcebook previously released in 1989 (now out of print). This new printing will feature the same Angus McBride cover art, but with the *MERP*™ 2nd Ed. trade dress. The new *Treasures of M-e* features twice as many illustrations and includes complete stats for the *Lord of the Rings Adventure Game*™ in addition to *MERP & Rolemaster*™ stats. If, like Bilbo, you've ever felt "the love of beautiful things, made by hands and by cunning and by magic," then *Treasures of Middle-earth*™ belongs in your fantasy role playing campaign.

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2002 MERP™ 2nd Ed. Accessory Pack™/Boxed \$15.00

This boxed play aid for use with *Middle-earth Role Playing™ 2nd Edition* rulesbook gives players everything they need for a deluxe set-up of their role playing events! An ideal accessory for newcomers and veterans alike! Contents are: one 16 page B&W book of displays & floorplans for adventure material in the *MERP™ 2nd Edition* rulesbook, one 32 page B&W book with an additional introductory adventure, one new 16 page color book of displays for use with the 32 page adventure, color cardboard characters (with some new characters added) & stands, dice and plastic hex sheet overlays. Bring your *MERP* campaign to life! (Note: some of these materials were previously published as contents of ST#8100, *MERP* Boxed Set). This is not a complete game—*MERP* rules required.

2003 Middle-earth Campaign Guide™ \$20.00

The must-have background sourcebook for *Middle-earth Role Playing™ 2nd Edition* rules, the *Campaign Guidebook* gives you 112 packed pages + a full 24" x 36" color map insert of Middle-earth. This sourcebook is a compilation of material originally published as two separate titles. *Middle-earth Campaign & Adventure Guidebook*, Volumes I & II (#2200 & #2210). The well-documented reaches of northwestern Endor, as well as the shadowy lands that comprise the rest of the continent are included in the in-depth coverage of the entire history of the West. Theme maps detailing topography, climate, trade routes & population centers will help any Middle-earth campaign. There are also guidelines for incorporating the Middle-earth setting into other major role playing systems, such as ICE's advanced level *Rolemaster*™. Also included is a comprehensive glossary of terms for the unique names Tolkien created for the people, cultures, and places of Middle-earth. The Elvish dictionary provides notes on pronunciation and grammar. All in all this is a stellar publication for Middle-earth gamers and collectors!

2004 MERP™ 2nd Edition Combat Screen™ \$8.00

A useful play aid for both players and gamemasters and for use with *Middle-earth Role Playing™ 2nd Edition*, this sturdy combat screen includes all the *MERP* tables needed for battles, maneuvering, and action. Speed up your role playing campaign with these tables at your fingertips! The screen measures 34" x 11" and the two 17" x 11" reference sheets can be used as screen extenders. Most of this material was previously published in the combat screen for the previous edition of *MERP*. The *Combat Screen* will include some changes in tables corresponding to *MERP 2nd Edition*, but is usable for all editions of *MERP*.

2006 Valar and Maiar™ (Peoples of M-E) \$15.00

Valar and Maiar is the first book in ICE's new "*Peoples of Middle-earth*" series, for use with *Middle-earth Role Playing™ 2nd Edition*. This lavishly-illustrated*, 96-page character compendium documents the Holy Ones, the guardians of Middle-earth. Here you'll find detailed descriptions of all the exalted Valar, including Manwë (Lord of the Powers), Elbereth (Queen of the Stars), Aulë (Father of the Dwarves), and the Black Enemy Morgoth (Father of Evil). You'll also find complete summaries of the Valar's immortal servants, the Maiar: including the noble Wizards like Gandalf and Saruman and awful overlords like the fiery Balrog of Moria and Sauron, the Lord of the Rings. Covering everything from enchanted powers to mystical magic items, *Valar & Maiar* should delight any fan of Tolkien's wondrous world. *Illustrations are black & white. Perfect bound.

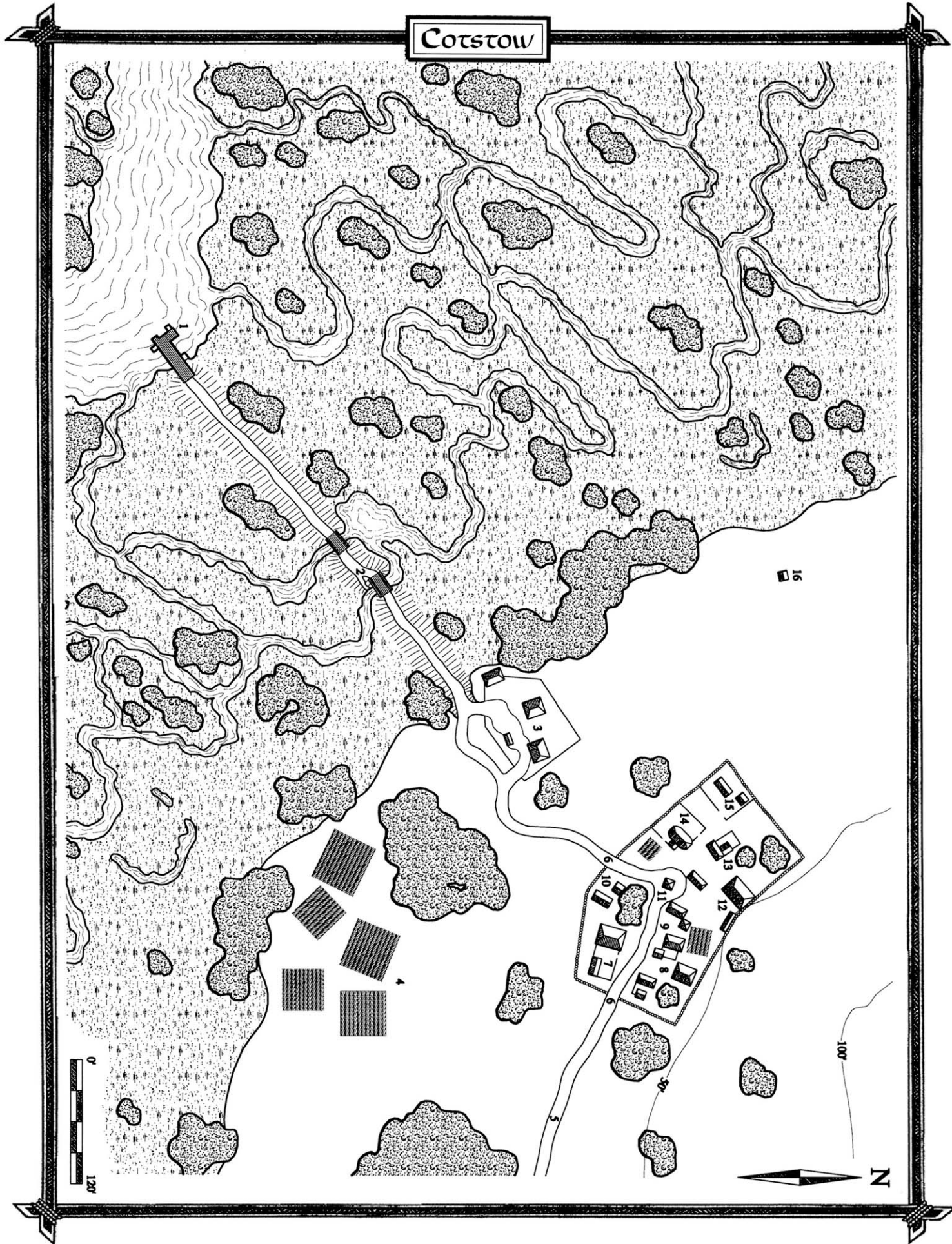
2008 Middle-earth Role Playing Poster Maps™ \$15.00

Finally, ICE's original map of Middle-earth is available again in poster format! This 2' x 3' poster map includes the wild lands—north, south, and east—and does not have a grid overlay. This map will also be on heavier paper than the gridded map included in ICE's *Middle-earth Campaign Guide* (ST#2003). Also included in this finely packaged tubed set is ICE's second major map, Northwestern Middle-earth, that first appeared in the second guidebook and is currently available in ICE's Northwestern Middle-earth Gazetteer (ST#4002). This map focuses on the most well known areas of Middle-earth where the action really is—from Arnor to Mordor and from Angmar to Gondor—this map presents a more close up view of the settings for many of ICE's campaign supplements than the original Middle-earth map. The Northwestern Middle-earth map is 22" x 34" and will also be on heavier paper without a grid overlay. These two acclaimed maps in poster format—NO CREASES!—are sure to be a must for any Middle-earth gamer or enthusiast.

2005 Arnor™ (Middle-earth Realm) \$30.00

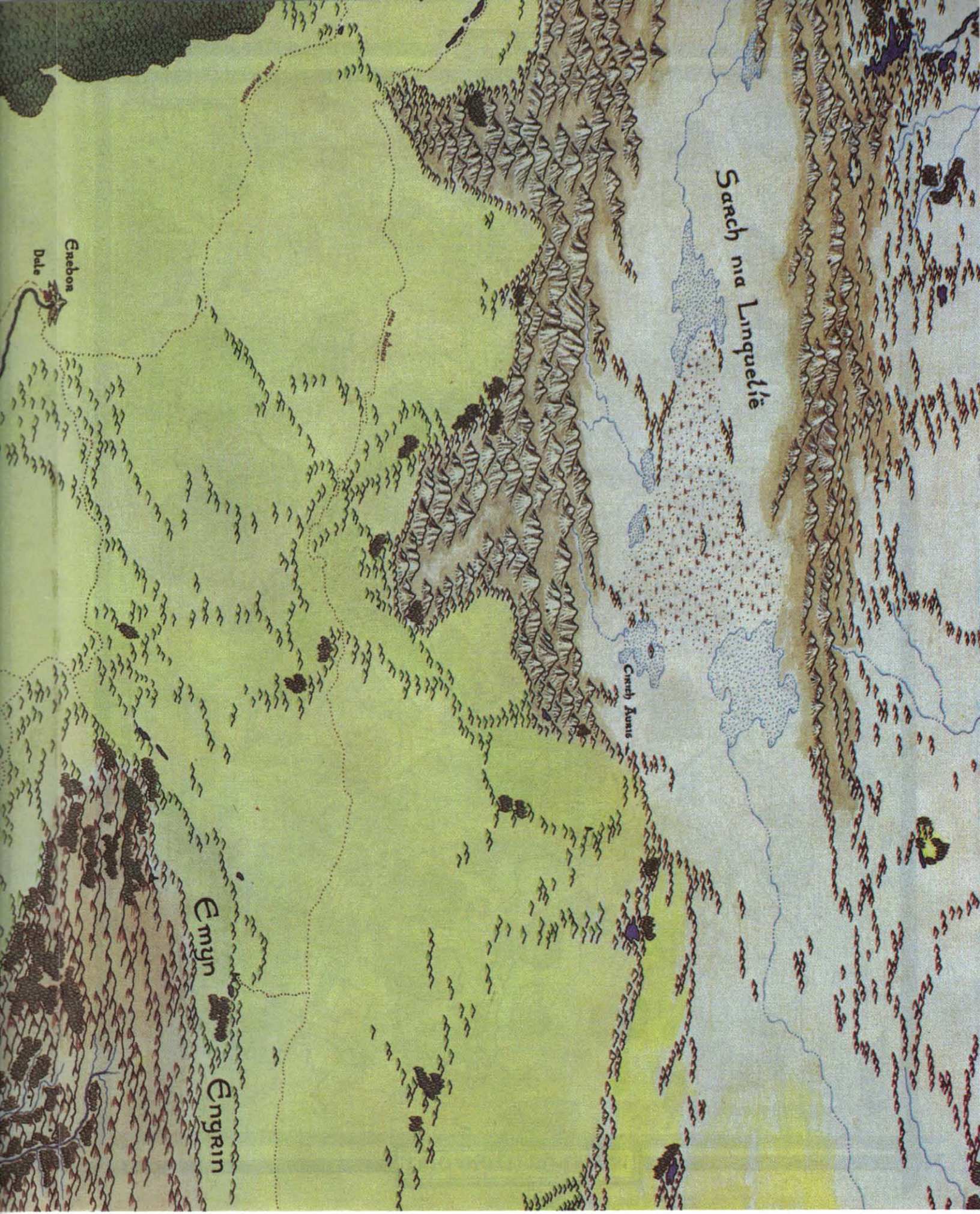
Arnor is the initial release in the new *Realms of Middle-earth* series, usable with *MERP™ 2nd Edition* and all previous editions of *MERP*. In the year 861 of the Third Age, Arnor was sundered. Thus, the North Kingdom split into three independent, neighboring but lesser states: Arthedain, Cardolan, and Rhudaur. This realm module details the three sister kingdoms and their relations to one another. Much of the material covering Arthedain and Cardolan was previously available in *Rangers of the North* and *The Lost Realm of Cardolan*. The information on Rhudaur, together with more extensive lore concerning the inhabitants of sundered Arnor, has never appeared in previous modules. *Arnor* includes color terrain maps detailing the lands of Arthedain, Cardolan, and Rhudaur. Color city maps depicting the streets, canals, bridges, and edifices of Tharbad; the avenues, gardens, and libraries of Annúminas; and the earthen dikes, stone walls, and high guard towers of fortified Fornost are also included. *Arnor* is a grand beginning to a super series!

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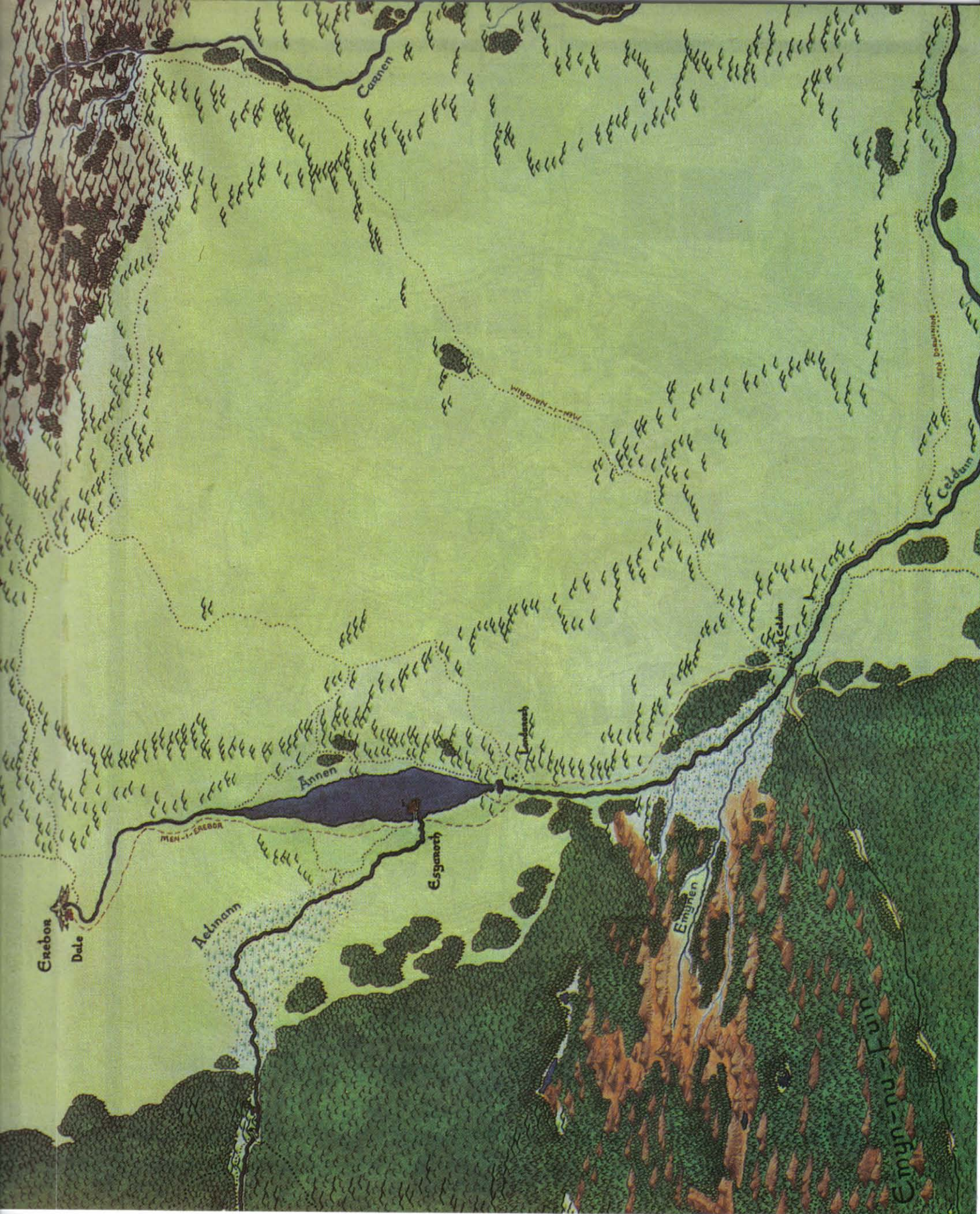
Cureh Aunis

Emyn

Engrin

Enebon

Dale





LAKE-TOWN™

"Not far from the mouth of the Forest River was the strange town he heard the elves speak of in the king's cellars. It was not built on the shore, though there were a few huts and buildings there, but right out on the surface of the lake, protected from the swirl of the entering river by a promontory of rock which formed a calm bay. A great bridge made of wood ran out to where on huge piles made of forest trees was built a busy wooden town, not a town of elves but of Men, who still dared to dwell here under the shadow of the distant dragon-mountain. They still thrive on the trade that came up the great river from the South and was carted past the falls to their town; but in the great days of old, when Dale in the North was rich and prosperous, they had been wealthy and powerful, and there had been fleets of boats on the waters, and some were filled with gold and some with warriors in armour, and there had been wars and deeds which were now only a legend..."

—The Hobbit*

Explore the Northron settlement where Bilbo and the Dwarves were feasted and supplied during their journey toward Smaug the Dragon! Moor your boat at the town's quays, search for exotic goods from the East in the stalls of its Great Wharf, or witness the changing of its formidable Bridge Guard accompanied by the retrieval of the hlaestingas, the collected trade tariffs. *Lake-town* presents this merchantile center in all its vivid bustle, including craft associations, the burg's coiner, drihten who collect the tolls, and smugglers. An introductory adventure followed by a two-part mini-campaign draws player characters into the watery labyrinth amidst the piles below the town's wooden streets and out into the wide lands surrounding the Long Lake. In the aftermath of the Plague, Orcs and Trolls and Undead have the upper hand in the Wilds. Keep your hand on your sword hilt, if you venture far from Esgaroth! *Lake-town* includes complete stats for *MERP*™ and *Rolemaster*™.

Lake-town includes:

- **COLOR MAP**—depicting the Northron town in vivid hues.
- **THE BODY IN THE WATER**—acquaint yourself with Lake-town by paddling through the forest of piers supporting the town's platform in a search for the link between the charnel house corpse and a barrel of spilled barley.
- **HISTORY**—from the days of quaint stilt-houses, through the years of the "Reed-delying," the Great Plague, and the Wainrider onslaught, to the Golden Age when Dwarves brought the trade and wealth that tempted the Dragon Smaug to fly south to the Long Lake.

- **THE MAESTA OF ESGAROTH**—the Master who treats with Lake-town's enemies and allies and mediates between disputing craft edfrehair.

- **LAKE-FOLK**—Bedarof the Guard-lord, Saewis the Boat-wright, Bogatung the Wyrldwoman, Hildagrippa of the Erannun Inn, and many more.
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- **TWO HEADS ARE BETTER THAN ONE**—venture into the Wilds surrounding Lake-town to confront a most unusual Half-troll and her voracious appetite; then race against the Cruel One of the Woad.



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