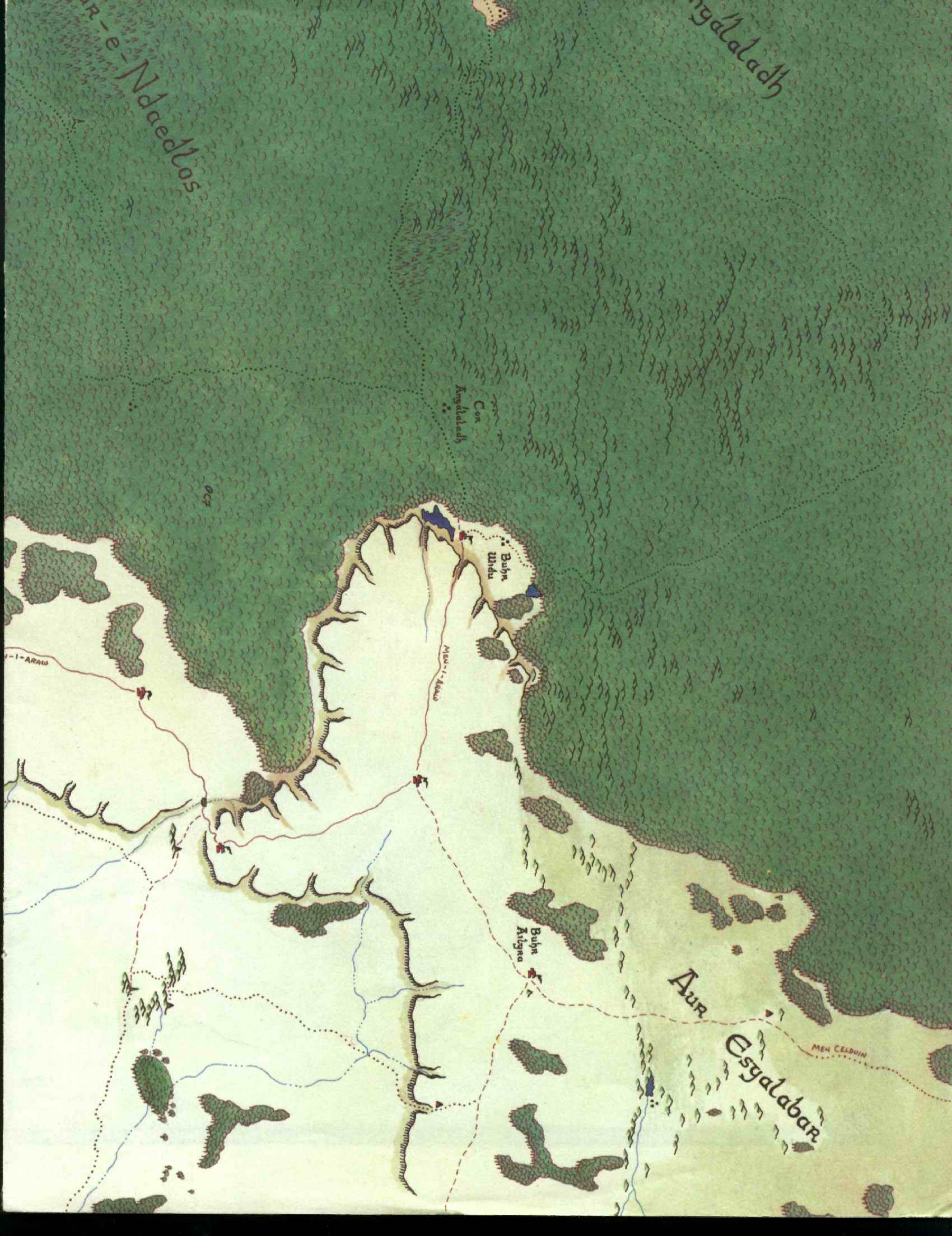




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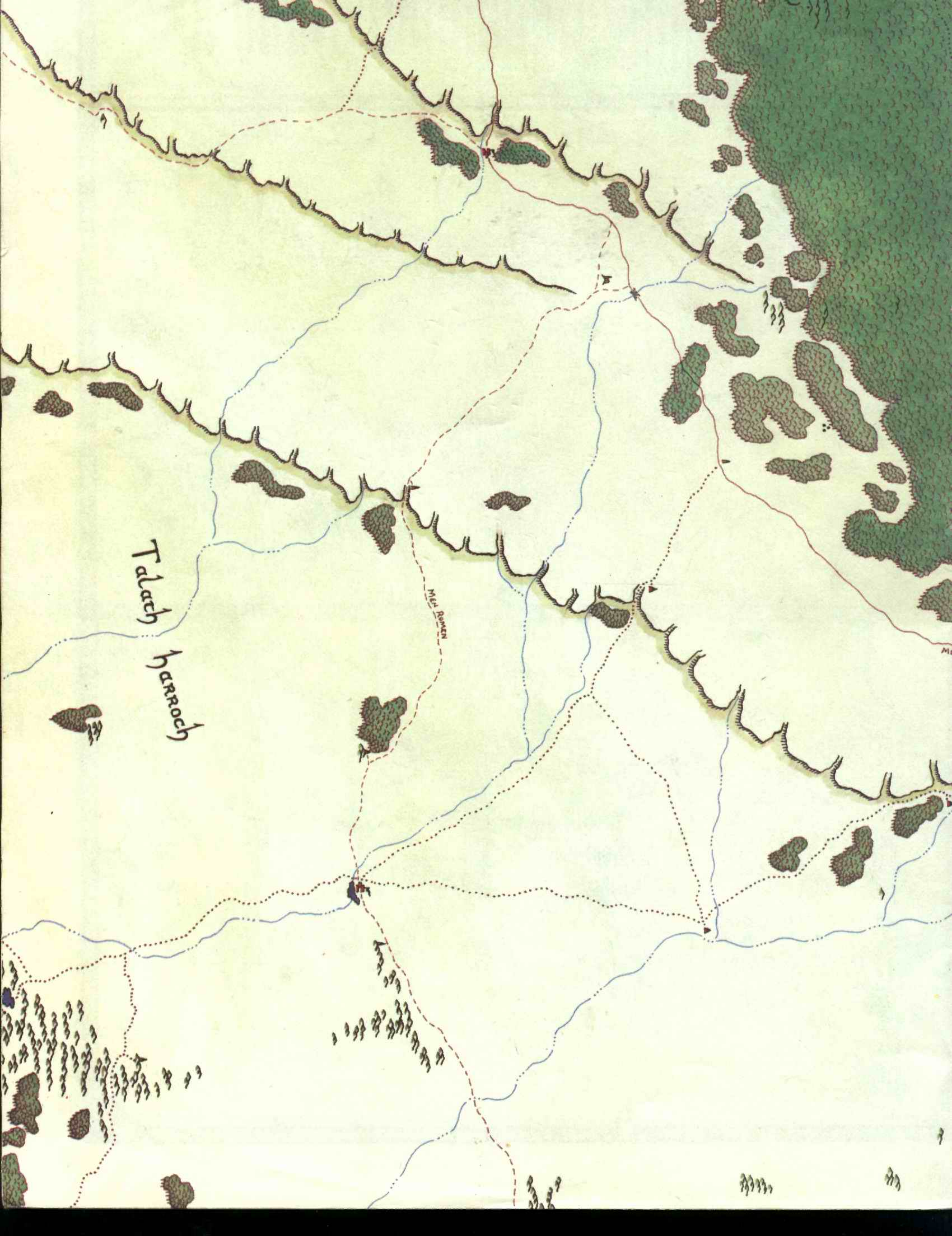
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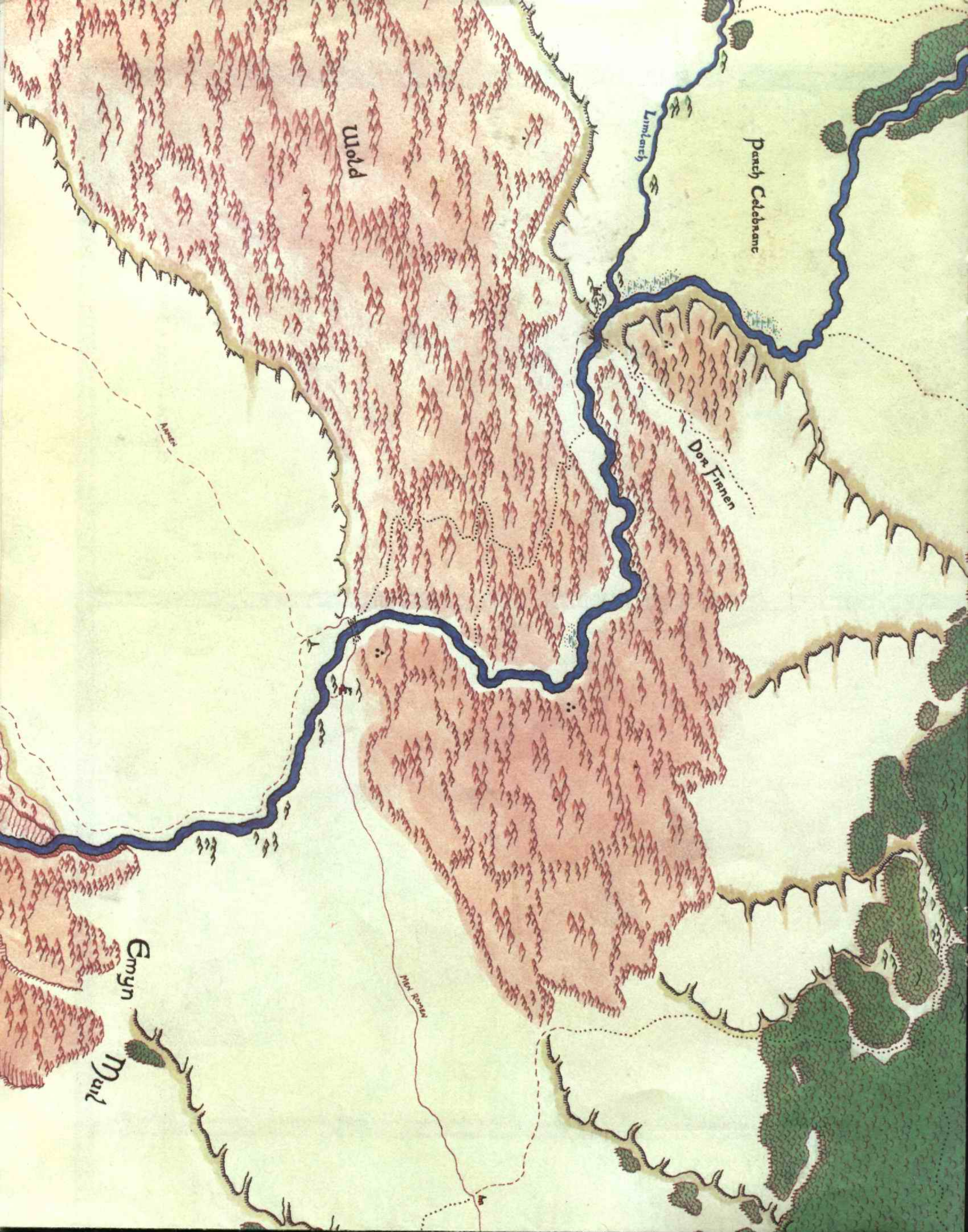
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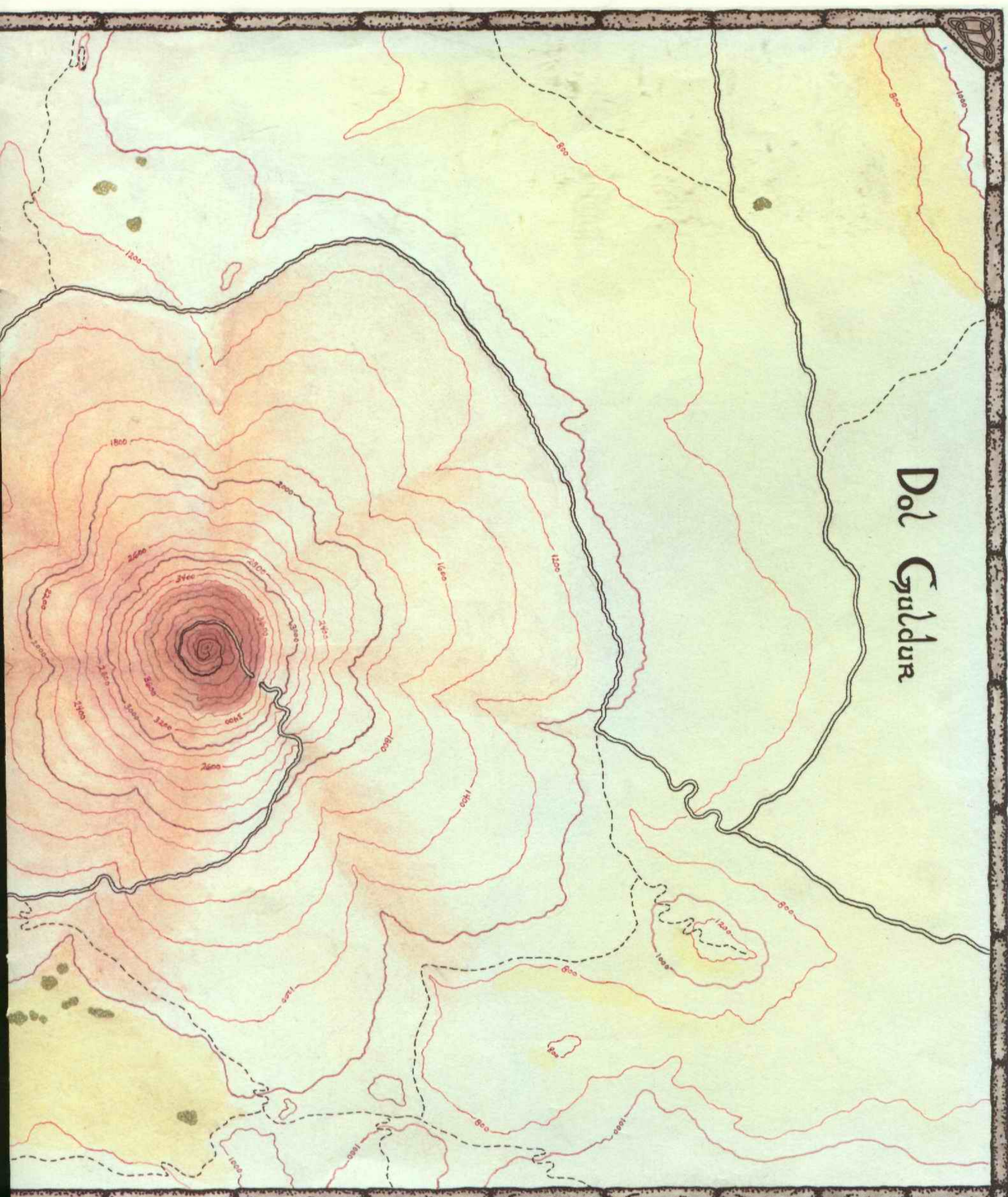
All the structures constructed using Eorhain "laingha" (long-house) style feet below the ground by ramp and/or stone wood-reinforced to occasional "smoke smoothed earth" (fl otherwise stated, to serve as both exterior residences and war 7.0 for more details

1. Gambasunith
2. Main gate.
3. Stable, smithy iron works.

4. Guard house.
5. Hall of the Ho
6. Adula the lea
7. Vodacer the
8. Eorigald the i
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10. Wamalsuntha
11. Smoke house
12. Village garden
13. Well

14. Rear gate part
15. Rear gate and
16. Dry moat.
17. Uthari the tra
18. Eorhain the so
19. Wamalsunith
20. Olboin the ma
21. Swinthal the
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23. Writigs the ca
24. Chisebuth the
25. Village center
26. Utharic the hea
27. The inn called

28. Thuidamer the
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30. Ruidaric the
31. Borila the prie
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33. Varte the huer

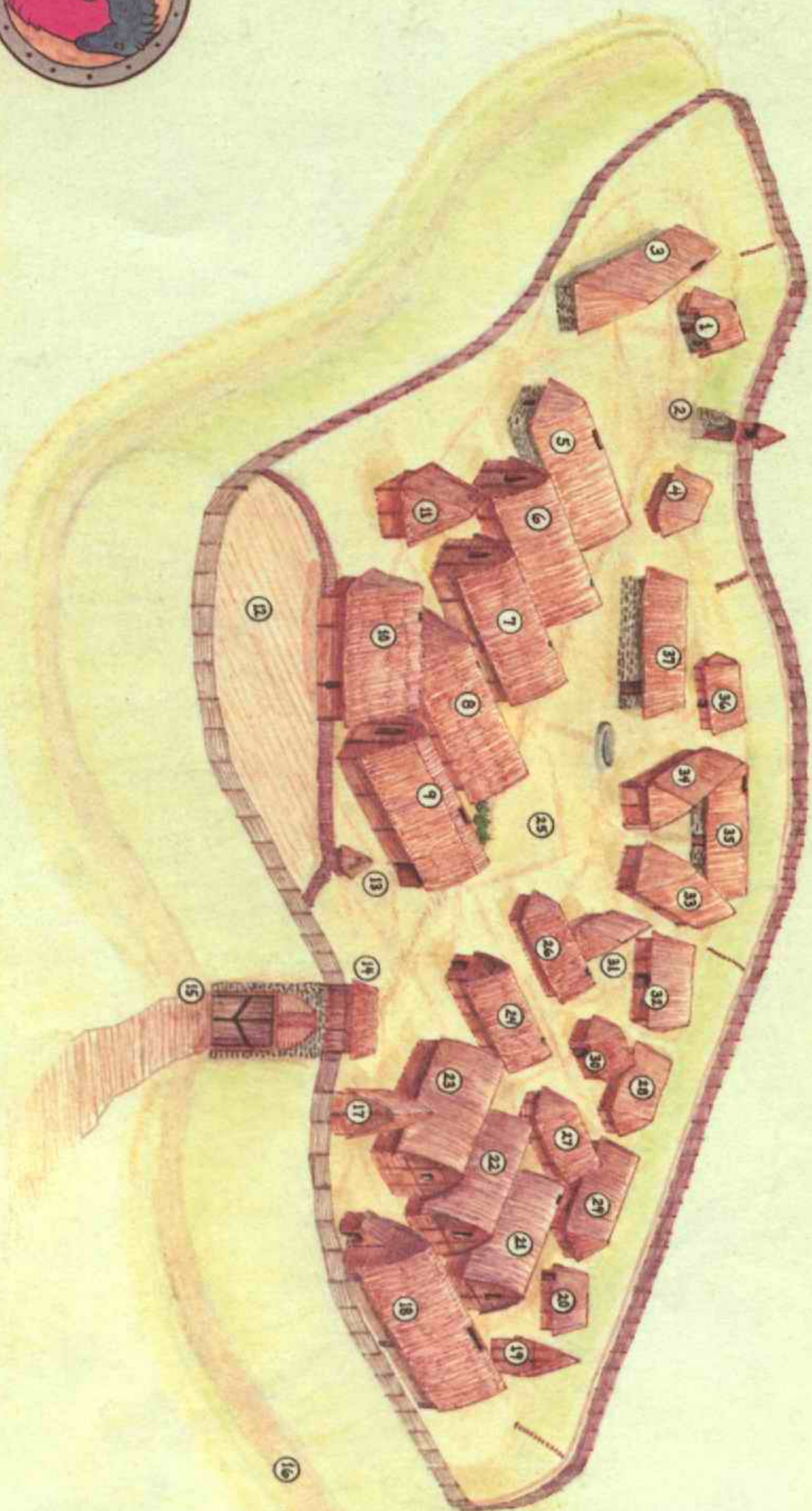




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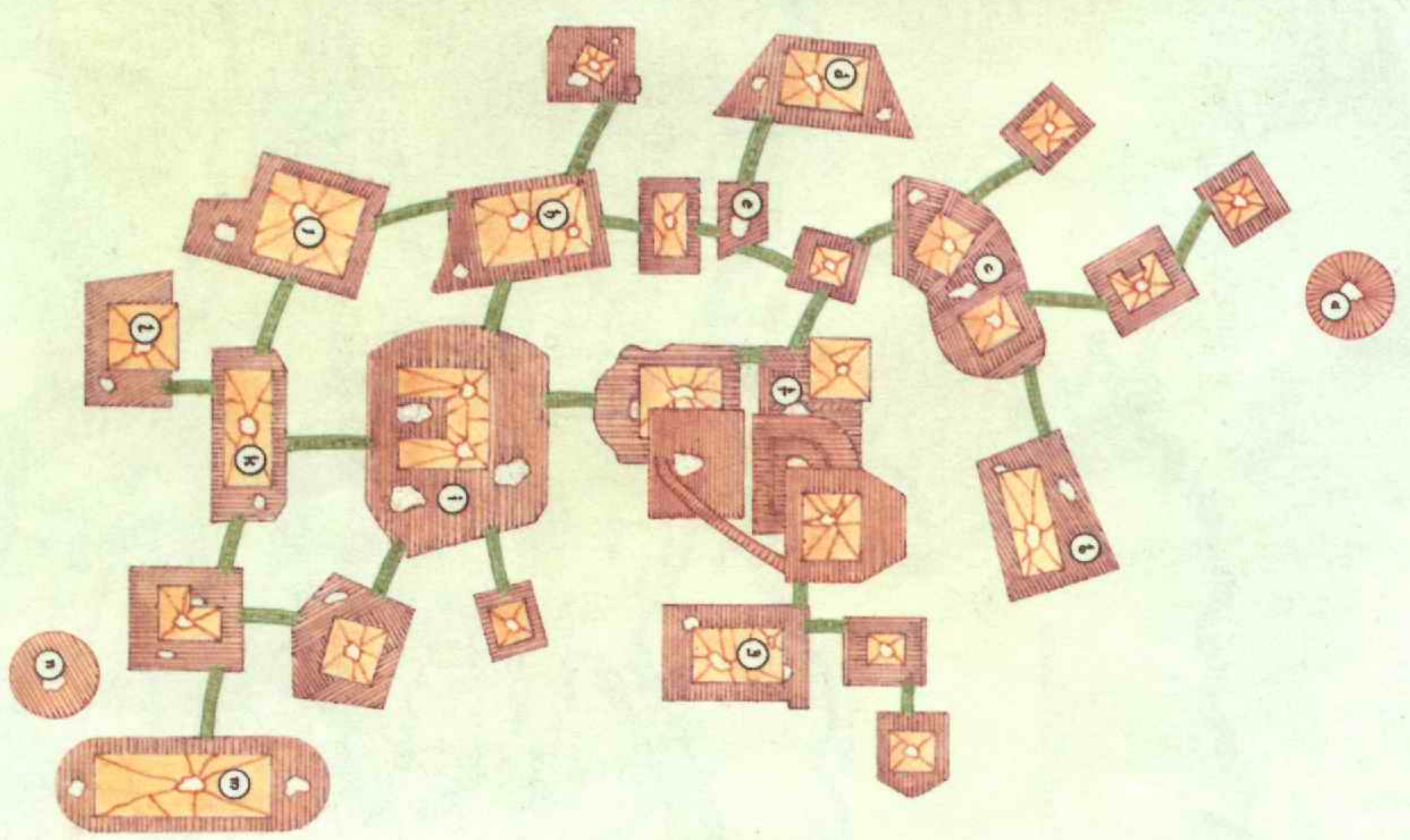
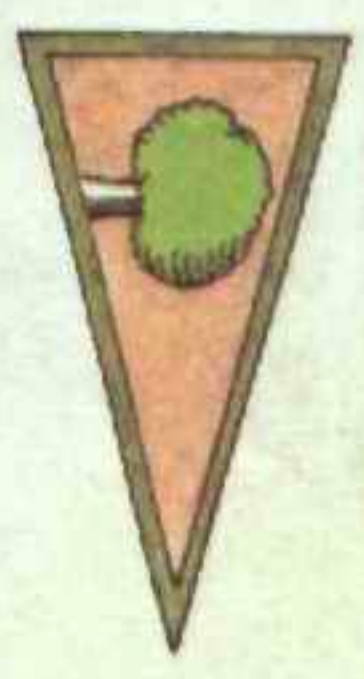
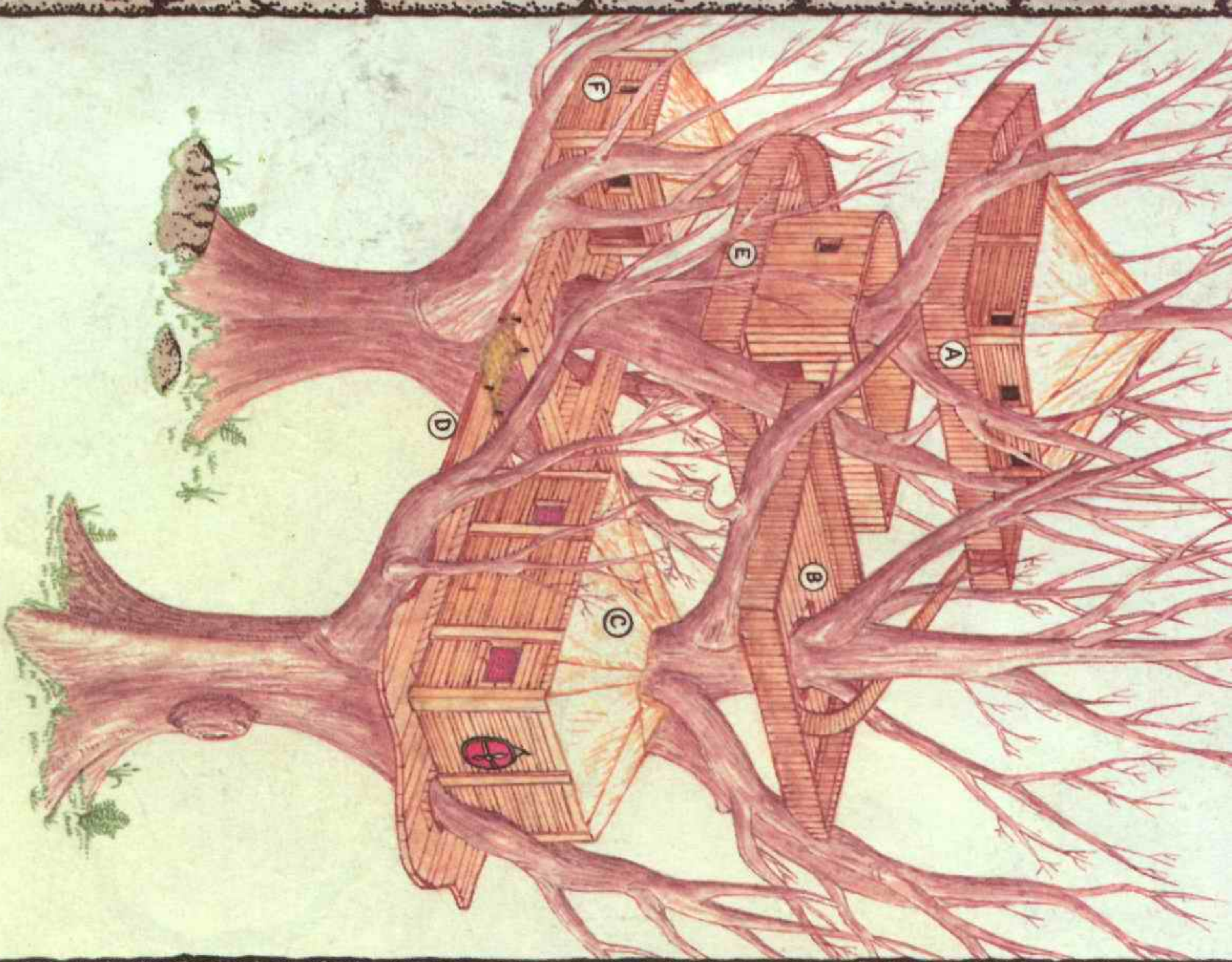
34. The Saigihul (Rh. "Cerenon")
 35. Mithrean, T the Ailgarhas.
 36. Luidaris the and mage.
 37. Armony.
- WOODMEN TO
- The platforms sh brown are set 15-20 ground; those shade a,f,n) are built high buildings are solely residences, although activity occurs in ex Roofs are of overlaid hide secured to the purposes of clarity n selves have been on picture, so holes in platforms are empty the pattern of the trunk structure. Un stated, the other str provide shelter for families; but these a informal places of
- a. Northern watc
 - b. Athaulf the bo
 - c. Hechila the bo
 - d. Atahis the rug
 - e. Thuidhis the astrologer's wat
 - f. The central pla See A-F below.
 - g. Autharand the weapon-maker
 - h. Waccho the ma
 - i. Ulfhis the rope hide maker.
 - j. Thasulf the jew
 - k. Sylvaric the clo
 - l. Uthila the heal
 - m. Sylbrand the ca
 - n. Southern watch
 - A. Waulfa, Althys the Sainthead.
 - B. Great meeting the clan.
 - C. Witthis the her
 - D. Training place: both platforms.
 - E. Great kitchen a village hearth.
 - F. Odagis the trac

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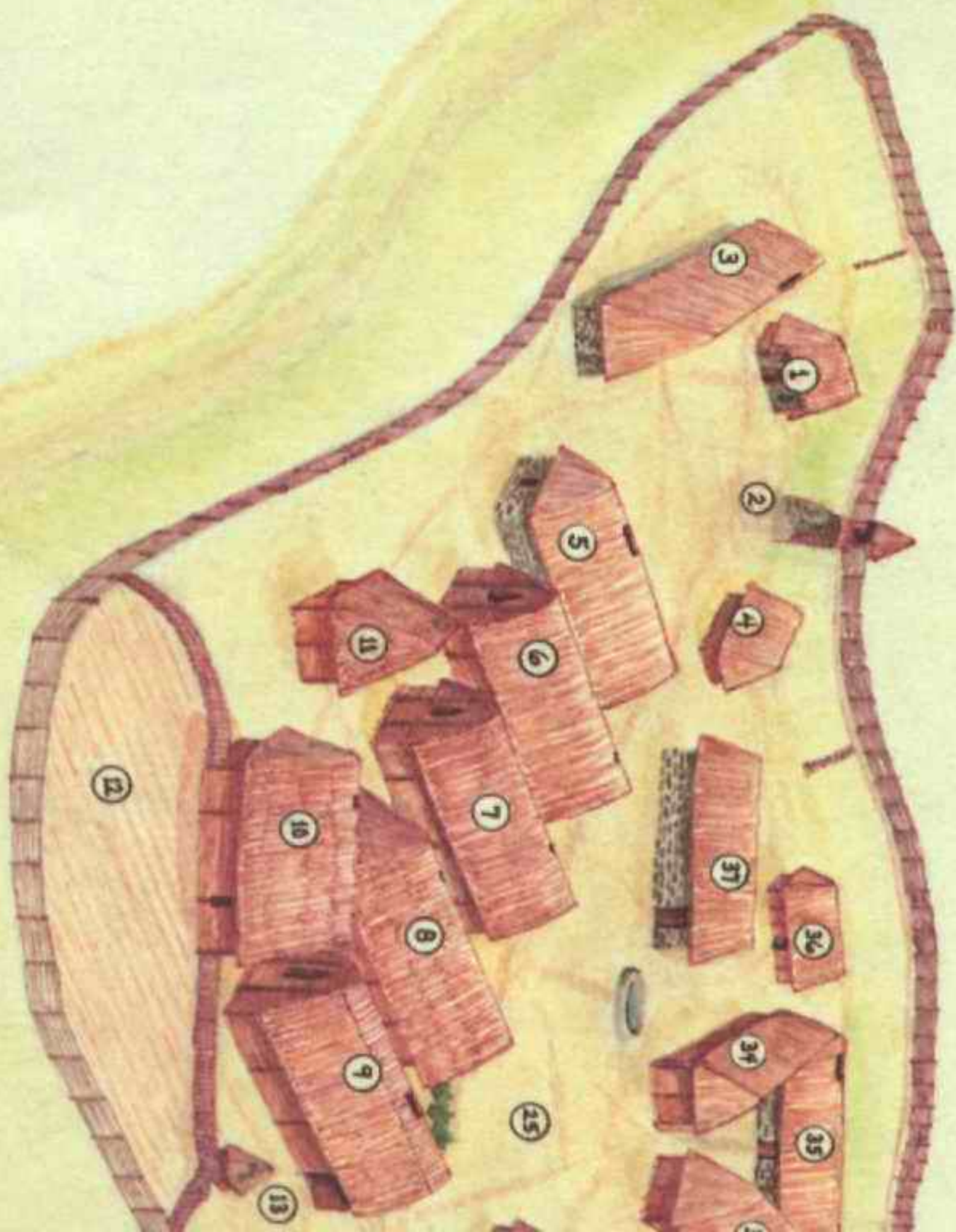
LEGEND

BURH AILGRA

All the structures are constructed using the typical Eothraim "laininghal" (Rh. "long-house") style: floors set 2-4 feet below the ground with access by ramp and/or stairs, wood-reinforced thatch roofs, occasional "smokeholes," and smoothed earth floors. Unless otherwise stated, the buildings serve as both extended family residences and work places. See 7.0 for more detail.

1. Gambaswinth the smith.
2. Main gate.
3. Stable, smithy, and iron works.
4. Guard house.
5. Hall of the House-guard.
6. Adula the leatherworker.
7. Vodacer the carpenter.
8. Eovigald the iron-worker.
9. Mahgild the weaponsmith.
10. Wamalsuntha the seer.
11. Smoke house and meat stores.
12. Village gardens.
13. Well.
14. Rear gate parapet.
15. Rear gate and log road entry.
16. Dry moat.
17. Uthari the tracker.
18. Eothaulf the saddle, harness, and rein maker.
19. Windaswinth the fletcher and bow-maker.
20. Olboin the mason.
21. Sunthala the metalworker.
22. Rindaswinth the horse healer and trainer.
23. Witigis the carpenter.
24. Chisebuth the knotmaker: whip and rope maker.
25. Village center: common and cistern.
26. Ullarie the healer.
27. The inn called "Wionbathul," Wionba the miller and beer maker.
28. Thuidamer the miller and bread maker.
29. Eolantie the weaver.
30. Ruidariks the carver.
31. Boetia the priest.
32. Thuidalindaf the priest.
33. Varric the huntsman and hule worker.
34. The Saicgthul.

Burh Ailgra



30. Rudarik the carver.
31. Borla the priest.
32. Thudalindaf the priest.
33. Viric the huntsman and hide worker.
34. The Saighuul (Rh. "Cerenorial Hall").
35. Muhtared, Tyn of the Allgarhas.
36. Luidarik the scholar and mage.
37. Armory.

WOODMEN-TOWN

The platforms shaded in deeper brown are set 15-20 above the ground; those shaded lighter (see a,f,n) are built higher. Unmarked buildings are solely extended family residences, although extensive craft activity occurs in every dwelling. Roofs are of overlapping, woven hide secured to the tree trunks. For purposes of clarity the trees themselves have been omitted from the picture, so holes in the roofs and platforms are employed to show the pattern of the branch and trunk structure. Unless otherwise stated, the other structures also provide shelter for extended families; but these also serve as informal places of business."

- a. Northern watch platform.
- b. Arhanaf the bow-maker.
- c. Hechila the box-maker.
- d. Acharis the rug-maker.
- e. Thudithis the astrologer's watch.
- f. The central place. See A-F below.
- g. Autharand the weapon-maker.
- h. Waccho the master carpenter.
- i. Ulfhis the ropemaker and hide maker.
- j. Thusuf the jewel-maker.
- k. Sylvaric the cloth-maker.
- l. Uthila the heater.
- m. Sylbrand the carver.
- n. Southern watch platform.
- A. Waulfa, Althys of the Sainthead.
- B. Great meeting place of the clan.
- C. Withis the herb master.
- D. Training place both platforms.
- E. Great kitchen and village hearth.
- F. Odagis the maker and envoy.

