



A Guide to Dale
and Surrounding Lands
(revised)

By

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for

The One Ring
Role-playing Game



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- A Guide to Dale -

INTRODUCTION

This guide details additional information on Dale and its surrounding lands, adding to that found within Cubicle 7's *Erebor: the Lonely Mountain* supplement.

The guide is divided into the following chapters:

CHAPTER 1 - THE CITY OF DALE

Wherein Dale's reconstruction, physical and political organisation, and references to various interesting locales are detailed.

CHAPTER 2 - THE SURROUNDING LANDS

Wherein the immediate lands surrounding Dale are described including details relating to its population and army.

CHAPTER 3 - PERSONALITIES OF DALE

Wherein summaries of important or interesting individuals and groups are described.

CHAPTER 4 - THE FESTIVAL OF FIVE ARMIES

Wherein the festivities taking place at the fifth anniversary of the Battle of Five Armies are detailed.

CHAPTER 5 - THINGS TO DO IN DALE

Wherein ideas for adventures, rumours, and other interesting undertakings are described to the reader in order for them to integrate into their own campaigns.

CHAPTER 6 - PERILS OF THE DALELANDS

Wherein adversaries are described that may challenge fellowships travelling the lands of Dale.

APPENDIX - MAP OF DALE AND ITS LANDS

Wherein various maps are detailed.



CHAPTER 1 - THE CITY OF DALE

Dale is a city of Men built on the western bank of the Running River. It rises in a valley between the southern arms of the Lonely Mountain, where the river turns around the town making a wide loop before resuming its southward course.

The town itself contains an unusually high proportion of young men and women, the kind of folk suitable for adventuring or for service in the army. Reputation draws them, like moths to a flame, to the service of King Bard for who else in the Wilderland can say they have slain a Dragon? Wealth too plays its part, for Bard is renowned as a generous Lord and he has the riches of a Dragon's hoard in his treasury to reward his loyal retainers.

In addition to the many men-folk returning to the city and area, dwarves are an almost ever present sight on the streets of Dale and hold ranks and positions of great influence due to their skills as expert craftsmen and wealth.

Dale's economy is based upon trading food to the Dwarves in exchange for stone-masonry, smithing, and specialised items such as bell-making (used in Dale to sound alarms). As the Dwarves became more productive, Dale also exported their toys and other items of manufacture further afield.

The city has a warehouse district and many large houses which are the homes of merchants and lords who grow wealthy on the trade here; craftsmen of all kinds make a good living within the walls of Dale - tanners, tailors, carpenters, weavers, shoemakers, cart-wrights, and so on. On days of trade, Dale buzzes with activity.



THE RESTORATION OF DALE

The last four years have seen the completion of many of the restoration works, including crenulated walls and bell towers, but great labours are undertaken every month as trading blooms and wealth increases.

Dwarf stonemasons are seen working everywhere, as they supervise the building of new fountains and pools and the raising of new bridges stretching across the waterways. Iron and copper are mined in the Iron Hills, making those mines an important source of metal for the reconstruction of Dale and new works in Erebor.

Dwarf craftsmen busy themselves with the paving of the streets using stones of different colours (from which the streets take their names). The countryside to the south and west of the Mountain is once again home to vast farmlands providing food for the city population and, especially, for the Dwarf colony under Erebor.

What follows is a timeline to the present day and slightly beyond of the changes that Dale (with references to Erebor and Esgaroth) has gone through:

TA 2942 – Reconstruction Begins

- Dwarven survivors of the Battle of Five Armies under the rule of King Dain II reoccupy Erebor
- Word is sent by raven to the Iron Hills and Blue Mountains that Erebor is retaken and there is a new king
- Focus is on restoring the transportation links (roads and bridges), irrigation canals, and docks on the Running River
- Some folk begin reoccupying the most substantial ruined buildings in Dale
- The first, most adventurous men, veterans of the battle, from Esgaroth and communities nearby begin to settle in Dale
- Trade begins, mostly food coming up the Running River from Long Lake
- Reconstruction Effort 20% Erebor / 80% Dale
- Source of food for Erebor: 10% Iron Hills, 90% Long Lake

TA 2943 – Reconstruction Gains Momentum

- More dwarves from the Iron Hills arrive. The first trickle of dwarves from the Blue Mountains arrives towards the end of the year
- Focus is on restoring the farms and agricultural areas so farming can restart
- Reconstruction of Bard's palace begins
- Some ruined, but still substantial buildings in Dale are repaired
- Trade expands, Dale begins to take some trade from Esgaroth
- There is a slow but steady flow of people coming to settle. Word has spread. Settlers are coming from Esgaroth and the villages around Long Lake
- King Bard announces his intention to marry the Lady Una, a descendant of one of the main merchant houses of Dorwinion
- Reconstruction Effort 40% Erebor / 60% Dale
- Source of food for Erebor: 10% Iron Hills, 80% Long Lake, 10% Dale

TA 2944 – Reconstruction Continues Apace

- The last of the Erebor descendants arrive from the Iron Hills. The first major influx of dwarves from the Blue Mountains arrives. The first Dwarven children are born in Erebor. It begins to feel like a city again
- The farming region immediately around Dale and down the Running River has its first big harvest
- Construction of Bard's palace is completed; work begins on the walls and gates. Many substantial ruined buildings have been restored. Ruins not worth saving are torn down and their stone is used to build new buildings
- Trade blossoms, products from Erebor begin to flow in earnest. The local trade nexus begins to shift from Esgaroth to Dale
- More people come. Word has spread to the smallest communities in the wilderness. Bard is a good king. His armies will protect the farmers. A city is being built. There is trade with the Dwarves and Elves. There is money to be made. New settlers arrive daily
- Reconstruction Effort 60% Erebor / 40% Dale
- Source of food for Erebor: 5% Iron Hills, 60% Long Lake, 35% Dale



TA 2945 – Reconstruction at its Peak

- A few more dwarves from the Iron Hills trickle in, but most traffic is now commercial. The last major group from the Blue Mountains arrives. The remaining dwarves have decided to stay in the Blue Mountains
- Farms are being re-established at a rapid rate. The irrigation canals provide water. The Desolation of Smaug blooms again. The harvests are very good
- Reconstruction of Dale's defences are almost complete. Most of the ruins have been cleared away. Construction is everywhere. The streets are repaved with coloured stones
- Trade is booming. There is a pent up demand for Dwarven goods. Trade goods flow down the Forest River from Mirkwood, up the Running River from the Sea of Rhun, across the Brown Lands from Rohan and Gondor, around the forest from the Beornings and Woodmen, and across the High Pass from Bree
- Dale begins to seriously overshadow Esgaroth as a trade hub
- Immigration slows as those willing to move have done so. Esgaroth and Dale bustle with people. New farms are being established every day. People begin to have large families again. There are many babies and children about
- Prince Bain is born, son and heir to King Bard
- Reconstruction Effort 80% Erebor / 20% Dale
- Source of food for Erebor: 50% Long Lake, 50% Dale

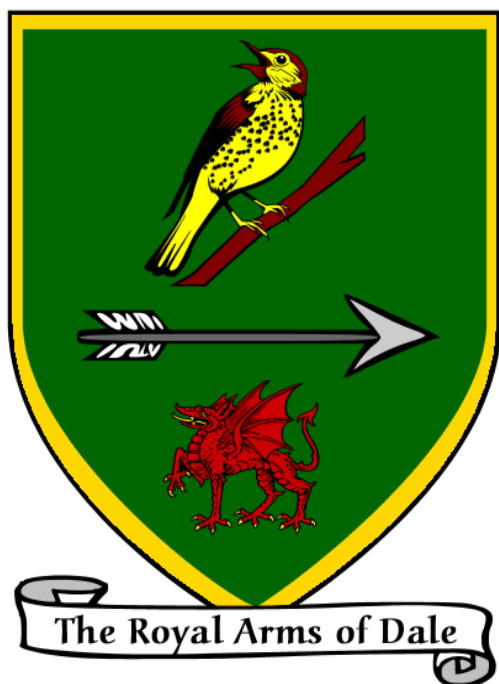
TA 2946 – Reconstruction Complete (current year)

- Dwarves continue cleaning, repairing and rebuilding their kingdom
- The banks of the Running River blossom again. Farms only a year or two old produce large crops. The domestic animals thrive and multiply. Long Lake and Mirkwood limit expansion to the west. Farmers concentrate their efforts on the east bank of the Running River. Old irrigation canals are reopened
- King Bard claims all the lands bounded by the Running River, Redwater, and a line from Erebor to the Iron Hills. The term Barding comes into common use. The power of the King grows
- The reconstruction of Dale is largely complete. New construction continues as expansion demands. The city is new and optimism abounds
- The flow of trade goods along existing trade routes expands. Ancient trade routes are re-established. Goods and money flows. Erebor's demand for goods is endless
- Dale eclipses Esgaroth as a centre for commerce, however the greater volume of trade caused by the rebuilding of Dale means Esgaroth is more prosperous than ever. Esgaroth remains an important conduit of trade with the elves and as a shipment point for goods flowing up the Running River
- The first Festival of Five Armies is held
- Reconstruction Effort: 90% Erebor / 10% Dale
- Source of food for Erebor: 25% Long Lake, 75% Dale



TA 2947 – A Year from Now...

- The Upper Halls of Erebor are restored to their former glory. The dwarves have begun clearing the Lower Halls and started new excavations
- King Bard's armies extend their patrols to hunt down orcs and wargs to protect the ever-expanding farmlands. More than a day or two's ride from the Running River the land is still wild and unforgiving
- The farmlands of Dale produce food in abundance, enough for the bustling city of Dale and kingdom of Erebor. The farmers from around Long Lake have mostly moved east onto the ever-expanding farms of the Bardings. The remaining communities provide food for Esgaroth
- Caravans arrive and depart weekly in all directions. Experienced caravan masters, hardy traders and veteran caravan guards are in high demand
- The expansion of farming is limited only by a lack of labour. The irrigation of the east bank returns the area to its former glory
- New groves of trees appear here and there, some claim the elves are planting them. Whatever the source, birds and other wildlife begin to return in earnest to the Desolation of Smaug
- Reconstruction Effort: 95% Erebor / 5% Dale
- Source of food for Erebor: 10% Long Lake, 90% Dale



Cnearra

The Cnearra is the most common type of merchant boat that trades along the Long Lake, Running River and Redwater.

They are clinker-built and from 30 - 50 feet long, with a beam of 8-12 feet and 3 feet deep. There are generally three sizes of Cnearra boats, "60 pieces" (30' x 8', 6000 lbs. cargo), "100 pieces" (40' x 10', 10,000 lbs. cargo) and "120 pieces" (50' x 12', 12,000 lbs. cargo). The Cnearra is of shallow draft to enable the crew to portage around rapids, shallows and the Lindal Falls. It has a pointed bow, a flat bottom, and a stern angled upward at 45°, making beaching and launching easier. The boat is propelled both by oars and by a canvas sail, and steered with the use of a long steering pole, or a rudder when under sail. Although setting sail with as many as ten, or even twenty, hands would be possible because of its large size, the ship's captain, like most traders, rarely employs a full crew to maximize cargo capacity. The typical crewed is six to eight men.

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 midships is relatively flat. A rudder at the high, stern is manipulated by a pilot 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 for two levels for cargo storage: the ship's bottom and the platform itself. The crew rigs up a canvas shelter overhead during foul weather. The bow of the Cnearra is even higher and more curved than the stern, and sports a well-carved prow.

Despite its shallow 2 foot 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 Dorwinion 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.



PLACES OF INTEREST

Rebuilt from its former destruction, Dale has fast become the cornerstone of the free peoples' living to south of Erebor, north of the confluence of the Running River and the Redwater River, east of Mirkwood, and west of the Iron Hills.

The following key areas of Dale are listed here and are referenced on the Map of Dale.

Mountain Road (ref: 24)

This road leads out of Dale and north aside the river to the Front Gate of Erebor. This route sees frequent travel; largely dwarves travelling to and from Dale and many caravans transporting grain and livestock alike for the dwarves or stone and metals for Dale and further beyond.

The Long Road Inn (ref: 25)

This inn is owned by Farin the dwarf. The Long Road Inn is a popular stopping point for dwarves travelling the Mountain Road and many often stay here for the night before conducting their business in Dale the next day.

The Traveller's Rest (ref: 26)

Oft used by merchants arriving after dusk (when the gates of Dale are closed), the Traveller's Rest is a large establishment in its own walled grounds with many stables and a coach house. Due to its unique location, it doesn't have to compete with other establishments for business and this shows in its decor, food, and drink; all below par when compared to the inns and taverns found within Dale and at a premium price.

Flood Plain and Wetlands (ref: 27)

The flood plain is the area of land adjacent to the Running River that stretches from the banks of its channel to the base of the enclosing wall of Erebor and experiences flooding during periods of high discharge. It includes the floodway, which consists of the stream channel and adjacent areas that actively carry flood flows downstream, and the flood fringe, which are areas inundated by the flood, but which do not experience a strong current.

The Royal Treasury (ref: 28)

This impressive large stone structure can be found next to the Royal Barracks. This is where the crown's wealth is housed, collected through city taxes, guild charters, and other means. In addition, freshly minted coins from Erebor are stored here before finding their way into the purse pouches of merchants, craftsmen, and citizens alike.

The Royal Bank of Dale (ref: 29)

The bank is the public-facing front office of the Royal Treasury offering low interest loans to local merchants, craftsmen, and other businesses in order to bolster the economic strength of Dale. Its head at the present time is Lord Aradan Ondolin, Chancellor of the Exchequer. His is in his 80s and lost his eldest son and heir in the Battle of Five Armies.

City Offices (ref: 30)

Dale's bureaucracy is small and fairly efficient. Master Ulfred holds office here and is incredibly proud of the responsibility and the position it affords him.

Master Ulfred of House Tarm

Attribute Level: 4

Specialities: Old Lore

Distinctive Features: Proud, Determined

Relevant skills: Lore ♦♦♦♦, Riddle ♦♦

Endurance: 18

The Comfy Chair Tavern (ref: 31)

Public House run by Hedric, the northman. Plain and simple but warm and inviting, the Comfy Chair has a varied clientele and on many a night, after closing time, Hedric will tell stories of old whilst sat with his regular patrons in front of a roaring fire in the common room.

The Plump Duck (ref: 32)

Garfield Brandagamba and his head chef, Master Heston Butterchurn, run this high class establishment for the more wealthy citizens of Dale. The two hobbits, having travelled extensively in their youth sampling many regional tastes from far and wide, have now set up a thriving business in Dale where they provide a unique and high class twist to old favourites as well as creating new dishes to tantalise and fascinate the discerning palette. Reservations are hard to come by and the waiting list is long.

Garfield Brandagamba

Attribute Level: 4

Specialities: Smoking, Story-teller

Distinctive Features: Energetic, Fair-spoken

Relevant skills: Courtesy ♦♦♦♦, Song ♦♦♦

Endurance: 14

Heston Butterchurn

Attribute Level: 4

Specialities: Cooking, Gardener

Distinctive Features: Adventurous, Clever

Relevant skills: Craft ♦♦♦♦, Riddle ♦♦♦

Endurance: 14



Artan's House and Baths of Delight (ref: 33)

Operated by Artan the Fair, a North-woman of exceptional beauty, her establishment currently offers the services of over a dozen superbly trained courtesans.

The Dwarrowpool (ref: 34)

Found at the centre of Dale, within the market square, the Dwarrowpool's cool, pristine water springs from deep underground through an ancient lava-tube/vent (from Erebor's volcanic past). It shares the same deep, subterranean source from which the Celduin (Running River) rises within Erebor - a fact known only to the original King Under the Mountain Thrain I and his wisest sage, but lost to current lore.

Lothiriel the Jeweller (ref: 35)

Only producing pieces for her private clientele, Lothiriel is an aging woman of mixed Dunadan and Northman heritage. Recently, she produced the beautiful diamond tiara which adorned Lady Una during her wedding ceremony to King Bard.

Caldon the Scholar (ref: 36)

Caldon is recognised as the greatest local scholar of languages in the area; unfortunately, he is now somewhat senile. During his lucid spells (50% chance), he can fluently translate most known languages including Quenya, Sindarin, Dalish, Khuzdul, Adunaic, and even some Black Speech.

The High Warehouse (ref: 37)

The owner, Forlin, specialises in the sale (and procurement to order) of foreign items, employing a groups of merchants who travel far and wide to bring back goods from anywhere in Middle Earth. The back alley behind it, however, has a shady reputation.

Ragnir the Notary (ref: 38)

Ragnir is appointed by the Office of the King to seal and witness wills, affidavits, and the like. He knows a great deal of useful information, but is extremely discreet. His offices are large and on the edge of the Merchants Quarter.

Lon Lon Ranch (ref: 39)

Father and daughter team, Talon and Malon, run this large ranch where travellers from the south may stable their horses and ponies as well as storing their carts and wagons.

Fraeg & Sons, Toymakers to the King (ref: 40)

A family of expert dwarven craftsmen specialising in the creation of fabulous toys, puzzles, and other curios. Rumours abound that Fraeg has spent time studying under Gandalf the Grey and that his toys have more than just a mundane appeal.

Fraeg

Attribute Level: 5

Specialities: Trading, Fire-making

Distinctive Features: Determined, Cautious

Relevant skills: Craft ♦♦♦♦, Riddle ♦♦

Endurance: 23

Fabulous Fireworks and Sizzling Sparklers (ref: 41)

This establishment is famed for its extravagant fireworks and the displays that can be commissioned at great expense. They have currently been charged by Bard himself to provide the firework entertainment for the coming gathering in November.

The Hazy Smoke Ring (ref: 42)

Billbrane the hobbit is a Pipeweed merchant selling numerous types of leaf along with fine clay pipes.

The Laden Platter (ref: 43)

A large feast hall called the Laden Platter run by an unlikely pair. Kemic Farstrider is a dusky skinned fellow who hails from the lands beyond the Sea Of Rhun. He is a worldly man and many come to the feast hall just to hear his outlandish tales. His partner is a dwarf from the Iron Hills named Regin Stonetears, a dwarf who would dearly like to claim the fattest dwarf title from Bombur of Erebor.

Kemic Farstrider

Attribute Level: 6

Specialities: Story-telling

Distinctive Features: Adventurous, Curious

Relevant skills: Lore ♦♦♦♦, Song ♦♦♦, Swords ♦♦♦♦

Endurance: 24



The King's Crown Tavern and Inn (ref: 44)

A family operation, run by Elgwain and Arma Grelive and their five children. The tavern caters mainly to merchants and has numerous smaller drinking rooms adjacent to the main common room where patrons may drink in privacy. Food and drink are varied; the kitchen able to serve a traveller's meal of bread and cheese to a seven-course feast. Prices are on the pretty high side but the service and quality are well worth it.

Gellir's Garments (ref: 45)

Gellir sells the finest of clothes straight from the fashionable courts of Gondor. Her clientele are the nobles and wealthy families of Dale and beyond.

Hoegwar's Outfitting Shop (ref: 46)

Hoegwar specialises in selling outfitting equipment such as backpacks, canteens, camping equipment, and supplies for adventurers going out on long expeditions. He also carries a limited assortment of traveller's foods like cram, jerky, and dried fruit. His prices are reasonable, and his merchandise is known for its longevity and reliability.

Amdir the Alchemist (ref: 47)

A man of noble lineage and keen mind, Amdir is well-versed in the books of lore and magic of ages past. He is quick-witted, habitually wears blue or violet, and loves the stars so dearly that he is rumoured to be of Elven blood; though he denies it. In his shop nearly any type of drug, herb, or poison can be found.

Amdir

Attribute Level: 6

Specialities: Old-lore, Herb-lore

Distinctive Features: Patient, Just

Relevant skills: Healing ♦♦♦♦, Lore ♦♦♦♦

Endurance: 24

Herbs of Quality (ref: 48)

Brokk and Lokki's shop has a good selection of locally available herbs at fairly high prices.

Klavig the Caravanmaster (ref: 49)

Klavig, a lean and very dark skinned Dorwinion, organises and sometimes leads overland trade caravans. He has a good reputation and is often seeking to hire experienced guards or drivers.

Hanar the Weaponsmith (ref: 50)

Hanar, the Dwarven smith to the Royal House, is known as the best smith in all of Dale. For those that can afford his prices, there are no better swords or spears that can be found in Wilderland.

Blackrock Cistern (ref: 51)

Currently used to store fresh water in case of attack. Able to be sealed off from where the Cistern normally drains off into the Harbour and Quay.

The Horse and Tail (ref: 52)

Hydril sells a wide variety of horses to discerning, and not so discerning, customers. He is a good gauge of a person's needs and experience; always providing the right steed for the right task and, of course, for the right price.



The Golden Anchor (ref: 53)

This inn is the preferred lodging place of many visiting merchant and ship's captains. Its common room is usually crowded and filled with song; the air of its back room is thick with the pungent smoke of the local narcotic marshweed *Tartiella Star*.

Harbourmaster's Office (ref: 54)

Hallas the Harbourmaster and his four assistants collect all duties owed to the city and Crown by incoming vessels; they are only a 'little' corrupt. They keep a record of all vessels in port and the lodgings where their captains can be reached.

Harbourmaster Confiscated Hold (ref: 55)

This is where any goods are stored that have been confiscated by the Harbour Officers or Watch; whether that be due to their illegal nature or simply that taxes and duties could not be paid on the items in question.

Every second Thursday in each month, cargo is auctioned off here and the area is a buzz of activity. Those items not auctioned are distributed by the King's Office to charitable causes within Dale.

Harbour Watch (ref: 56)

The Harbour Watch can be found nearby to the Harbourmaster's Office. Gerald a grizzled veteran of the Battle of Five Armies is Captain of the Harbour Watch and has no sense of humour that anyone knows of.

Gerrard, Captain of the Harbour Watch

Attribute Level: 7

Specialities: Trading, Boating

Distinctive Features: Steadfast, Stern

Relevant skills: Awareness ♦♦♦, Athletics ♦♦♦, Insight ♦♦♦♦, Sword ♦♦♦♦

Endurance: 21

City Gaol (ref: 57)

Situated in the Harbour District, as usually that's where trouble makers are arrested, the head jailer is Mardil who served with Gerald at the Battle of Five Armies. They are the best of friends, sharing the same type of sense of humour (ie, none). The jail can accommodate 75 to 125 prisoners.

The Rose Tattoo (ref: 58)

A true artist, Rose's tattoos have a chance (½ result on a Feat Die when the tattoo is first penned) of improving the appearance of the person they adorn (+2 bonus to Introduction tests during Social Encounters).

Loused and Soused (ref: 59)

A rowdy and disreputable drinking 'establishment' right on the harbour front. Many a sailor is seen staggering out of this tavern and onto their ships and boats come the morning.

Velima's Ambrosia (ref: 60)

This brothel offers companions for weary sailors and is known for its willing young ladies and fair prices.

The Starry Crown (ref: 61)

The major place of lodging in the harbour district, catering mainly to sailors and the occasional merchant. As such, it is a fairly rowdy place (though nowhere near as disreputable as 'Loused and Soused'). The inn is run by Eilwen, a youngish (30) woman of mixed blood. She is small, brown-haired, and normally quite pretty.

The Crab and The Captain (ref: 62)

Brethil the Old is a crafty, experienced captain who first sailed the Running River and beyond over 70 years ago. He currently owns and manages a fleet of three Cnearra, his old ship 'The Crab' being his pride and joy.

Brethil – The Captain

Attribute Level: 5

Specialities: Swimming, Boating

Distinctive Features: Adventurous, Cunning

Relevant skills: Explore ♦♦♦, Song ♦♦, Travel ♦♦♦♦

Endurance: 20

The Fish Market (ref: 63)

This area within the Harbour District is downwind to the vast majority of the city, or at least the high class districts found to the north. Fishermen have their goods displayed for sale here, on land, for the citizens of Dale to peruse.

The Hungry Salmon (ref: 64)

Fishmonger run by brothers Harold and Torwald selling fresh catches each day of various species of fish, crab, and mussels.

The Battered Haddock (ref: 65)

The succulent fish fillets, fried in a light and crispy batter, and fried potato chunky chips are a joy to eat; and residents of Dale, who would not usually venture to the harbour district, make special trips in order to feast on such tasty and filling fare.



Baran's Shipyard (ref: 66)

Baran's yard constructs new vessels (mainly Cnearra) at a rate of about 4 a year and also performs major and minor repairs.

The Hammer and Anvil (ref: 67)

This smithy is run by Khadak, a short, ugly, stunted man. His work is superb and his prices are high (but worth it).

Talegi the Seeress (ref: 68)

Old Talegi performs card and palm readings (7+ on Feat Die roll and auguries are proved correct, ♡ actually offers deep insight into something relating to the character in question), while her deft-fingered son Hiiri lightens the purses of unwary customers. The undersized Hiiri (nicknamed "mouse") at 17, is also the leader of a gang of young pick-pockets who roam the streets of Dale. They rarely do violence, and tend to steal only from the rich - although they can always make exceptions.

Hiiri, "the mouse"

Attribute Level: 6

Specialities: Burglary

Distinctive Features: Clever, Cunning

Relevant skills: Athletics ♦♦♦, Craft ♦♦♦, Riddle ♦♦♦

Endurance: 18

The Red Hand Gang

Attribute Level: 5

Specialities: Burglary

Distinctive Features: Curious, Elusive

Relevant skills: Athletics ♦♦, Craft ♦♦♦, Riddle ♦♦

Endurance: 14

Beggar's Alley (ref: 69)

For a few copper, any of a dozen ill-clothed individuals down of their luck will provide news and rumours, give directions, or tell tales of lore and history. Whether such information is true and accurate is up to the Loremaster but the following can be used as a guide:

👁	Information is particularly dangerous and could involve the character in dangerous events or lead to the PC being accused of some crime
1 to 7	Information is utter nonsense
8 to 10	Information is true but irrelevant to the person's inquiry (perhaps answering someone else's question)
♡	Information is absolutely true and accurate!



CHAPTER 2 - THE SURROUNDING LAND

The Kingdom of Dale is comprised of a number of distinct areas that have their own very different characteristics, people, terrain, and other challenges for a traveller journeying through these lands.

LOCATIONS OF INTEREST

Although the land immediately surrounding Dale is largely civilised there are various sites listed here of interest to Loremaster and players alike. These locations can be found on the Map of the Surrounding Lands within the appendices of this supplement.

Londaroth

Londaroth is situated on the east side of the river and consists of a small trading station, two mills, and an inn that serve the merchants who portage their wares over the Falls of Celduin or follow the road north to Dale. A market once flourished here, but it has moved up the Long Lake to Esgaroth.

Endaroth

Endaroth is sited where the abandoned Old Dwarf Road intersects with Wineland Way. It borders the Long Marshes and is a small farming village that sees much merchant traffic heading both north and south.

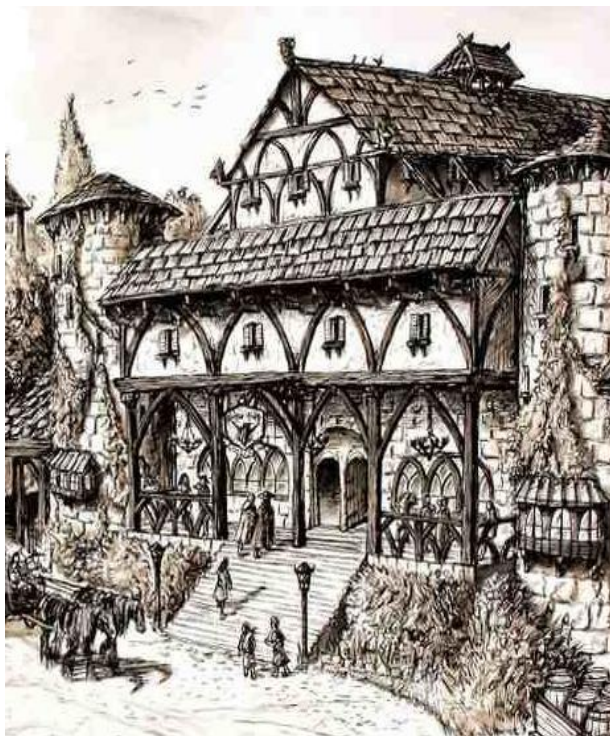
Northwatch

The current Thane is Frithalf, a mighty warrior and a canny leader among the horsemen found in these lands. He has sensed the way the wind is blowing in the north and has sworn his fealty to the King in Dale. He provides steeds and training in mounted warfare to the warriors of Dale while his own mounted warriors guard the Dwarf caravans between Dale and the Iron Hills.

At the eastern end of the road, amid the western slopes of the Iron Hills is the village of Northwatch. This is the seat of power of the Thane of the North Riding. To the south of the Iron Hills, most of the Thane's people live upon the plains of the Upper Marches. There they live in small hamlets or in individual family steadings raising horses and herding cattle and sheep.

Here, in the Upper Marches, the agricultural level is one of subsistence farming and as part of the Thane's oath to Bard there is a reciprocal agreement that the King will provide grain to feed the people and the horse herds of the North Riding.





THE POPULATION OF THE DALELANDS
The section outlines the population of Dale, its kingdom and surrounding lands, Esgaroth, and Erebor and the Iron Hills.

The total population of the region: approx. 52,500 people [Urban 20% (10,500), Rural 80% (42,000)]

Urban Population

Erebor (dwarves)	2,000
Iron Hills (dwarves)	2,500
Dale	3,000
Esgaroth	1,000
Edric's Town	150
Galford	200
Castle Orlmond	100
Strandburg	350
Northwatch	300
Londaroth	50
Ravensfield	200
Endaroth	250
Celduin Crossing	350
Riverstead	50
Ironthorpe*	[200]

* not counted in total

Total: 10,500

Rural Population

The rural population of the Kingdom of Dale is widely distributed about the land in farms and villages that together make up a population of approx. 42,000 souls.

Villages

Beyond scattered farms and outposts, the village is the smallest of Dale's population centres.

- Each village has around 20 households (100 people), they do not generally have a wall unless they are in a very vulnerable position
- A village is ruled by a lord or lady. They have a wooden hall protected by a stout palisade with a watch tower. The villagers seek shelter in the hall in event of attack

Market Towns

Larger than villages, market towns can be found at key trading points.

- Each market town has 50 households (250 people) surrounded by a stout palisade wall
- Each market town is home to the local lord. He resides in a fort usually at the edge of the town
- The centre of the town has a large square where the weekly market is held

Northern Dalelands and Dalelands Regions

The Dalelands are the breadbasket of the kingdom. Although there were a few hardy farmers who lived in the shadow of the Lonely Mountain during Smaug's reign of terror, most of the current population consists of the descendants of Dalemén who sought refuge and settled on both sides of the lower Running River. Those living south of the Running River mostly returned en masse, as did about half of those living north of the river.

The settled area of the Dalelands is densely populated and are spread across about ninety newly established villages and market towns.

The small village of Londaroth, located at the south end of Long Lake on the eastern side of the falls, is where trade goods (including barrels of wine from Dorwinion) are loaded on to rafts for shipment to Esgaroth, Dale and Thranduil's Halls and marks the southerly border of those lands with Edric's Town to the north.



Western Upper Marches Region

There are two settled areas on either side of Wineland Way between Londaroth and Celduin Crossing. They are lightly populated, with as many as half of the farms vacant (mostly those furthest from the road). The majority of the residents have moved north to take advantage of the better land and greater opportunities available in the Dalelands. Most of the remaining population is concentrated in dozen or so villages on either side of Wineland Way. The residents buy and sell goods directly from the caravans travelling along the road.

Celduin Crossing Region

The settled area around the small town of Celduin Crossing is only moderately populated, as about half of the population moved north to the Dalelands after the battle of Five Armies. About 350 people live in Celduin Village, a strategically and economically important community. It is the point where the Running River enters Mirkwood and the Long Marsh and where an ancient Dwarven bridge crosses the Celduin, linking the Dwarf Road and Wineland Way to the Old Forest Road and the Running River.

With the resurgence of trade, there is great potential for growth. Many expect Celduin Village to grow into a bustling market town in the next few years as the area needs a focus for trade and commerce. The rest of the population is dispersed across many small villages, most half empty.

Lower Running River Valley Region

This region is divided in two by the Running River.

South of the river almost every single farm has been abandoned; without the protection of the river, this area was the victim of frequent and devastating raids by brigands and orcs from Mirkwood. When the king offered his protection to any who would settle the Dalelands, the local farmers jumped at the chance to move to more fertile and better protected lands.

North of the river, about half of the residents of the two settled areas also took up the king's offer, leaving the area only lightly populated. Most of the remaining farmers consolidated into villages along the road, taking over vacant farmland on the fertile valley-bottom between Wineland Way and the river. Despite the emigration, the region still boasts an impressive population spread through dozens of villages.

Riverstead Region

The southernmost region in the kingdom, Riverstead is a small but important trade hub. The settled area is moderately populated but these are largely transient and associated with the merchants passing through the region or horse lords and herders. This region has always had large stretches of land devoted to horse pasture rather than farming, so is less densely settled than other areas. Few Dalish have bothered to move the long distance to the Dalelands. Riverstead is the primary hub for trade with Dorwinion.



Iron Hills Region

For hundreds of years, men and women have lived outside the gates of the Iron Hills. The densely-populated network of villages and market towns supply the dwarves with food. In return, the dwarves provide the menfolk with tools, armour and weapons. Because of their proximity to the dwarf kingdom, there has been no pressing need for strong regional leadership.

Since assuming the throne, King Bard has received several large delegations from the region. To simplify things, he has directed that they choose a leader from among their number to speak for the region. There are several contenders, mainly the mayors of the five market towns, but (as of yet), no clear consensus has been reached.

The region has the potential to become the second most powerful region of the kingdom, if they can settle their internal differences. Recently, the region has seen an influx of refugees from Northwatch. Some have stayed, but most are proceeding on to the Dalelands. Towns and villages closest to Northwatch have been reinforcing their defences.

Northwatch Region

Northwatch is the northernmost horsefolk settlement. The region is lightly populated, but more settled than other outlying areas such as Riverstead and Edric's Town. Streams from the Iron Hills spread out on the plain making for broad, lush meadows. Permanent villages are widely spaced to allow for plenty of grazing room for their herds of horses and cattle.

Castle Ormond Region

The settled area around the fortification is a growing but largely martial community supplemented by huntsmen and their families arrayed through a small central village and some outlying steadings.

Strandburg Region

Strandburg is a large settled region of numerous villages and farms with the main settlement being home to the most people that call this region home. On the main northern trade and travel route, Strandburg is a bustling locale which see many merchants and travellers pass through its lands.

Galford Region

The northerly outpost before travellers venture along the lands between Mirkwood and the Grey Mountains, Galford is a place for hardy folk where many have return to more southerly, and less harsh lands. However there is still a living to be made in and around Galford and folk can be found trading here with merchants venturing to and from Wilderland.

Edric's Town Region

The most northerly of all the settlements of the Bardings, Edric's Town is a place for hardy folk made up of tough steading and well-defended permanent camps as well as the town of Edric itself.





THE ARMY OF THE KINGDOM OF DALE

This section details the fighting men that can be mustered by Bard in times of war.

Professional Army

- King's Guard: 150 (50 mounted / 50 archers / 50 spearmen)
- Regular Troops: 1,000 (100 mounted / 450 archers / 450 spearmen)

Sub-Total: 1,150

Primary Reserves

- Select Levy: 500 (100 mounted / 200 archers / 200 spearmen)
- Yeomen: 1,500 (300 mounted / 600 archers / 600 spearmen)

Sub-total: 2,000

Field Army

(Professional Army + Primary Reserve) = 3,150

Defence Only

- Urban Levy: 1,000 (350 archers / 650 spearmen)
- Rural Levy: 2,000 (1,000 archers / 1,000 spearmen)

Troop Types

- King's Guard (Veteran Troops):
 - Aged 20 – 40 years old
 - Mounted – full-time horseman, finest warhorse, great helm, mail hauberk, lance, kite shield and long sword
 - Archer – full-time soldier, half-helm, mail shirt, longbow, buckler and broadsword
 - Spearman – full-time soldier, half-helm, mail shirt, fighting spear, round shield and broadsword
- Regular Troops (Experienced Troops):
 - Aged 20 – 40 years old
 - Mounted – proto-knight, from a prosperous family with lots of land, good warhorse, great helm, coat of mail, lance, kite shield and long sword
 - Archer – full-time soldier, half-helm, mail shirt, longbow, buckler and broadsword
 - Spearman – full-time soldier, half-helm, mail shirt, fighting spear, round shield and broadsword

- Select Levy (Regular Troops):
 - Aged 20 – 40 years old
 - Mounted – master guildsmen, wealthy from trade, good riding horse, half-helm, mail shirt, fighting spear, round shield and broadsword
 - Archer – journeyman guildsman, working man, leather corset, longbow, buckler and short sword
 - Spearman – journeyman guildsman, working man, leather corset, spear, round shield and short sword
- Yeomen (Regular Troops):
 - Aged 20 – 40 years old
 - Mounted – successful farmer, well-off, good riding horse, half-helm, mail shirt, fighting spear, round shield and broadsword
 - Archer – regular farmer, working man, leather corset, longbow, buckler and short sword
 - Spearman – regular farmer, working man, leather corset, spear, round shield and short sword
- Urban Levy (Green Troops):
 - Aged 15 – 19 or 40 – 65 years old
 - Archer – labourer, working poor, leather shirt, bow and axe
 - Spearman – labourer, working poor, leather shirt, spear and axe
- Rural Levy (Green Troops):
 - Aged 15 – 19 or 40 – 65 years old
 - Archer – serf, working poor, leather shirt, bow and axe
 - Spearman – serf, working poor, leather shirt, spear and axe

CHAPTER 4 - PERSONALITIES OF DALE

Dale has personalities and people far too numerous to mention. From the high court of King Bard to the lowly dark cutthroats that hide amongst the shadows in dark alleyways. This chapter lists but a few of these individuals and groups.

THE ROYAL COURT

The following are regular and key personages at the Royal Court of Dale.



Bard, King of Dale

Bard is the slayer of Smaug and the new King of Dale. Bard is descended from Lord Girion of Dale, whose wife and child had escaped to Laketown when Smaug ruined Dale and took the Lonely Mountain (Erebor) in TA 2770. In TA 2941, when Smaug emerged from the Lonely Mountain and attacked Laketown, Bard led the defence of the town.

Bard himself fired many arrows with his great yew bow. When he had but one arrow left a thrush alighted on his shoulder. The bird told him of the weak spot in Smaug's armour that Bilbo Baggins had discovered. Bard fired his Black Arrow and struck the hollow by Smaug's left breast and the Dragon fell from the sky, crashing into Laketown and destroying it and after the Battle of Five Armies rebuilt his kingdom and returned his people to past glories.

Attribute Level: 8

Specialities: Dale-lore, Woodwright

Distinctive Features: Keen-eyed, Generous

Relevant skills: Insight ♦♦♦, Persuade ♦♦♦, Hunting ♦♦♦, Sword ♦♦♦, Great Bow ♦♦♦♦

Endurance: 26



Lady Una, Queen of Dale

Tracing her ancestry to Dorwinion nobility, Una was raised in the lands beyond the Running River and the Redwater. After Bard slew Smaug and the free peoples' were victorious at the Battle of Five Armies, he married Una, receiving a wealthy dowry and strengthening the ties between his new kingdom and the lands of Dorwinion. Since then, Bard has fallen in love with the beautiful and fair-spoken Una. Una is gentle and compassionate but knows of the harsh realities of the world. She is Bard's confidante and he regularly seeks advice and counsel from her on all matters of state.

Attribute Level: 5

Specialities: Minstrelsy, Story-telling

Distinctive Features: Fair, Clever

Relevant skills: Insight ♦♦♦♦, Song ♦♦♦, Courtesy ♦♦♦♦

Bain, Prince of the Kingdom of Dale

Bain is currently but a babe in arms, doted over by both parents as well as an entourage of nannies. He will eventually grow into a fine king, much like his father.

Loremaster Note: The following are the statistics for Bain at 16 years of age. He succeeds his father as king in TA 2977 at approximately 32 years of age.

Attribute Level: 5

Specialities: Dale-lore, Enemy-lore (Dragons)

Distinctive Features: Determined, Fair

Relevant skills: Inspire ♦♦, Persuade ♦♦♦, Hunting ♦♦♦, Sword ♦♦♦, Great Bow ♦♦♦

Endurance: 19



Master Lifstan, Chancellor to King Bard

Lifstan serves as advisor to King Bard and Queen Una, offering firm and decisive advice; he understands his responsibilities to the Crown and the consequences of his advice, especially if it is inaccurate in any way. Calm and methodical he always attempts to put the good of the kingdom first and foremost.

Attribute Level: 6

Specialities: Old-lore, Trading

Distinctive Features: Clever, Tall

Relevant skills: Insight ♦♦, Courtesy ♦♦♦, Riddle ♦♦♦, Lore ♦♦♦

Endurance: 20



Balin, Ambassador of the Dwarven Kingdom of Erebor

Now an elderly Dwarf, Balin is far calmer and friendlier to non-dwarves than others of his people. He enjoys smoking his pipe as it reminds him of his good friend Bilbo Baggins. He serves his king loyally as ambassador to Bard.

Attribute Level: 7

Specialities: Smoking, Tunnelling

Distinctive Features: Keen-eyed, Energetic

Relevant skills: Awe ♦♦♦, Travel ♦♦♦♦, Search ♦♦♦♦, Battle ♦♦♦, Great Axe ♦♦♦♦

Endurance: 28



Lady Míriel, Ambassador of King Thranduil of the Woodland Realm

Míriel is of noble blood and loyally serves her liege, Thranduil, as Ambassador to Dale. However, a sense of restlessness stirs within her for she yearns for more perilous times where she can be tested in great deeds like her forbears before her.

Attribute Level: 7

Specialities: Elven-lore, Mirkwood-lore

Distinctive Features: Proud, Lordly

Relevant skills: Awareness ♦♦♦, Inspire ♦♦♦, Lore ♦♦♦, Bow ♦♦♦, Sword ♦♦♦♦

Endurance: 22

Margöz, Merchant Prince and Ambassador of the Merchant Realm of Dorwinion

Margöz represent Dorwinion interests in Dale. The primary focus of this is with regards to trade agreements and maintaining Dorwinion monopolies through exclusive trade rights.

Margöz has numerous vices and it is only a matter of time before these wind him in some kind of trouble or compromise his position in court and even those of others.

Attribute Level: 6

Specialities: Trading, Celduin-lore

Distinctive Features: Determined, Secretive

Relevant skills: Persuade ♦♦♦♦, Travel ♦♦♦, Riddle ♦♦♦

Endurance: 20

Erland, Ambassador of Esgaroth on the Lake

Erland is the ambassador to King Bard representing the men and women of Laketown. He sees the Men of Dale as friends and family rather than allies, which although admirable, would place him at a disadvantage if the politics of court become more complicated and Machiavellian than they currently are.

Attribute Level: 6

Specialities: Trading, Boating

Distinctive Features: Merry, Forthright

Relevant skills: Courtesy ♦♦♦, Persuade ♦♦, Riddle ♦♦

Endurance: 20



Brand, Envoy of King Bard

A loyal envoy to the king, Brand also carries out other missions on Bard's behalf and often works with the other free peoples' to fulfil those undertakings.

Brand can trace his ancestry back to the old nobility of Dale. Thoughtful, energetic, and intelligent; Brand knows when to use word, sword, or bow to accomplish his duties.

Loremaster Note: Brand is a PC in my personal campaign. I've included him here as he is important to Bard and his son for he will act as Bain's mentor and confidant after serving as one of Bard's envoys. Dear to the young prince, Bain will name his son after Brand; in memory of his older friend.

Attribute Level: 7

Specialities: Old-lore, Rhymes of Lore

Distinctive Features: Adventurous, Fair-spoken

Relevant skills: Persuade ♦♦, Battle ♦♦, Travel ♦♦, Great Bow ♦♦, Longsword ♦♦♦

Endurance: 21

Elstan, First Captain of Dale and the King's Guard

When Bard became king of Dale, Elstan was among the first to swear loyalty to him. The tall grey-eyed, gaunt northerner is called the First Captain of Dale, and commands the Royal Barracks. He is famed for his skill with the sword, and his gleaming suit of dwarf-forged armour. Whenever the kingdom is threatened, he is there to defend it.

Attribute Level: 6

Specialities: Smith-craft, Old-lore

Distinctive Features: Determined, Hardy

Relevant skills: Awareness ♦♦, Inspire ♦♦♦, Battle ♦♦, Sword ♦♦♦

Endurance: 21

Lodin, Captain of the Royal Archers

Lodin holds the position of Captain of Bard's Royal Archers and has been charged with re-establishing Barding pre-eminence as master bowmen; a task he takes with utmost seriousness.

Attribute Level: 6

Specialities: Woodwright, Swimming

Distinctive Features: Energetic, Keen-eyed

Relevant skills: Awareness ♦♦♦, Inspire ♦♦, Athletics ♦, Shortsword ♦, Great Bow ♦♦♦

Endurance: 20

Loremaster Note: Ambassadors from Other Lands

I've deliberately left the positions of the Beorning and Woodmen vacant in this supplement. These cultures, although allies of the Bardings, have not established significant trade and politically are not as organised as other races. Whether a Loremaster develops this area for his/her own campaign is for them to decide. Perhaps a player character is awarded such a position upon their retirement from active play?

PERSONALITIES AROUND TOWN

Many of the personalities found around Dale can be found detailed in Chapter 3, what follows are some that have no fixed locale or do not fit into previous sections.



Haedorial, Street Singer

The beautiful Haedorial works the market squares and common rooms around the Merchant Quarter and the Royal Market. She sings with little accompaniment, her voice clear and strong, if a little rough around the edges.

Attribute Level: 5

Specialities: Folk-lore, Rhymes of Lore

Distinctive Features: Fair, Energetic

Relevant skills: Song ♦♦♦, Inspire ♦♦, Courtesy ♦♦

Endurance: 19

Moradan Songmaster

Moradan makes his living entertaining the nobility of Dale. Moradan is a fine musician and has a good voice regularly performing at parties and festivities within the city.

Attribute Level: 7

Specialities: Minstrelsy, Story-teller

Distinctive Features: Clever, Fair-spoken

Relevant skills: Song ♦♦♦, Insight ♦♦, Inspire ♦♦, Courtesy ♦♦

Endurance: 21

Havdor Dragon-Eyed

Often found within the various drinking establishment of the Harbour district, Havdor is cursed by visions from long ago of Smaug's attack on Dale, often reliving the death of his Great Grandfather during his more lucid times. He drinks to forget; often and in great quantities, but can be befriended and is a source of great information with regard to the comings and goings within the city.

THE GUILDS OF DALE

Guilds add extra layer of organisation and authority within Dale and other lands and within The One Ring can be used as a source of adventures, rumours, and background.

Like any centre of trade with a significant populations, Dale is home to numerous guilds; an association of artisans or merchants who control the practice of their craft in a particular town. Guilds within Dale vary greatly ranging from fraternities of workers, cartels, to secret societies. To function they depend on grants of letters authorised and approved by Bard to enforce the flow of trade to their self-employed members, and to retain ownership of tools and the supply of materials. Many guilds can be found within Dale and each covers one of the following industries listed here:

- Merchants
- Smiths and Metalworkers
- Woodwrights
- Shipwrights
- Masons
- Chandlers
- Fishermen
- Butchers
- Cheesemakers
- Brewers
- Lampmakers
- Glassblowers
- Jewellers
- Healers and Midwives
- Scholars
- Entertainers
- Guides
- Gravediggers

King Bard along with his Royal Court and officials act to regulate guild activity by authorising guild charters, posting delegates in guild meetings, and even having a say in who the Guildmasters are; although this latter point is becoming less and less common as some guilds grow in size and power.

These organised developments have only come about within the last two years; previous to this the development of Dale's guilds were unregulated and during this time competition in the prospering city bred strife and contempt in many circles. As Bard established his rule he produced the Guild Charter - a set of defining laws governing the guilds and their conduct.



The Guild of Gold

The Guild of Gold is the Merchants Guild and arguably the most powerful of all the Guilds in Dale.

The Guild of Gold formed in Esgaroth as a society of merchants holding exclusive rights of doing business there. They used their close proximity and influence to quickly establish a foothold within the new kingdom and have grown and expanded since then. The Guild of Gold is a guild of merchants who engage in trade both here in Dale and elsewhere throughout the region and throughout Middle Earth.

The Guildmaster and respective Merchant Lords are wealthy individuals and families that deal closely with the King's Court and being the largest and most influential of all the guilds in Wilderland, it is full of the intrigue of the politics of trade and court.

The Merchants Quarter houses the headquarter of the Guild of Gold. The current head of the Guild is the High Guild Master, Forlin.

High Guildmaster Forlin of the Guild of Gold

Guildmaster Forlin established his leadership over the Guild of Gold by securing exclusive rights and trade privileges within the Kingdom of Dale. With his council of Guildmasters, which he ruthlessly controls by setting individuals against each other through various machinations, Forlin hopes to extend his influence into Dorwinion and beyond; his greed knowing no bounds.

Attribute Level: 6

Specialities: Trading

Distinctive Features: Cunning, Clever

Relevant skills: Persuade ♦♦♦, Insight ♦♦, Courtesy ♦♦♦, Riddle ♦♦♦

Endurance: 19

Guild of Gold Merchant

The following attribute block details the average merchant guild member.

Attribute Level: 4

Specialities: Trading and one other

Distinctive Features: *Varies - but select at least one trait from: Clever, Cautious, Steadfast, and Determined*

Relevant skills: Persuade ♦♦♦, Travel ♦♦♦, Riddle ♦♦

Endurance: 16



LORDS OF THE DALELANDS

This section describes the thanes and lords of the Dalelands along with statistics for themselves and their warriors that defend Dale's borders from Easterling raiders, Orc pillagers, marauding wolves and wargs, and any other dangers from out of the wild.

Additional Traits

Many of the NPCs below are descendents of the horse-folk, The Riders of Rhovanian, also known as the Horsefolk of Wilderland. Many have at least one of the following traits, for their culture holds great value in such things.

Animal Husbandry

A character with this trait is familiar with the breeding, herding and general wellbeing of domesticated animals.

Horseman

This trait means that a character can ride a horse and knows how to saddle and maintain his mount.

Lord Frithalf of Northwatch

Frithalf is the first of the Lords of the Ridings to swear his fealty to the new King in Dale. There are those among his detractors who scoff and say that his loyalty has been bought with the Dragon's gold but Frithalf dismisses such comments: "My oath may have been bought with gold but, now that the words are spoken, it is as strong as tempered steel" is his retort.

The truth of the matter is that the Lord of the North Riding is as much a politician as he is a warrior. He has sensed the wind of change that blows through the northlands and has manoeuvred to place himself high in the favour of the King. That is not to say that he does not respect the King or that he has taken his oath lightly. He has great regard for the King and it is difficult not to be somewhat in awe of a man who has slain a Dragon.

Attribute Level: 7

Specialities: Horseman, Animal Husbandry

Distinctive Features: Clever, Honourable

Relevant skills: Insight ♦♦♦, Persuade ♦♦♦, Battle ♦♦♦, Spears ♦♦♦♦

Endurance: 23

Lady Sara of Edric's Town

Sara is the current mistress of Edric's Town, the most northerly permanent settlement in the Kingdom of Dale. She is harsh but just, her people in constant vigil for there are numerous threats in the lands of the north.

Attribute Level: 6

Specialities: Enemy-lore (Warg), Enemy-lore (Orc)

Distinctive Features: Hardened, Fierce

Relevant skills: Athletics ♦♦♦, Awareness ♦♦♦, Battle ♦♦♦, Spear ♦♦♦

Endurance: 19

Oyvind of Riverstead

Fat and jolly, Oyvind is the Master of Riverstead. Despite his appearance, Oyvind is a strong and competent leader and has outwitted many an Easterling raid - his abilities are under constant test though and it is surely just a matter of time before he and his people succumb to the eastern blades of their enemies.

Attribute Level: 6

Specialities: Fishing, Trading

Distinctive Features: Patient, Merry

Relevant skills: Persuade ♦♦♦, Inspire ♦♦♦, Battle ♦♦♦, Bow ♦♦♦

Endurance: 19

Gaisemund of Endaroth

Gaisemund is the ruler of Endaroth and is a man of great greed and cunning. Not to be crossed, he deals with his enemies mercilessly and always avenges any wrongs upon him threefold.

Attribute Level: 5

Specialities: Horseman, Trade

Distinctive Features: Vengeful, Cunning

Relevant skills: Athletics ♦♦♦, Battle ♦♦♦♦, Hunting ♦♦♦, Spear ♦♦♦♦

Endurance: 18

Hunderic of Galford

Hunderic is the lord of Galford and leads his people by example. Often found hunting both man and beast along his borders what he lacks in thoughtful leadership he makes up for in his boundless energy.

Attribute Level: 6

Specialities: Horseman, Enemy-lore (Easterlings)

Distinctive Features: Adventurous, Energetic

Relevant skills: Awareness ♦♦♦, Hunting ♦♦♦, Bow ♦♦♦, Axe ♦♦♦♦

Endurance: 21

CHAPTER 5 - THE FESTIVAL OF FIVE ARMIES

The Festival of Five Armies commemorates the victory of the free peoples at the Battle of Five Armies.



HISTORY OF THE BATTLE OF FIVE ARMIES

The Battle of Five Armies was fought by the Goblins and the Wargs of Moria, Gundabad and the Misty Mountains against the Men of the Long Lake, the Elves of Mirkwood, the Dwarves on and near the Lonely Mountain and the great Eagles of the Misty Mountains. The hobbit Bilbo Baggins, the wizard Gandalf the Grey, and Beorn also took part in the battle.

Smaug was a dragon who had destroyed the dwarven kingdom below Erebor and the neighbouring wealthy city of Dale many years before, driving Thorin II Oakenshield, heir of Durin, into exile. Smaug stole all the treasure of Erebor and Dale, gathering it into a deep chamber under the Mountain, where he lived thereafter.

Prior to the battle, Esgaroth, the city of the Men of the Long Lake, was attacked by Smaug, who had discovered Thorin's secret expedition, and had found out who had aided them; the Men of the Long Lake. Bard the Bowman, the heir of the Lords of Dale, killed the dragon. However, the city was destroyed in the process.

The Wood elves learned that Smaug was dead, and wanted a share of the ancient dwarves' treasure. Hearing of the Lake men's trouble, they changed course and left supplies there. The Men of the Long Lake who were still unharmed marched with the Elves north to the Mountain, because some of the treasure belonged to Bard, and because they wanted compensation for their losses. However, Thorin refused them any treasure.

Thorin's company was then trapped in a bloodless siege, with Thranduil, King of Mirkwood, and Bard hoping to wait him out. However, Thorin had sent messages of his plight to his relatives using talking messenger Ravens that lived on the Lonely Mountain. These reached Dáin II Ironfoot of the nearby Iron Hills, and he marched to Erebor with over 500 heavily armed dwarves, most of them skilled veterans of the War of the Dwarves and Orcs.

When Dáin's forces arrived, battle was almost joined between the two sides but at the last moment Gandalf intervened between the two and revealed that while they were bickering amongst themselves, the Goblins of the Misty Mountains and Grey Mountains under Bolg were using the opportunity to march against them. They had been incited by Gandalf's earlier slaying of the Great Goblin, but had now mobilized for a full-scale attack after hearing news of the death of the Dragon and the now relatively unguarded treasure hoard.

The three commanders agreed that the Goblins were the enemies of all, and previous grievances between them were put on hold in face of the greater threat. They arranged their forces on the two spurs of the Mountain that lined the valley leading to the now-sealed off great gate; the only entrance to the Mountain. The Dwarves (approx. more than 500) and Lake-men (approx. less than 500) formed up on one spur and the Elves (around 1,500) on the other, while a light rear-guard lined across the mouth of the valley to lure the Goblins between the two, and thus destroy them. Bilbo Baggins hid himself with his ring, hoping to avoid the battle.



Soon the Goblins (around 10,000 or more) and Wargs (more than 5,000) arrived, and at first the plan worked: they were lured into the choke point by a thin line of men of Lake-city and took heavy losses. However, due to their inferior numbers, the allied Free Folk did not hold the advantage long. The second wave of Goblins and Wargs was even worse than the first, and now many Goblins scaled the mountain from the opposite side, attacking the arrayed forces from above and behind as the main wave pressed forward. The battle raged across the Mountain.

Then, a great noise was heard: Thorin and his 12 Dwarf companions inside the mountain had thrown down the stone wall they had erected across the mouth of the gates, killing many Goblins. Thorin and his companions then charged out to join the battle, covered from head to toe in the finest armour and weapons contained in the treasure hoard of Erebor. Thorin advanced through the Goblins' ranks all the way up to the gigantic Goblins that formed the bodyguard of Bolg, whom he could not get past. He was outflanked and surrounded, and was forced to form his troops into a great circle.

As the battle was turning fully against the Free Folk, a large force of Eagles of the Misty Mountains arrived, led by the Lord of the Eagles. Bilbo was the first to spot their entrance on the scene and began shouting that "the Eagles are coming!", a shout that was then continued among the other troops of the Free Folk. At this point Bilbo was knocked in the head by a large stone thrown by a goblin from above, and he passed out. With the support of the Eagles, who cast down the goblins from the mountain itself, the Free Folk were freed to fight on just one front in the valley rather than have to divide themselves, the battle turned back against the Goblins.

Then Beorn himself arrived at the battle, apparently having heard news that a large army of Goblins was on the move. This time he did not appear in his former shape of a large Man, but had changed his skin to that of a huge bear. Beorn drove through the Goblin lines, but paused to carry the wounded Thorin out of the battle with his paw. Beorn then returned to the battle, his wrath redoubled, and smashed the ranks of the bodyguard of Bolg, pulling down that great goblin and crushing him in ruin before the Goblin horde. The Goblins then panicked and scattered, to be picked off by hunting forces from the victors.

Thorin had been mortally wounded on the field, and his nephews Fili and Kili died defending him as he lay on the ground. Thorin died soon after the battle, after meeting Bilbo one last time.

After defeating the Goblins and Wargs, the victors divided the treasure. Bard took Bilbo's fourteenth share of the gold and silver in return for the Arkenstone, whereupon he shared his reward with the Master of Lake-city and gave the Elven-king Thranduil the emeralds of Girion. Bilbo, despite having forfeited his share, was offered the richest reward for helping the other dwarves of the expedition out of many dangers, but, anticipating difficulty transporting the load back home, and not being too fond of treasure, refused to take more than two small chests of gold and silver and his small suit of mithril chainmail.



THE FESTIVAL OF FIVE ARMIES

The Festival of Five Armies is the gathering celebrating the great victory of the Free Peoples' of Wilderland over the forces of darkness. It is in TA 2946 that the first of these festivals is held in the middle of November onwards, and events and festivities are organised throughout that week leading up to the anniversary of the Battle of Five Armies culminating in a great celebration on the day that the battle was won (on 23rd November).

A celebration and feast is held every year but it is each fifth year where the festival lasts all week, with travellers attending from far afield. In the intervening years celebrations are still held but the event is more localised with few people making the arduous journey from western Wilderland. Folk from other parts of Wilderland are not obligated to attend, but when travellers return to their respective homes with tales of the toys, tools, and other wonders of Dale and the Lonely Mountain, others find it difficult to resist the urge to sample such wonder first-hand.

The festival is also well placed to bring to a close local harvests and the yearly harvest market occurs just before the festivities of the gathering begin. During this time of year, Dale is even more buoyant and bustling than usual; the city awash with merchants, farmers, and other travellers sampling the bountiful fare of a rich harvest time.

FESTIVITIES AT THE GATHERING

Numerous ideas can be found with regard to the festivities held at the gathering but the following section provides the Loremaster with further ideas.

Contests of Skill and Endurance

Each festival should always have contests of skill and endurance with varying prizes on offer; martial contests with the greatest rewards for success. These events occur each year, allowing for the Loremaster to build relationships with recurring characters renowned in their particular field of expertise to compete for first place along with any player character that wishes to test his or her mettle against them. The following list details 10 contests that take place during the festivities. They are presented in chronological order culminating in the Grand Melee, which takes place on the same day as the High Feast:

- **Riddle Game** - see page 110 of *Tales from Wilderland* for rules and system information. If there is no player character involvement then the contest is won by the famous Bilbo Baggins besting Amdir the Alchemist in the battle of wits.
- **Song Contest** - see page 110 of *Tales from Wilderland* for rules and system information. If there is no player character involvement, or should they enter but not pass the TN, then the contest is won by Haedorial who sings the poem "The Rise and Fall of Smaug":

The Rise and Fall of Smaug

Listen now, and hear a tale
About a dragon, and the city of Dale
The dragon Smaug did smell the gold
That brought him to Dale in days of old

Many dwarves and men did die that day
They fought bravely, though doomed were they
Lord Girion fell to the dragon's fire
Though wife and child escaped Smaug's ire

Over hill and Dale, the dragon did fly
From that time forth, Men feared the sky
The Lonely Mountain above also fell
In Dwarven caverns the beast did dwell

The years rolled by, and Dale was no more
Till one of the Little People reached Smaug's door
His name was Bilbo, a halfling from Bree,
"Not a burglar!" he cried, though sneaky was he

The Mountain's heart stolen from under Smaug's nose
Perhaps his companions should have checked his clothes!
The King Under The Mountain, Thorin staked his claim
But the dragon looked elsewhere, and south he came

Smaug's wrath was visited upon Lake-city
His roar deafened, a terrible crying shriek
But one man stood calmly, showing his mettle
Bard, scion of Girion, had a score to settle

Arrow after arrow he shot into the sky
But none could hurt Smaug more than a fly
The flames drew closer, and Bard's face was grim
He knew that the dragon was coming for him

A thrush landed nearby, and he paid it no heed
Until the bird answered his desperate need
"Look for the hollow of the left breast!"
"Shoot swift and straight, and beast shall be dead"

Bard shot his last arrow, and the shaft struck true
In the heart it went, and Smaug's reign was through
As Smaug's fire was quenched by the lake's mighty roar
The dragon cried vengeance and Esgaroth was no more

The Battle of Five Armies was not far away
But that is a tale for another day
Through fire and battle, we have survived
The spirits of Men kindled, our resolve revived

Let the folk of Dale rejoice, for Bard rebuilds
His ancestors avenged, the prophecies fulfilled
Dwarves will sing, and gold will flow
Thanks to one shot from Bard's mighty bow

- **Drinking Contest** - If a companion participates in the drinking contest he must make a series of three tests each at TN 12. No Common Skill is applicable the test is made by rolling a Feat Die and adding the character's base Body score to the result. If he succeeds at all three, he wins the contest, has drunk for free and gains 1 XP. Any character that rolls a ♣ on their feat die, is particularly merry (but not drunk) and may restore 1 point of Hope to his personal Hope pool in addition to the XP reward. Any character that rolls an ☹ during the contest is considered drunk and Wearied until they next get a good night's sleep! If no player character wins this contest then the title is won/retained by Bombur the Fat



- **Pie Eating Contest** - If a companion participates in the pie eating contest he must make a series of three tests each at TN 12. No Common Skill is applicable the test is made by rolling a Feat Die and adding the character's base Heart score to the result. If he succeeds at all three, he wins the contest and is bestowed the title "Grand Pie Devourer", receives 1 point of Treasure (a purse of gold), and beats the hobbit, Bungo Twofoot, in the process. Any character that rolls an ☹ during the contest is considered bloated and full and gains the "Uncomfortably Bloated" trait until they rest for at least a couple of hours.

Note: If the character has entered the drinking contest previously then each TN is at +2 to that listed above.

New Trait - Uncomfortably Bloated

A character with this trait is so full from eating and/or drinking that they find any movement beyond relaxed walking to be uncomfortable and laboured.

- **Barrel Walking** - this contest follows the same structure as that presented on pages 114+ of *Tales from Wilderland* (ie, two qualification rounds followed by a final round). The contest involves walking across barrels linked together across the harbour entrance of the city.

Skills Used: Awareness and Athletics

1st Qualification Round TN: 14

2nd Qualification Round TN: 18

Final Round TN: 20

Final Opponent: Nenledil (Athletics 4, Attribute Level 6)

First prize is a bag of gold (2 Treasure), a barrel of fine ale, and +1 temporary Standing/Renown for any social encounters taking place within Dale for the next year

- **Boat Racing** - this contest follows the same structure as that presented on pages 114+ of *Tales from Wilderland* (ie, two qualification rounds followed by a final round).

The contest involves rowing river skiffs downstream from a point on the Running River level with the northern point of the City of Dale to the entrance of the harbour.

Skills Used: Travel and Athletics

1st Qualification Round TN: 14

2nd Qualification Round TN: 18

Final Round TN: 20

Final Opponent: Sigmar (Athletics 4, Attribute Level 5)

First prize is a bag of gold (2 Treasure) and +1 temporary Standing/Renown for any social encounters taking place within Dale for the next year

- **Archery Contest** - see pages 114+ of *Tales from Wilderland* for rule and system information
- **Strength Contest** - see pages 114+ of *Tales from Wilderland* for rule and system information
- **Riding Contest** - see pages 114+ of *Tales from Wilderland* for rule and system information
- **The Grand Melee** - see pages 115+ of *Tales from Wilderland* for rule and system information



RUMOURS AT THE FESTIVAL

As characters attend the various events held at the gathering, drink in taverns, or simply take in the sights and sounds of the many markets held during the festivities they will overhear numerous rumours as people talk and share stories. The following are examples of such rumours - whether they are true or false is up to the Loremaster, based on their own individual campaigns, and left to the characters to deduce.

- "The Elf-king won't be attending the celebration because of his hatred of the dwarves"
- "The White Wizard has made the journey to Dale". (Saruman at this point in time)
- "Bilbo Baggins has come to celebrate the Festival of the Five Armies"
- "No one invited Bilbo Baggins to the celebration"
- "Someone said they saw Gandalf the Grey earlier"
- "I hear the Eagles have been invited to the celebrations. Who is going to pay for all the live stock they eat"
- "No one has seen Beorn. I wonder if he is coming to the celebration"
- "I was going to enter the drinking contest but rumour has it that Bombur the Fat is going to also enter. I don't stand a chance against him"
- "Elstan, the First Captain of Dale, is a sure to win the horse riding competition"
- "I hear a young female elf from Mirkwood is the archer to beat in the archery competition." Another pipes in, "I hear she is very pretty too."
- "The elves think they are the best bowmen in all Middle Earth. They clearly haven't seen me shoot an arrow yet."
- "The dwarves seem to have all the good tent spots at the faire grounds. That is so unfair. I wonder who they bribed to get those."
- "I hear the dwarves are going to bring out the Arkenstone for the celebration!" Another person comments, "No way would they do that! It would just invite every thief within a hundred leagues to show up."
- "If I would have known there was going to be a masked ball after the opening ceremonies then I would have sold masks at my booth. Those merchants are making a killing."
- "My coin purse was taken today!" Another person, "Yes! I heard there is a cut-purse ring that has set up shop at our celebration." Yet another person, "I heard there is a reward for finding the culprit or culprits."
- "My cousin, who is a scullery maid at the castle, says that there is some big, important meeting taking place during the celebrations at the castle."



THE HIGH FEAST

Characters of high Standing or renown will be among those in attendance at the High Feast. This banquet is held on the final day of the Festival of Five Armies after the culmination of the Grand Melee, where King Bard makes a great speech celebrating the contest and the coming banquet. The feast takes place in the great hall of Bard's palace and begins mid-afternoon.

Like all grand dining occasions it lasts into late evening as the various courses of food are interspersed by music, songs, and many stories often told by those of great renown.

The Banquet

The feast is made up of a number of courses of food celebrating the cultures of Dale and beyond. The following section detail these courses and include examples of food served.

- Cheese is often served both at the beginning and end of the meal for many consider it necessary for good digestion
- After the course of cheese, fruits and greens are served with nuts, herbs, vinegar, and oil to make the 'sallat'. Breads are also served to accompany this light serving of salad
- Soup or broth is then served allowing for easy digestion and is made of various vegetables - boiled carrots, turnips, cabbage, and potatoes being the most popular
- Soup is followed with green vegetables and a light meat course consisting of poultry, lean red meat, and/or fish
- There then follows the main element of the feast. These are the heaviest and richest of the foods and are served in smaller, numerous, portions. Various roasted meats; boar, pig, lamb, goose and so on, often served on spits are accompanied with roasted potatoes and other vegetables
- Sweets were served towards the end of the meal. Fruits, cakes, and puddings may all be eaten should the guest have room!
- A final course of cheese and fruit then brings to an end the banquet

Throughout the feast wine, ale, and cider are served. The guests goblets are never empty!



There are many long banquet tables within Bard's hall to accommodate his guests, friends, and allies; elf, man, and dwarf sit together and kings, lords, ladies, and those of high renown sit with the king on his high table whilst servants see to their needs and musicians play.

Great Lords and Heroes of Renown

To commemorate the victory of the Battle of Five Armies, Bard sent envoys to all the free peoples' of Wilderland inviting them to attend the celebrations. It is his hope that they will accept and make the journey to Dale and enjoy Bard's hospitality.

It is up to each Loremaster to gauge who attends based on the requirements of his campaign and the stories he and his players wish to weave. For the first of these Gatherings it is highly likely that most if not all of the free peoples' will be represented. Gradually, and as the Shadow returns to Mirkwood and taints Wilderland, this will be less so as the journey becomes more and more fraught with danger, with each passing year, and the forces of the free become separated by their own concerns and troubles.

The following are some guidelines as to who attends the feast and/or the wider festivities on the first of the Gatherings:

- **Gandalf and Bilbo** - arrive together having made the journey all the way from the Shire, far to the west across the Misty Mountains
- **King Dáin** - the King of the Dwarves of the North attends with a large contingent of his kin including many of those that accompanied Thorin and Bilbo in their quest to the Lonely Mountain.
- **King Thranduil** - the elf king arrives with a small contingent and among them is his son, Legolas.
- **Beorn** - The Great Bear sends men to pay their respects to Bard and celebrate with others but does not attend personally for he is not comfortable among great gatherings of people.

Loremaster Note: this is deliberate foreshadowing in my own personal campaign with regards to the secret of Beorn the Shapechanger.

- **The Woodmen** – Ingomer is the chieftain of the woodmen and Woodland Hall and he makes the journey across Mirkwood to visit the lands of Dale and King Bard. It is highly likely that Bard will ask him to appoint an ambassador to his court; whether Ingomer accepts is up to each Loremaster and the goals of his campaign.



- **Gwaihir** - although he doesn't attend the feast, Gwaihir nevertheless travels east to visit Gandalf and pay his respects to Bard. He may be seen arriving or leaving, but characters have no closer contact with the Wind Lord.

Loremaster Note: as previously noted, it is highly likely that the first gathering will be the only occasion that all these noble lords of the free will be present at the same time. With each subsequent gathering the Loremaster can use a lord's absence to foreshadow events and inform the players' characters of why they have not made the journey to Dale. This may well provide PCs with reasons to provide aid and strengthen friendships and allegiances.

Entertainment and Moments of Reflection

During the feast those present are entertained throughout the evening by musicians playing string and wind instruments. In addition the Loremaster may use the following at key points within the banquet as well:

- Just before the main meat courses are served there is a poetic re-enactment of Beorn in his bear shape slaying Bolg. This is accompanied by drumming that gradually gains in pace to match the battle, reaching a crescendo as red paper spills from Bolg, as he is torn into shreds by the Great Beorn
- Throughout the dinner a court jester/magician entertains the dining guests with jests, jokes, and magic tricks
- During the feast individual musicians and singers attend and perform. For instance, whoever wins the singing contest during the earlier festivities is invited to sing here
- In addition there are sombre moments remembering the fallen (eg, Thorin, Fili, Kili, etc), including reciting poems and singing songs. This is a great opportunity for dwarves, later in the evening, to sing the poem recited by Thorin at Bilbo's 'Unexpected Party'

Loremaster Note: Foreshadowing

During the festivities and the feast there are opportunities to use rumours, discussions, and meetings as a way of foreshadowing future events, developments, and adventures. In addition, the festivities could be used to present the player characters with numerous options and opportunities for adventure, providing a more sandbox style of play experience. Ideally, Loremasters should make a list of things that they want to mention and/or present to the characters so they can explore them further.

HIGH FEAST RANDOM EVENTS

The following section lists a number of ideas and random events that a Loremaster can use during the High Feast in order to keep things interesting year on year. They can be used as random vignettes or to develop further into more significant encounters and ongoing stories.

A tot of wine

You enjoy a tot of fine Dorwinion cherry liqueur with a passing dinner guest. You may make a toast to them before they leave.

- Roll Courtesy, TN 14, with a 6⁺ or greater success awarding an AP check. A 6⁻ results in some negative consequence or embarrassment (eg, the guest takes great offence, etc)

Social faux pax

You notice a (d6) 1-3= lord, 4-6=lady is about to take the wrong place at the table, a place where another lord is sitting.

- Roll Courtesy, TN 14, with a success granting +1 to any social interactions within the next year involving the lord/lady's culture. A 6⁻ results in some negative consequence or embarrassment (eg, you try and stop the mistake but trip and fall onto the lord or lady as they sit down)

A courtly comedy

You find yourself watching the court jester as he entertains the crowd.

- If the character has an appropriate character trait that he can invoke (eg, Merry) then he may replenish his Hope Pool by 1 point

Tired

You feel tired and think about retiring.

- If you are Wounded or have more than 1 point of Fatigue then you retire, missing the rest of the feast

Singing Sensation

A group of guests ask you to play the lute or sing for their enjoyment.

- Roll Song, TN 14, with a 6⁺ or greater success awarding an AP check. A 6⁻ results in some negative consequence or embarrassment (eg, your composition is both out of tune and insulting to at least one of those listening)

A lively debate

A dinner guest discusses (d6) one of the following:

- 1 = Battle
- 2 = Lore
- 3 = Hunting
- 4 = Travel
- 5 = Melee Combat (any close combat weaponskill)
- 6 = Ranged Combat (any ranged combat weaponskill)

- The character involved may make an Opposed Roll against a TN of 16, succeeding results in an AP check in the appropriate common skill or 1 XP if the test relates to a weaponskill

Fun and games

A traditional game (eg, apple bobbing) is taking place which you can join in.

- Roll Craft, TN 16; if you succeed you win the contest and 1 point of Treasure.

Dog's dinner

One of the lord's dogs snatches your dinner.

- Roll Wisdom, TN 12 or succeed automatically if you have an appropriate trait (eg, Merciful or Patient). A successful result and you pat the dog on the head, excuse yourself, and quickly find a maid to bring you more food. A failure and you curse and kick out at the blasted mutt, as you search for a maid to replace your meal but leave the feast for some time, and gain a temporary Shadow Point for such a strong and inappropriate display of anger

Something sparkles

While sitting in quiet contemplation...

- Roll Awareness, TN 12. On a success you spot something on the floor (d6):


- 1 = Silver earring (1 TP)
- 2 = Silver ring (1 TP)
- 3 = Signet ring (1 TP)
- 4 = Gold earring (2 TP)
- 5 = Gold ring (2 TP)
- 6 = Gold brooch (3 TP)

If you choose to find the rightful owner then this could lead to a friendship, some significant favour or at least +1 to any social interactions within the next year involving the lord/lady's culture. If you decide to keep the item for yourself then gain 1 temporary Shadow Point for being so greedy and deceitful.

(continued...)

Overindulgence

That last course or flagon of ale really didn't go down well and your head spins for a moment.

- Player rolls the Feat Die and adds their character's base Body score to the result. If the total is equal to or higher than a TN of 10 then their character recovers, if they fail then they are Wearied, and on a  result they must leave the feast immediately for they are too ill and must seek a place to rest their head


Oops!

A serving maid drops a platter of food over you.

- Roll Athletics, TN 14, to avoid being hit or you are considered to be Wearied for the rest of the evening when making any Song, Inspire, Courtesy, or Persuade checks you retire for 1 hour in order to clean up the mess

The minstrels sing!

The minstrels pass by and sing a rousing song at your table which you can choose to join in.



- Roll Song, TN 14, with a  or greater success awarding an AP check.

Dancing on and on...

You are invited to dance....and dance... and dance... If you accept then you must roll Courtesy (TN 14) to exclude yourself before you can move on but obtain an AP check within the Movement skill group.


Emergency!

A fat merchant sitting nearby chokes on his food. He is in distress!

- If you choose to help roll Healing, TN 12. A success results in you saving his life, with a  or greater success he gifts you his money pouch (worth 3 TP) for saving his life. A  results in his death as he chokes on a chicken bone or some other piece of food

Great deeds

Other lords and men of renown at the table ask about your great deeds.

- Roll Inspire, TN 14, with a success granting +1 to any social interactions within the next year involving the lord/lady's culture(s). A  results in some negative consequence or embarrassment (eg, your stories some contrived and insincere)

A lady requests a dance

A lady asks for a dance.

- The character involved may make an Opposed Roll against a TN of 12, using their Courtesy skill (but capped by their rating in Song; musical timing is important too). Succeeding results in an AP check and potential for future romance if the character so desires


Gandalf tells a tale

Gandalf the Grey tells a tale of faeries and goblins.

- Roll Awareness, TN 14, to hear what he says. A success results in an AP check to the Vocation skill group

Ladies request a story

Ladies at the table ask you to tell a tale of old lore.

- Roll Lore, TN 14, with a success granting +1 to any social interactions within the next year involving the ladies' culture(s). A  results in some negative consequence or embarrassment (eg, your story is completely inaccurate)

Ladies have a quarrel

Two ladies are quarrelling and the situation is becoming awkward.

- Roll Persuade or Courtesy, TN 14, to calm the situation; earning the respect of them and any onlookers (Loremaster note: this may result in future aid or acknowledgement within a later social situation)

Lost child

A young girl tugs at your arm. She cannot find her parent(s) and asks for your help.

- Roll Search, TN 12, to find her grateful parents (Loremaster note: this may result in future aid or acknowledgement within a later social situation)

A positive introduction

You speak with a rich merchant who offers to sell you anything for half price up to a saving of 2 TP.

Generous lord

You spend time talking with a generous, rich lord who asks about your circumstances at home.

- If your current standard of living is Martial or less then he offers to donate enough treasure for you to live at a Rich level for the next year

CHAPTER 6 - THINGS TO DO IN DALE

Beyond the Festival of Five Armies, Dale is much like any other city of its size. Although wealthy, young, and vibrant, adventure can still be found within its walls and dark alleyways.



RUMOURS IN DALE

These rumours can be used during the Gathering and its festivities but they have been placed separate to them to use if a fellowship visits Dale in other times.

- People have been getting sick from something they ate at the faire
- A party of adventurers saved the Woodland Hall
- Wargs have been seen around the East Bight
- A lot more Easterlings have been seen in the Kingdom recently
- "My brother was attacked and eaten by spiders along the Elf Path"
- "My cousin's wife's brother, Oddvar, said he saw a dragon while travelling along the northern edges of Mirkwood"
- "The Elf Path is haunted. I saw a corpse peering at me through the trees on my last travel along the path. I will not be going that way again"
- "I hear there is a new Inn between the Old Ford and the Forest gate run by a peculiar set of Hobbits"
- "Someone said they saw Gandalf the Grey earlier"
- "King Bard and King Dain are not on speaking terms anymore"
- "Some say the Werewolf of Mirkwood is raiding outlying settlements for food. But I don't believe that old wives tell. Werewolves!? Bah, too much mead and pipeweed, methinks"
- "Did you hear? The King of Gondor has returned and he is here in Dale"
- "There is some lunatic going around calling himself the "King of Gondor". He looks like he should be calling himself the "King of Pigs". What kind of King carries around a club as a weapon?"
- "I hear that King Bard has turned away the "King of Gondor". This could mean trouble between Dale and Gondor"
- "The Elf King saved the Woodmen from attack. Without his assistance they would surely have fallen"
- "I hear there are old elvish ruins in Northern Mirkwood along the Old Great Road that are overflowing with treasure just waiting to be taken"
- "My cousin just came back from Bree. He said he encountered several groups of elves on the road. I wonder where they could be going"
- "I hear elves are moving back into Southern Mirkwood. It won't be long now before we can hunt in those woods in safety"
- "I got really sick earlier from eating Dalla the Baker's mince pie. I love her mince pies but after that I won't be eating her pies anymore"



- "Did you see the Easterling in the marketplace selling Valar knows what?"
- "I hear that Bilbrane Broadfoot has the best pipeweed in all of the Kingdom of Dale"
- "I hear that Bilbrane Broadfoot is a thief and cannot be trusted. But I really do like his pipeweed"
- "There are Rohirrim traders here in Dale. Can you believe that! Now if I only had the money to buy those fine looking horses"
- "I used to be an adventure like you until my wife left me for a sailor"
- "My cousin has joined up with that northman calling himself Aldamir the Second, supposed King of Gondor. I think he is being hoodwinked but he would have none of my advice. Kept going on about how he was going to help the King return to Gondor. Idiot."
- "There is a section of the side of Erebor (Lonely Mountain) that is off limits. I wonder what the dwarves are up to."
- "Did you hear, Gismund the Jeweller's prized Dragon Statue was stolen, again." "He is blaming some Hobbit."
- "I heard that several of the merchants were robbed last night after dark." "They had things taken from their tents."
- "I hear the high pass over the Misty Mountains has become a little more dangerous. The goblins seem to have been a little more bold recently. It is best to travel in groups."



EVENTS AND ADVENTURE IDEAS

In addition to various rumours that may be heard about town or in the varied inns and taverns of Dale, characters may become involved or embroiled in numerous events and adventures. The following section provides Loremasters with numerous ideas that they can develop further to suit their respective campaigns.

Thieves and Skulduggery

Always a staple for many adventure ideas, and even though Dale is a young and prosperous city it is still subject to its own criminal underclass. Characters can easily be exposed to such undesirable elements; either directly, through employment, or during some other endeavour:

- **The pickpocket** - a thief has pick-pocketed one of the characters! They see the boy disappear into the crowd. What are they going to do?
 - **Food poisoning** - someone has poisoned Dalla the Baker's pies and they are making festival goers sick. If the characters are interested they can help determine what happened and track down the person/people responsible. Was it deliberate or just an accident?
 - **To catch a thief** - someone has been able to slip past the guards and steal things from various merchant tents. Is there a pattern behind the thefts and who is truly responsible?
 - **The missing dragon** - a valuable dragon statue has been stolen from Gismund the Jeweller
 - **The extortion ring** - several shopkeepers and/or merchants have been contacted by a group of ruffians, demanding weekly payments of money or goods in return for 'protection'. Not taken seriously at first, Barkwell's tannery and leather shop is then burnt down and the worried merchants suspect that he has been made an example of. They seek the aid of the characters
- Loremaster Note:** "The Extortion Ring" is an adventure from the old MERP supplement, *The Thieves of Tharbad*. In the near future, it will be released as a conversion for *The One Ring RPG*
- **Death on the Celduin** - a barrel runner dies during the festivities and the authorities suspect foul play.



- **A spy amongst us** - a group of citizens are worried that the Easterling merchant that has set up shop in Dale is a spy. They want the characters to investigate him

By Order of King Bard

For characters held in high regard, of good standing, or simply with the right contacts the king of Dale always can use their strong arms and keen wits to undertake missions for the crown.

- **Black arrow** - the characters are tasked with recovering the Black Arrow lost in the deeps of the Long Lake with the carcass of Smaug
- **An escort south** - the characters accept a mission to escort an embassy or vitally important trade caravan to Dorwinion. It is highly likely that other interests will desire it to fail in reaching its destination; but why?
- **Danger on high** - the heroes accompany a joint force of Dwarves and Wood Elves in scouting the lands near Gundabad or the Withered Heath, reporting any build-up or suspicious activities of the enemy
- **The sunken city** - the heroes are tasked to reclaim the sunken city from the Marshdwellers as the first step to securing the Men-i-Naugrim for trade and travel.

Signs and Portents

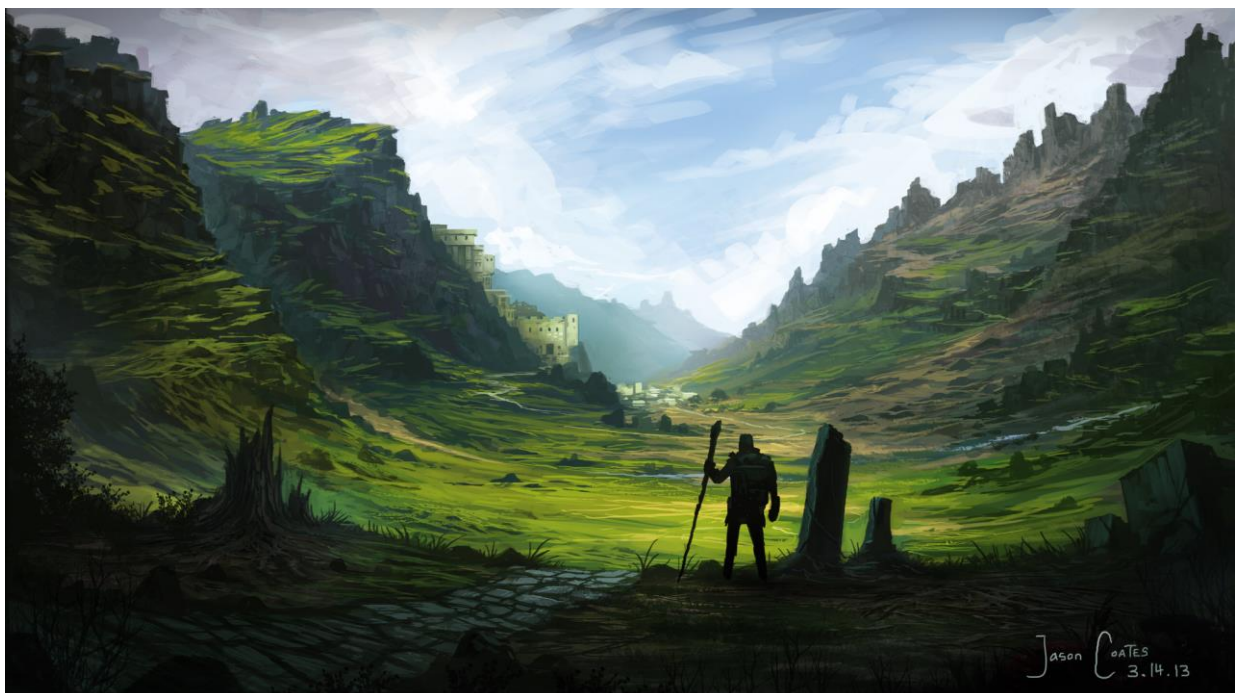
Cities and towns can also provide adventure hooks for happenings outside the city and even its surrounding - a combination of rumours and foreshadowing.

- **The soothsayer** - a character stops at a soothsayer's tent. She invites them in and asks if they want their future read. Thinking how fun and harmless this must be they agree to have their fortune told.

She appears to go into a trance. Then her eyes open very wide. "There is a great darkness arising from that which was thrown down. You are in grave danger. You must steel your heart for the time when you will be in the realm of spirit and man." "Take heed of my warning." Her eyes then snap open and she looks puzzled for a moment and then asks, "Shall we begin?"

- **Danger in Mirkwood** - one of the characters strikes up a conversation with an Elf. Eventually the conversation turns to Mirkwood.

As if talking to himself he looks off into the distance and says, "Something stirs in Mirkwood. What it is we do not know but it is best to be on guard."



CHAPTER 7 - PERILS OF THE DALELANDS

From the thieves and villains found within the alleys of Dale, to the white wolves of the Northern Dalelands, and the Easterlings prowling the borderlands of the Redwater these lands are by no means safe and tranquil for the men and women that call it home.

MEN OF SHADOW

Easterlings are a constant threat to the eastern border of Dale's lands with scouts and raiders regularly skirmishing with riders from the strongholds of the northmen.

easterling scout	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
16	3
PARRY	ARMOUR
5	3d
SKILLS	
Personality, 1	<u>Survival, 3</u>
Movement, 3	Custom, 1
<u>Perception, 3</u>	Vocation, 2
WEAPON SKILLS	
Spear Damage 5, Edge 9, Injury 14, CS Piercing Blow	3
Bow Damage 5, Edge 10, Injury 14, CS Piercing Blow	2
SPECIAL ABILITIES	
Snake-like Speed When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.	

easterling raider	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
12	2
PARRY	ARMOUR
3 + 3 (Shield)	3d + 1
SKILLS	
Personality, 2	Survival, 1
Movement, 2	<u>Custom, 3</u>
Perception, 2	Vocation, 2
WEAPON SKILLS	
Sword Damage 5, Edge 10, Injury 16, CS Disarm	2
Spear Damage 5, Edge 9, Injury 14, CS Piercing Blow	2
SPECIAL ABILITIES	
No Quarter If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the target is considered to have been administered a coup de grace and is killed (regardless of damage inflicted).	



easterling champion

ATTRIBUTE LEVEL

5

ENDURANCE

18

HATE

4

PARRY

4

ARMOUR

3d

SKILLS

Personality, 2

Survival, 2

Movement, 3

Custom, 2

Perception, 3

Vocation, 1

WEAPON SKILLS

Long-hafted Axe

Damage 5 / 7, Edge 7, Injury 18 / 20, CS Break
Shield

4

SPECIAL ABILITIES

Horrible Strength

Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.

No Quarter

If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the target is considered to have been administered a coup de grace and is killed (regardless of damage inflicted).

easterling chief

ATTRIBUTE LEVEL

6

ENDURANCE

20

HATE

3

PARRY

4 + 3 (Shield)

ARMOUR

3d + 4

SKILLS

Personality, 4

Survival, 2

Movement, 3

Custom, 3

Perception, 2

Vocation, 2

WEAPON SKILLS

Spear

Damage 5, Edge 9, Injury 14, CS Piercing Blow

4

Sword

Damage 5, Edge 10, Injury 16, CS Disarm

3

SPECIAL ABILITIES

Commanding Voice

Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).

No Quarter

If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the

Snake-like Speed

When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.





ANDRAG 'THE WOLF'



South of the Running River lies the Rhovanic Plain, now mostly deserted save for wandering groups of Easterlings who claim descent from the 'Balchoth' horde that was once responsible for driving the old Northman tribes from this region. Their relationship with the Northmen of the Running Valley has been one of trading and raiding as the situation requires, until recently, when one of their Wagon Captains fell under the influence of an emissary of the Necromancer. Now, the threat of the 'Balchoth' has fallen like a shadow once more across the northlands.

The Dark Emissary, Turumarth, has poisoned the mind of Andrag 'the Wolf' with honeyed words and stirred in him, notions of rulership. Andrag has gathered to him, a horde of warriors from among the Wagon Clans of his people and crossed the River Running in search of a Kingdom. His war band have already captured and plundered several settlements along the north bank and are preparing to strike at Riverstead on the west bank of the Redwater.

Andrag is tall and heavily built with voracious appetites for meat, wine and bloodshed. The influence of the Dark Emissary has awakened in him, a previously unrealised desire for power and rulership. He is a cunning leader and his warriors respect him for the predatory instincts that have gained him the sobriquet of 'the Wolf'. He wears a Hauberk of brass scales and a full helmet with a leering, demonic, face mask and carries a heavy, double bitted, Long Axe.

Specialities: Enemy Lore (Northmen), Region Lore (Rhovanion)

Distinctive Features: Cunning, Fierce, Hardened

andrag 'the wolf'	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
24	5
PARRY	ARMOUR
4	5d + 4
SKILLS	
<u>Personality, 3</u>	<u>Survival, 2</u>
Movement, 3	Custom, 1
Perception, 2	Vocation, 3
WEAPON SKILLS	
Long Axe Damage 7, Edge  , Injury 18, CS break shield	4
Dagger Damage 3, Edge  , Injury 12, CS -	2
SPECIAL ABILITIES	
Commanding Voice Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).	
Hate Northmen When confronted by the object of his hate, all Andrag's Weapon skills and Attack forms are considered to be favoured.	
Horrible Strength Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.	
No Quarter If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the target is considered to have been administered a coup de grace and is killed (regardless of damage inflicted).	
Deadly Opponent By spending a point of Hate, Andrag may add his Attribute Level to his weapon's Injury score.	



TARKHAN YUMRUK

There is no love lost between the Easterling peoples of the Rhovanic Plain and those who dwell on the cold steppes, north of the Sea of Rhun.

The horsemen of the northern steppe once lived in the fertile lands to the southeast of the Inland Sea until they were displaced by the coming of 'the Balchoth'. They could have become worthy allies of the Northmen, had their desire for vengeance not driven them firmly into the Shadow's embrace. Still, it is often argued around their campfires as to whether 'the Balchoth' or the Northmen are their most hated enemy and encounters with either usually end bloodily.

Yumruk is the Tarkhan (Chieftain) of a band of mounted raiders. He is short, stocky and bow legged from a life spent in the saddle. He rides a shaggy steppe pony and wields a hunting bow. He is an excellent bowman and a curved sabre hangs in a scabbard from his belt.

Yumruk and his raiders regularly cross the Redwater into the Dalelands. He is an implacable foe of the Northmen of the Redwater Valley although, his hatred of the 'Balchoth' invaders might make him amenable to an alliance of sorts against Andrag and his warriors. The situation that would lead to this temporary alliance is difficult to envisage though.

Specialities: Animal Husbandry, Horseman

Distinctive Features: Cautious, Hardy, Suspicious

tarkhan yumruk	
ATTRIBUTE LEVEL	
5	
ENDURANCE	HATE
20	4
PARRY	ARMOUR
5	<u>1d + 2</u>
SKILLS	
Personality, 2	Survival, 3
<u>Movement, 3</u>	Custom, 2
Perception, 3	<u>Vocation, 2</u>
WEAPON SKILLS	
Curved Sword Damage 5, Edge 10, Injury 16, CS disarm	2
<u>Bow</u> Damage 5, Edge 10, Injury 14, CS piercing blow	4
SPECIAL ABILITIES	
Commanding Voice Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).	
Deadly Archery The archer may spend a point of Hate to add his Attribute level to damage with a successful bow attack.	
Hate Balchoth When confronted by the object of his hate, all Yumruk's Weapon skills and Attack forms are considered to be favoured.	



TURUMARTH, 'THE DARK EMISSARY'

Once, Turumarth was known by a different name and he was the younger brother of a Thane among the Northmen of the Dalelands. He quarrelled with his brother over a woman and departed their home, bound for the southlands. Unrequited love had cast a shadow upon his heart and he was lost in his melancholy when Orcs captured him and dragged to Dol Guldur in chains.

The Necromancer saw potential in the youth and set about corrupting his anguish, turning it to hatred and a desire for revenge against his brother and the woman who he perceived to have scorned his advances. After Dol Guldur was abandoned to the White Council, Turumarth was sent, by his master, out onto the plains of Rhovanion to bring the wandering folk who dwell there back under the sway of the Shadow.

Turumarth is clad from head to toe in tattered black robes that cover a mail hauberk of blackened iron, manufactured by Orcs in the pits of Dol Guldur. His features are drawn and pinched, and his skin is pasty from lack of exposure to the bright sun. Turumarth's voice is low and gravelly, menacing and yet strangely seductive to those he addresses. He rides upon a pitch black steed, a stallion, stolen for him from the herds of the Rohirrim far to the south and is accompanied by a great black Fell Hound whose eyes glow with red balefire in the dark. The Dark Emissary wears a sword at his belt although it is many years since he last drew it forth. The pommel is of gold, worked to resemble a horse's head. It is a family heirloom, named Woundweaver and it was gifted to him by his brother as a final gesture of goodwill before they parted ways.

Specialities: Region Lore (The Dalelands), Shadow Lore


Distinctive Features: Cunning, Patient, Vengeful


'the dark emissary'	
ATTRIBUTE LEVEL	
7	
ENDURANCE	HATE
24	6
PARRY	ARMOUR
4	5d + 4
SKILLS	
<u>Personality, 4</u>	<u>Survival, 2</u>
Movement, 3	Custom, 3
<u>Perception, 4</u>	Vocation, 4
WEAPON SKILLS	
Long Sword Damage 5, Edge 10, Injury 16, CS disarm	3
SPECIAL ABILITIES	
Dreadful Spell - Dark Awakenings By spending a point of Hate, Turumarth may impose his will upon any character who possesses a Flaw due to permanent corruption. Whether currently 'miserable' or not, he can impose a 'bout of madness' upon a single target, forcing them to act in accordance with their Shadow Weakness. This bout of madness lasts for a number of hours equal to the Attribute Level of the caster minus the Wisdom Level of the target. Player characters can resist the insidious nature of this ability by succeeding at a Wisdom Test with a TN of 12 plus the Attribute Level of the caster.	
Hate Sunlight Turumarth loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
Snake-like Speed When a hero has rolled for an attack against Turumarth, reduce his Hate point score by one to double his basic Parry score (not including the bonus due to a shield). If the TN to hit him is now higher than the roll, the attack missed.	



NE'ER DO WELLS

Men of ill reputation can be found throughout the lands of Dale. Bandits ply their 'trade' along the roads and in the countryside as well as the towns and villages of Dale.

bandit	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
16	3
PARRY	ARMOUR
4	3d + 1
SKILLS	
Personality, 2	<u>Survival, 3</u>
<u>Movement, 2</u>	Custom, 1
Perception, 2	Vocation, 2
WEAPON SKILLS	
<u>Spear</u> Damage 5, Edge 9, Injury 14, CS piercing blow	2
<u>Axe</u> Damage 5, Edge  , Injury 18, CS break shield	2
SPECIAL ABILITIES	
No Quarter If the creature has just knocked out a character, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the target is considered to have been administered a coup de grace and is killed (regardless of damage inflicted).	
Overwhelm If the creature's attack hits producing a great or extraordinary success, reduce its Hate point score by one point to cause the target to be considered temporary weary, until the end of this creatures next turn.	

bandit marksman	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
16	3
PARRY	ARMOUR
3	2d
SKILLS	
Personality, 2	Survival, 3
Movement, 3	Custom, 1
<u>Perception, 2</u>	Vocation, 2
WEAPON SKILLS	
<u>Bow</u> Damage 5, Edge 10, Injury 14, CS piercing blow	2
<u>Dagger</u> Damage 3, Edge  , Injury 12, CS -	2
SPECIAL ABILITIES	
Deadly Archery The archer may spend a point of Hate to add his Attribute level to damage with a successful bow attack.	
Pinning Shot If the creature's attack hits producing a great or extraordinary success, reduce its Hate point score by one point to force the target to be considered under the effects of Knockback for one turn. Note this does not including the halving of the endurance loss as with normal Knockback, nor can the target be knocked back normally.	






bandit chief	
ATTRIBUTE LEVEL	
5	
ENDURANCE	HATE
20	5
PARRY	ARMOUR
5 + 2	3d + 1
SKILLS	
<u>Personality</u> , 4	Survival, 3
<u>Movement</u> , 3	Custom, 3
Perception, 2	Vocation, 2
WEAPON SKILLS	
<u>Long Sword</u> Damage 5, Edge 10, Injury 16, CS disarm	3
SPECIAL ABILITIES	
Commanding Voice Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).	
Snake-like Speed When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.	
Overwhelm If the creature's attack hits producing a great or extraordinary success, reduce its Hate point score by one point to cause the target to be considered temporary weary, until the end of this creatures next turn.	



guard dog	
ATTRIBUTE LEVEL	
2	
ENDURANCE	HATE
8	1
PARRY	ARMOUR
3	1d
SKILLS	
<u>Personality</u> , 1	Survival, 1
<u>Movement</u> , 3	Custom, 0
<u>Perception</u> , 2	Vocation, 0
WEAPON SKILLS	
<u>Bite</u> Damage 3, Edge 10, Injury 16, CS -	2
SPECIAL ABILITIES	
Fear of Fire The creature loses one point of Hate at the end of the first round of combat fought against a direct adversary wielding a torch or other sort of burning item.	
Seize Victim If the creature's main form of attack has hit, the creature may hold on to the target to reduce the mobility of the victim: a seized victim cannot change stance, and sees its Parry rating reduced to half (rounding fractions up). The seizing creature cannot attack with its main weapon as long as it is seizing the target (but can freely use a secondary attack if it possesses one).	



BRIGAND	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
18	3
PARRY	ARMOUR
5	3d + 1
SKILLS	
Personality, 1	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 2
Perception, 2	Vocation, 1
WEAPON SKILLS	
Damage 5, Edge <u>Axe</u>  , Injury 18, CS break shield	2
Long Sword Damage 5, Edge 10, Injury 16, CS disarm	3
SPECIAL ABILITIES	
Dirty Fighting Before attacking this creature can reduce its Hate point score by one point to cause the target's parry rating to be reduced by 3 until the start of this creatures next turn.	
Savage Assault If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.	

ROBBER	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
16	3
PARRY	ARMOUR
5	2d + 1
SKILLS	
Personality, 1	Survival, 3
Movement, 3	Custom, 1
<u>Perception, 3</u>	Vocation, 2
WEAPON SKILLS	
<u>Spear</u> Damage 5, Edge 9, Injury 14, CS piercing blow	2
<u>Short Sword</u> Damage 5, Edge 10, Injury 14, CS disarm	2
SPECIAL ABILITIES	
Craven If at the beginning of a round the creature is found without Hate points, it tries to flee the battlefield.	
Dirty Fighting Before attacking this creature can reduce its Hate point score by one point to cause the target's parry rating to be reduced by 3 until the start of this creatures next turn.	
Snake-like Speed When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.	



ruffian	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
14	3
PARRY	ARMOUR
4	2d
SKILLS	
Personality, 1	Survival, 2
Movement, 2	Custom, 2
Perception, 2	Vocation, 1
WEAPON SKILLS	
<u>Short Sword</u> Damage 5, Edge 10, Injury 14, CS disarm	2
SPECIAL ABILITIES	
Craven If at the beginning of a round the creature is found without Hate points, it tries to flee the battlefield.	
Overwhelm If the creature's attack hits producing a great or extraordinary success, reduce its Hate point score by one point to cause the target to be considered temporary weary, until the end of this creatures next turn.	

ruffian leader	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
18	4
PARRY	ARMOUR
5	2d
SKILLS	
<u>Personality, 2</u>	<u>Survival, 3</u>
<u>Movement, 2</u>	Custom, 2
Perception, 2	Vocation, 2
WEAPON SKILLS	
<u>Long Sword</u> Damage 5/7, Edge 10, Injury 16/18, CS disarm	2
SPECIAL ABILITIES	
Commanding Voice Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).	
Overwhelm If the creature's attack hits producing a great or extraordinary success, reduce its Hate point score by one point to cause the target to be considered temporary weary, until the end of this creatures next turn.	





SVIATOBAL - CHIEF OF THE RIVER RUFFIANS


Sviatobal is a pirate, a vicious ruffian and a womanising lout, although to his followers he is a heroic and swashbuckling figure. He wears an armoured corselet and vambraces of red leather, fashioned to look like fish scales and wields a wickedly curved sword in his right hand, paired with a dagger in his left.

The Chief of the River Ruffians has long black hair tied in a tail at the nape of his neck. He has dark, deepest eyes and a furtive expression. He is constantly wary of danger or for an opportunity to gain some coin.

He and his men, a motley assortment of bowmen and brawlers, are from Dorwinion for the most part. A handful of renegade Northmen make up the remainder of the gang. Sviatobal has no love for the Easterlings who follow Andrag 'the Wolf' and sees them as interfering with his business. It is rumoured that he pays the Lord of Celduin Crossing to turn a blind eye to his predations against river traffic.

Specialities: Boating, Swimming

Distinctive Features: Bold, Clever, Reckless

sviatobal	
ATTRIBUTE LEVEL	
5	
ENDURANCE	HATE
20	3
PARRY	ARMOUR
5	<u>2d + 1</u>
SKILLS	
<u>Personality</u> , 3	Survival, 3
<u>Movement</u> , 3	Custom, 2
Perception, 3	Vocation, 2
WEAPON SKILLS	
<u>Curved Sword</u> Damage 5, Edge 10, Injury 16, CS disarm	3
<u>Dagger</u> Damage 3, Edge  , Injury 12, CS -	2
<u>Bow</u> Damage 5, Edge 10, Injury 14, CS piercing blow	2
SPECIAL ABILITIES	
Commanding Voice Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).	
Dual Weapons Sviatobal wields two, one-handed weapons with lethal grace and potent skill The bonus of dual wielding depends on the current Stance of the character he is fighting: Forward: Reduce Edge of the Curved Sword by 1 Open: Increase Injury TN of Curved Sword by 2 Defensive: Add 1 to parry value	
No Quarter If Sviatobal has just knocked out a character, reduce his Hate point score by one point to immediately roll a second attack on the same target using his secondary weapon (against the usual TN): if the roll succeeds with a great or extraordinary success, the target is considered to have been administered a coup de grace and is killed (regardless of damage inflicted).	
Savage Assault If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.	



ORC LEADERS


There are a number of Orc bands that still prove to be more than just a nuisance to the people of Dale. Here, two of their leaders are presented for Loremasters to use as they see fit.



SHAGRÛL

Shagrûl is a wily old Orc of great cunning and no small amount of luck. When all was going to rack and ruin at the Battle of the Five Armies, Shagrûl and his band found themselves at the edge of the battlefield. An opportunity to escape the slaughter led them to flee south onto the Mirkwood Ridge, which lies to the east of the Long Marsh. There, they found a small cave system in a ravine which they named 'The Hidey Holes' and have contented themselves since then with occasional raids against farms or travellers on the 'Wineland Way'.

On several occasions, riders from Dale and Esgaroth have tried to roust the villains from their lair but, each time the wily goblins simply slink off into the marshes where the horsemen dare not follow. Each time the riders leave, the goblins return to resume their residence of 'The Hidey Holes'.

shagrûl	
ATTRIBUTE LEVEL	
5	
ENDURANCE	HATE
18	4
PARRY	ARMOUR
4 + 2 (Shield)	3d
SKILLS	
Personality, 3	Survival, 2
<u>Movement, 2</u>	Custom, 1
<u>Perception, 2</u>	Vocation, 2
WEAPON SKILLS	
<u>Broad-headed spear</u> Damage 5, Edge 10, Injury 12, CS pierce	3
<u>Jagged knife</u> Damage 3, Edge  , Injury 14, CS -	2
SPECIAL ABILITIES	
Craven If at the beginning of a round the creature is found without Hate points, it tries to flee the battlefield.	
Hate Sunlight The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
Snake-like Speed When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.	




URBHAZ, 'THE HOBGOBLIN OF IRONWOOD'

Urbhaz is a huge and brutal Orc chieftain from the desolate waste that lies to the north of the Iron Hills. When Dain Ironfoot led his warriors to the Lonely Mountain, Urbhaz took advantage of the situation to attack and occupy several isolated Dwarven settlements in his absence.

It has taken four years for the Dwarves and their Northman allies to finally drive this villain out of the mines and deeps of the Iron Hills. His band has fled south, across the Redwater and into the Netherwood. Jerwis of Northwatch has first-hand experience of Urbhaz; his warriors were sorely bested in a battle to contest the river's crossing.

Urbhaz has taken the sobriquet of 'The Hobgoblin', not because he is one of that particular breed but, because he believes that it strikes fear into his own followers as well as his opponents. He has faced four different attempts to wrest the leadership of the band from him. He has choked the life out of each of these 'pretenders' with his bare hands.

urbhaz		
ATTRIBUTE LEVEL		
7		
ENDURANCE	HATE	
42	6	
PARRY	ARMOUR	
6	4d	
SKILLS		
<u>Personality, 3</u>	<u>Survival, 2</u>	
<u>Movement, 3</u>	Custom, 1	
Perception, 2	Vocation, 3	
WEAPON SKILLS		
<u>Heavy Orc-axe</u> Damage 7, Edge  , Injury 16, CS break shield		4
<u>Throttle</u> Damage 8, Edge 10, Injury 18, CS -		3
SPECIAL ABILITIES		
Commanding Voice Reduce the creature's Hate point score by one to restore one Hate point to all creatures of the same kind involved in the confrontation (not including the creature using the special ability).		
Horrible Strength Following a successful attack, reduce the creature's Hate point score by one to increase the target's Endurance loss by a number of points equal to the creature's Attribute Level.		
Hideous Toughness Reduce the creature's Hate point score by one to reduce the Endurance loss caused by an enemy's attack by a number of points equal to the creature's Attribute Level.		
Throttle The Hobgoblin can, quite literally, choke the life out of an opponent. If the creature's main form of attack has hit with a great or extraordinary success, the creature may hold on to the target to reduce the mobility of the victim: it tries to choke by tightening its grip. a seized victim cannot change stance, and sees its Parry rating reduced to half (rounding fractions up). The seizing creature cannot attack with its main weapon as long as it is seizing the target (but can freely use a secondary attack if it possesses one).		




FELL HOUND

Created by the enemy in the pits of Dol Guldur and possessed by evil spirits, they prowl the highways and byways of Wilderland in the dead of night, travelling in packs, baying as they pursue their prey.

These fell spirits take the form of great black dogs with eyes that burn in the dark like glowing coals. Often, they act as guardians and guides for the servants of the enemy.

The Northmen also refer to them as Black Dogs or Grimhounds and fear them as an omen of impending doom or of ill fortune.


fell hound	
ATTRIBUTE LEVEL	
5	
ENDURANCE	HATE
18	3
PARRY	ARMOUR
6	<u>2d</u>
SKILLS	
Personality, 2	<u>Survival</u> , 3
<u>Movement</u> , 3	Custom, 1
<u>Perception</u> , 2	Vocation, 2
WEAPON SKILLS	
<u>Bite</u> Damage 4, Edge  , Injury 14, CS pierce	3
SPECIAL ABILITIES	
Great Leap Reduce the creature's Hate point score by one to attack any one companion, in any combat stance including Rearward.	
Hate Sunlight The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun.	
Seize Victim If the creature's main form of attack has hit, the creature may hold on to the target to reduce the mobility of the victim: a seized victim cannot change stance, and sees its Parry rating reduced to half (rounding fractions up). The seizing creature cannot attack with its main weapon as long as it is seizing the target.	
Strike Fear Reduce the creature's Hate point score by one to force all companions to make a Fear test (against TN 14).	

FENNORM

The Fennorm, or Merewyrm as it is occasionally referred to by the Northmen, is believed to be an early and largely forgotten attempt by the Shadow to create Dragons. These hideous creatures are, thankfully, rare and are usually found in fresh water marshes or fenland, nesting on dry ground among the rivulets and channels through the reeds.

They are serpentine, or eel like, with fins and a draconic head. Solitary and fiercely territorial, most examples are little bigger than a large constrictor snake but, stories persist that gigantic specimens exist...



fennorm	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
38	4
PARRY	ARMOUR
4	2d
SKILLS	
Personality, 1	<u>Survival, 3</u>
<u>Movement, 3</u>	Custom, 1
<u>Perception, 2</u>	Vocation, 1
WEAPON SKILLS	
Bite Damage 6, Edge  , Injury 14, CS pierce	3
SPECIAL ABILITIES	
Dreadful Spells: Concealing Mist By spending a point of Hate, the Fennorm summons up a thick and billowing fog that conceals it from its enemies for as many rounds as it has points of Hate remaining. No foe may take Rearward Stance and only melee attacks may be made against the Fennorm for as long as the mist remains. In addition, all melee attackers must re-roll the Feat dice and take the lesser result.	
Snake-like Speed When a hero has rolled for an attack against the creature, reduce its Hate point score by one to double the creature's basic Parry score (not including the bonus due to a shield). If the TN to hit the creature is now higher than the roll, the attack missed.	
Venomous Breath By spending a point of Hate, the serpent breathes out a cloud of poison. The cloud affects a number of enemies among those attacking the creature in close combat, equal to the creature's current Hate score. Those caught in the cloud must make a Protection test against TN 14 or be poisoned.	




MYRRHROSS

The Myrrhross or 'Water Horse' is an ancient evil spirit in the guise of a beautiful, black, steed. Black horses are considered to be an ill omen among the Horsefolk of the Northmen and their cousins in the Riddermark. It is reasonable conjecture to think that these 'Myrrhrossen' might be the basis for that particular superstition.

The Myrrhross is found near still waters, such as bog meadow ponds, fenland mires, and the like. The Myrrhross lures its prey into climbing onto its back and then leaps into the water to drown the victim. Some tales say that the creature feasts on the water swollen bodies of these unfortunate individuals, devouring their souls beneath the dark stagnant waters of the home.

The Elves know of these creatures and name them Lobarog.

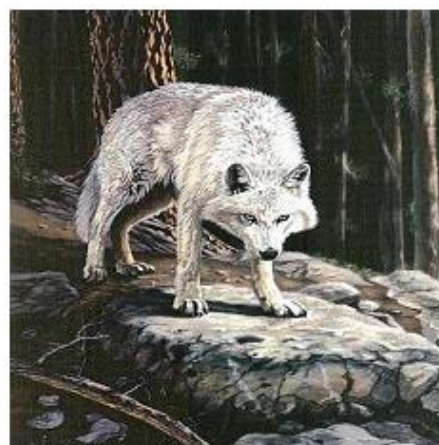
myrrhross	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
32	6
PARRY	ARMOUR
4	<u>2d</u>
SKILLS	
Personality, 1	<u>Survival</u> , 3
<u>Movement</u> , 3	Custom, 1
<u>Perception</u> , 3	Vocation, 2
WEAPON SKILLS	
Gore Damage 4, Edge 10, Injury 14, CS pierce	3
<u>Hoof Stamp/Kick</u> Damage 5, Edge  , Injury 16, CS shield break	2
SPECIAL ABILITIES	
Denizen of the Dark While the creature is in the dark (at night, underground, or in a dense forest) its Attribute level is doubled as far as all rolls are concerned (attack and protection tests included).	
Dreadful Spell - Hypnotising Gaze A hero who fails a Corruption check (TN 16) due to Dreadful Spells falls under the thrall of the Myrrhross, and climbs onto its back. The companion loses his next action and is automatically captured as if targeted by a successful Seize Victim ability.	
Drown Victim Hypnotised victims will be plunged into the depths on the back of the Myrrhross. At the end of each round submerged, they have the opportunity to break the spell holding them (TN 16) and escape from the Myrrhross. Characters that are being drowned lose 5 Endurance points for every round of suffocation.	
Fell Speed If the Myrrhross is within its natural habitat it can use the still dark pool of water and choking reeds to ambush its prey, effectively attacking where and who it wishes to. The Myrrhross can choose which heroes to engage at the beginning of every turn (even when in inferior umbers), can attack heroes in any stance, and can choose to abandon combat at the beginning of any round.	
Foul Reek An overpowering stench forces any hero engaged with the monster to spend a point of Hope to attempt any action other than an attack (including combat tasks).	

WOLVES

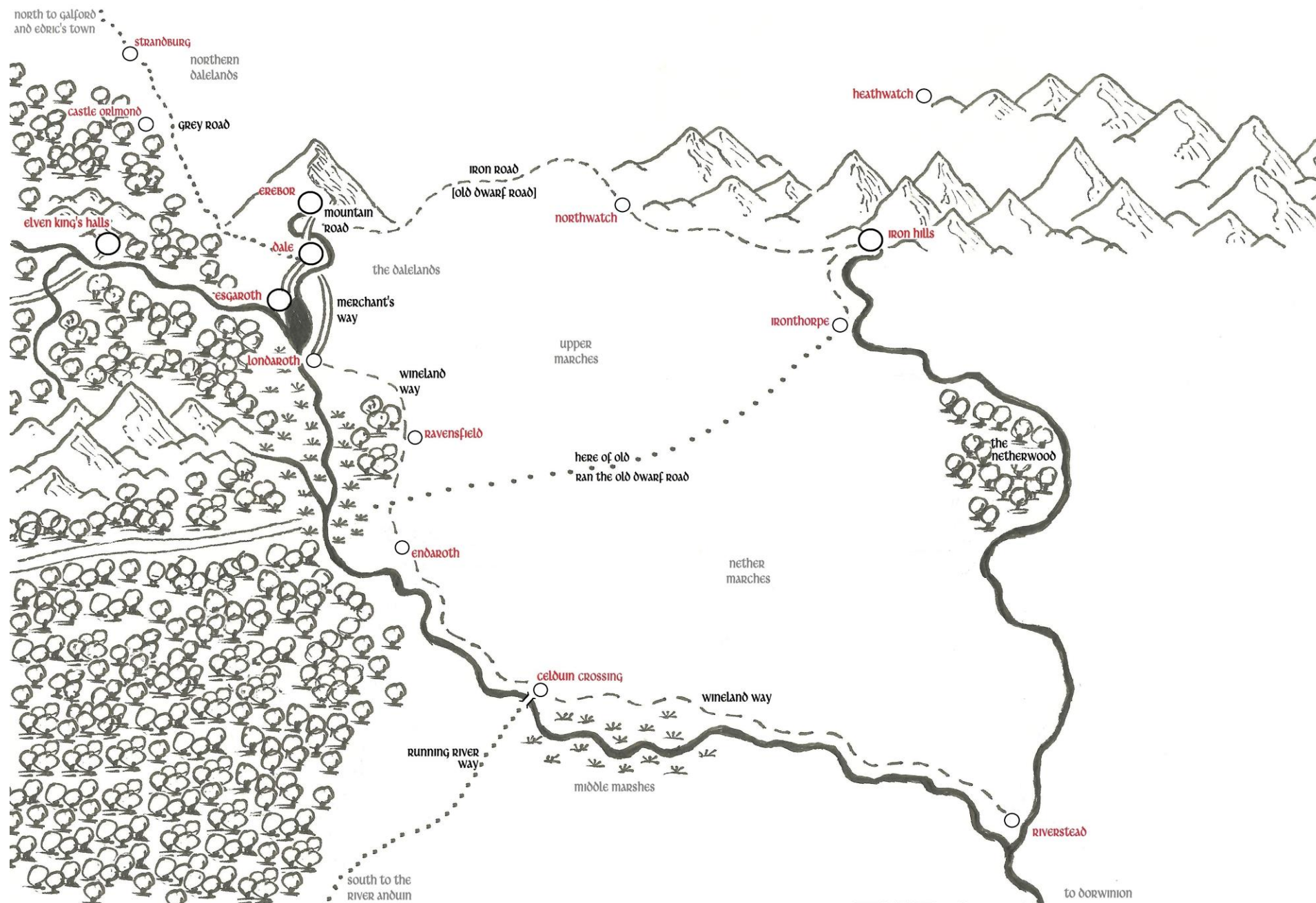
The white wolves of the north are a thorn in the side of Shieldwall and her people with Earl Ragnald regularly leading hunting expeditions to thin and control their numbers.

white wolf	
ATTRIBUTE LEVEL	
4	
ENDURANCE	HATE
14	2
PARRY	ARMOUR
6	1d
SKILLS	
Personality, 1	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 0
<u>Perception, 2</u>	Vocation, 0
WEAPON SKILLS	
<u>Bite</u> Damage 3, Edge 10, Injury 14, CS pierce	2
SPECIAL ABILITIES	
Fear of Fire The creature loses one point of Hate at the end of the first round of combat fought against a direct adversary wielding a torch or other sort of burning item.	
Great Leap Reduce the creature's Hate point score by one to attack any one companion, in any combat stance including Rearward.	
Seize Victim If the creature's main form of attack has hit, the creature may hold on to the target to reduce the mobility of the victim: a seized victim cannot change stance, and sees its Parry rating reduced to half (rounding fractions up). The seizing creature cannot attack with its main weapon as long as it is seizing the target.	

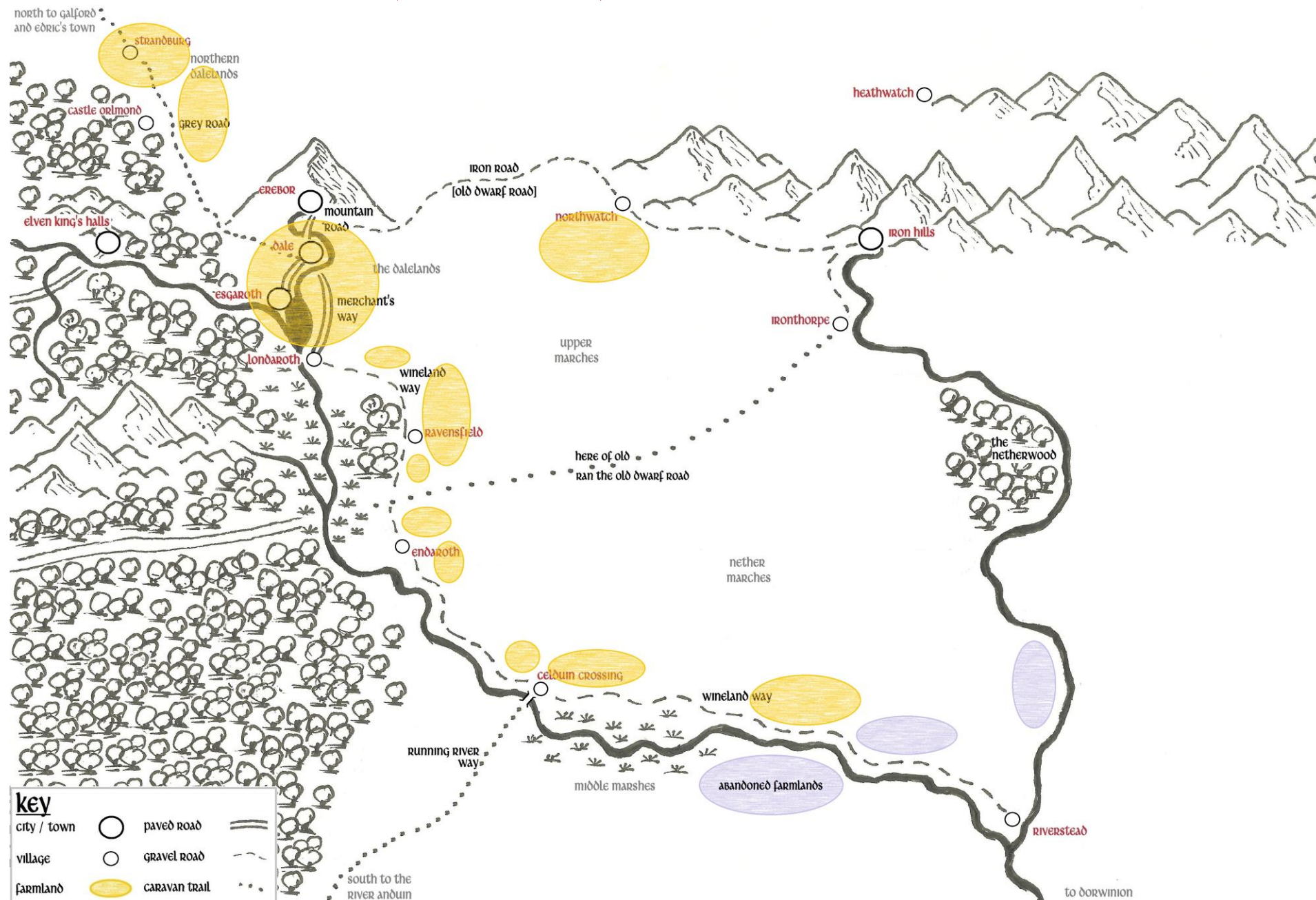
white wolf leader	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
20	4
PARRY	ARMOUR
6	<u>2d</u>
SKILLS	
Personality, 2	<u>Survival, 2</u>
<u>Movement, 2</u>	Custom, 1
<u>Perception, 2</u>	Vocation, 2
WEAPON SKILLS	
<u>Bite</u> Damage 5, Edge 10, Injury 14, CS pierce	3
<u>Rend</u> Damage 5, Edge 10, Injury 14, CS -	1
SPECIAL ABILITIES	
Fear of Fire The creature loses one point of Hate at the end of the first round of combat fought against a direct adversary wielding a torch or other sort of burning item.	
Strike Fear (TN 14) Reduce the creature's Hate point score by one to force all companions to make a Fear test.	
Savage Assault If the creature's main form of attack has just hit producing a great or extraordinary success, reduce its Hate point score by one point to immediately roll a second attack on the same target using the creature's secondary weapon.	



APPENDIX A: ADVENTURER'S MAP OF THE KINGDOM OF DALE



APPENDIX B: LOREMASTER'S MAP OF THE KINGDOM OF DALE



APPENDIX C: LOREMASTER'S MAP OF THE CITY OF DALE



