



A Guide to Dale
and Surrounding Lands
By
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for
The One Ring
Role-playing Game



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Author and Artwork Credits

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- A Guide to Dale -

INTRODUCTION

Dale is situated in the valley between the south-western and south-eastern arms of the Lonely Mountain; its name meaning "valley" in the Northman dialect, due to it being built in the Celduin valley between two arms of Erebor, nestled in a sharp U-shaped bend of the Running River. Dale is known as a merry city that trades, mainly in food-supplies, for the skills and craft-pieces of the Dwarves of the Lonely Mountain.

This guide details Dale and its surrounding lands along with some of its significant people and organisations which are associated with the city.

The guide is divided into the following chapters:

CHAPTER 1 - THE HISTORY OF DALE
Wherein the turbulent history of Dale is recorded.

CHAPTER 2 - THE SURROUNDING LANDS
Wherein the immediate lands surrounding Dale are described including details relating to its population and army.

CHAPTER 3 - THE CITY OF DALE
Wherein Dale's reconstruction, physical and political organisation, and references to various interesting locales are detailed.

CHAPTER 4 - PERSONALITIES OF DALE
Wherein summaries of important or interesting individuals and groups are described.

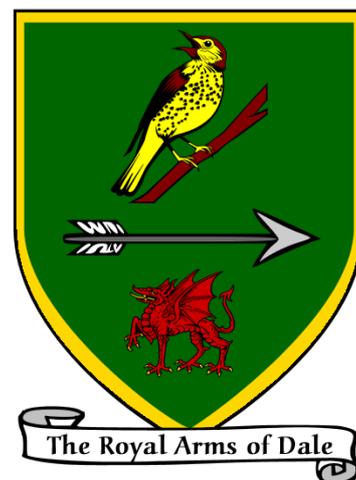
CHAPTER 5 - THE GATHERING OF FIVE ARMIES
Wherein the festivities taking place at the fifth anniversary of the Battle of Five Armies are detailed.

CHAPTER 6 - 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 7 - PERILS OF THE DALELANDS
Wherein adversaries are described that may challenge fellowships travelling the lands of Dale.

APPENDICES - MAPS OF DALE AND SURROUNDING LANDS
Wherein various maps are detailed.

A NOTE ON TIMEFRAME
This guide largely refers to Dale circa TA 2946. At different periods in time the locations and details herein will vary substantially.



CHAPTER 1 - THE HISTORY OF DALE

The History of Dale is the history of the Northmen of Rhovanion and the history of the Dwarves of Durin's line. It is the story of the rise and fall of great kingdoms, and their eventual rebirth. As the Northmen of Rhovanion were not learned in lore, no written records survive of those early days. What is known of the early kingdoms comes from half-remembered rhymes, scholarly texts from Gondor, and the records of the Dwarves.

The Fall of the Northman Kingdom

Nearly fifteen hundred years before Smaug descended on the Lonely Mountain, a great kingdom of Northmen formed in Rhovanion. Their kingdom stretched from Mirkwood in the west to the convergence of the Running River and the Redwater River in the east, and from the Running River in the North to the Brown Lands in the south. The heart of the kingdom lied in the East Bight of Mirkwood. The Kingdom of Rhovanion held sway over the region for half a millennium, and was a strong ally of Gondor. After more than six hundred years of strength, a series of disasters destroyed the Northman realm.



DALE IN OTHER TIMES

Dale and its people are a footnote within the story of the Lord of the Rings but its strength in the north-eastern Wilderlands was critical in resisting the forces of Sauron the Dark Lord, the self-proclaimed 'Ruler of Men'.

The War of the Ring

During the reign of King Brand, the grandson of Bard the Bowman, Dale served as the capital for the lands he ruled, which extended far south and east of Lake-city. However, as Glóin revealed at the Council of Elrond, in TA 3017 a messenger from Mordor came to ask King Dáin Ironfoot at the gate to the Lonely Mountain for news of Hobbits and to ask for Bilbo's ring. Messengers had also come to King Brand and there were enemies gathering upon the Kingdom of Dale's eastern borders.

During the War of the Ring, the Easterlings crossed the border and moved to attack the city. On 17 March 3019 the Battle of Dale began.

Not able to hold back the Easterlings the Men of Dale and their allies, the Dwarves of Erebor, retreated into the Lonely Mountain, but lost their Kings, Brand and Dáin Ironfoot; who were both slain at the Gates of Erebor.

For seven days the Men and Dwarves barricaded themselves in Erebor until news came from the south of the defeat of Sauron. The new kings of Dale and Erebor (Bard II and Thorin III Stonehelm), broke the siege and chased the Easterlings from the slopes of Erebor, beyond Dale, and out of the lands which lay beyond. After the siege and war, the Men of Dale rebuilt Dale, with the help of the Dwarves.



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.

The Dalelands

Commonly referred to as the 'Breadbasket of Dale', the lands east of Mirkwood ranging south beyond Erebor are a mixture of open grasslands and small woods. The land is ideal farming territory, and to take advantage of such fertile soil, there are scattered clan villages and smaller farmsteads living throughout the region.

Largely though, the main population centre still remains focussed about the river and at Dale in particular. Although no census is officially available the population of the city of Dale is thought to be around 3,000 residents with many more Northmen living within farmsteads and villages in the surrounding lands.

Dale stands on the western bank of a bend in the swift Running River. It lies just below the point where the waterway spills from a crack in the southern face of Erebor. The river quickly widens, for it is fed by a large number of subterranean brooks and carries a great volume of mountain runoff. Other streams join the flow above the town and, as a consequence, the river is remarkably wide by the time it reaches Dale's stone-lined harbour.

The farmers around the city are prosperous in comparison to other cultures as the dwarves value their produce, both grain and cattle; paying good coin to acquire it. The wealth of these farmers can even be seen in their steading-homes. These wealthier farms, closer to the city, have large expanses of land and employ many hands and labourers in their fields, particularly at harvest times. The land near to and surrounding Dale is therefore widely tame; well tended fields with farm houses and barns scattered about their range and hedgerows naturally separating fields that yield differing crops or grazing for cattle.

Beyond the old borders, farmers are enlarging their fields every year, getting nearer and nearer to the great forest of Mirkwood and the northernmost extensions of the Long Marshes.



Villages and inns stretch out along the various trade routes (east, west, and south) to provide travellers with homely comforts and help supply the growing kingdom. Around these population centres, local burial mounds can be seen marking the hills for those of high station for it is still the tradition of the Barding to bury their dead in ancestral graves.

The Hardy Northlands

The lands that lie to the northwest of the Lonely Mountain are less fertile and are suitable only for arable farming. This area is sparsely settled and only a handful of hardy shepherds and their families call it home.

There is but a single settlement of any note in the entire region, Shieldwall and it is less of a village than a fortified way station on the route to the Narrows that lie to the north of Mirkwood.

The Southern Lakelands

To the south of the Long Lake, the lands are quite inhospitable near to the Mirkwood Ridge and the Long Marsh. A trade route runs south from Esgaroth to the Village of Celduin but bends sharply to the east to give the fens and woods a wide berth. This trade route is referred to as the 'Wine Road' by traders who travel up it from Dorwinion.

Such people as dwell in this region are shepherds and they make their homes in tiny hamlets lying to the east of the 'Wine Road', for fear of the evil denizens of the Long Marsh and the Mirkwood Ridge. These people have not yet given their fealty to King Bard.

The Upper Marches

East of the Long Lake lie the Upper Marches. A road traverses the low hills of the northern part of this region, winding its way between Dale and the Iron Hills. This is a well travelled highway and mounted warriors guard the convoys and caravans that journey to and fro along its route.

At the eastern end of the road, amid the western slopes of the Iron Hills is the village of Buhr Wenjan. This is the seat of power of the Thane of the North Riding.

To the south of the Iron Hills, nine tenths 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.

Redwater Valley

Far to the east of Buhr Wenjan is the Valley of the Redwater. The people of the valley are mainly members of the exiled Dalish. The main settlements here are Buhr Austar, Ironhold, and Northwatch. The latter two settlements are centred on trading posts that were built and financed by Dwarves seeking a direct route to the trade markets of the Sea of Rhun. Each of the trading posts consists of a small stone keep, surrounded by a wooden palisade of logs from the nearby Ironwood.

The Ironwood

The Ironwood is a major forested area that nestles in the angle of the Redwater known as 'the turn of the river'. Although it is not as evil, nor as gloomy, as Mirkwood it still contains its fair share of dangers. That Elves once lived in this forest is quite clear, due to the proliferation of Elvish ruins that dot the deepest glades of the forest. Who these Elves were is unknown and if any remain within the Ironwood, they have not been seen by anyone in living memory.

Valley of the Running River

The valley of the Running River is far more heavily populated than the Redwater valley. The great majority of refugees from Dale had journeyed down the Running River in search of a new home. Many clustered around the trading posts of the Lakemen which formed the core of their new settlements. Others settled in the vicinity of Buhr Naurthauja and integrated with the horsefolk of that region.

There are a small number of main settlements and dozens of riverside hamlets and farmsteads ranged along the north bank of the Running River from the Village of Celduin in the west to the confluence with the Redwater. Many of the people have left these farms and villages to travel to Dale. The more unscrupulous Lords have forbidden any further emigration from their lands upon pain of death although, there is no evidence that the threat has been carried through.

Almost every other farm has been abandoned among the Dalish Folk of the valley. Those who remain are moving into the towns to seek safety from the increased raiding of predatory Easterlings.

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:



Shieldwall

The master of Shieldwall is Earl Ragnald, Lord Warden of the Narrows. He is a veteran of the Battle of the Five Armies and a personal friend of the King. He has been tasked with securing the northern flank of the Kingdom and with guarding the trade route through the Narrows.

Shieldwall is a wooden stockade containing a Longhouse, several outhouses, a barn and stables, erected around the ruins of a watchtower from the old Kingdom. A pair of Dwarf Engineers oversee the reconstruction of the watchtower and the garrison includes a number of mounted warriors who patrol the Narrows as far west as the Forest River.

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.

Celduin Village

To the south, beyond Esgaroth and Londaroth the first of the main settlements in the Kingdom of Dale is the Village of Celduin; which is discussed, at length, in Tales from Wilderland.

Buhr Naurthauja

Many days journey to the south-east of the Village of Celduin, where the Running River and the Redwater meet, lies the settlement of Buhr Naurthauja. This is the largest horsefolk settlement in the region with a population greater than Buhr Wenjan and the Village of Celduin combined.

Its ruler is Lord Gaisemund, a greedy man, who charges exorbitant taxes and tolls to traders who wish to pass by on the river, in either direction. He commands a large force of warriors including horsemen of his own people and footsoldiers, raised from among the large number of Dalish expatriates who live in the village and surrounding area. His will is enforced by strength of arms and there are none strong enough, even among the Easterlings, to deny him.

The Middle Marshes

Between the Village of Celduin and Buhr Naurthauja is a fenland known as the Middle Marshes. This region is known for the small bands of river pirates who make their home on the myriad of small islets hidden away among the reeds.

The fen is also rumoured to be the home of other, darker, things that attack trading vessels in the dark of the night. Wise Captains and Traders cross the Middle Marshes in the daylight hours.

Erland's Ferry

North of Buhr Naurthauja, on the eastern side of the Redwater, lies the village of Erland's Ferry. This is a Dalish settlement, built around the nucleus of an old Lakeman trading post. The master of this settlement is fat and jolly old Oyvind, a direct descendant of the settlement's founder.

Oyvind finds himself under pressure from the Easterlings who have crossed the river, further downstream and captured settlements there. Despite his immense dislike for Gaisemund, he is thinking of how best to get military aid from Buhr Naurthauja without becoming 'too' indebted to its odious Lord.

Ironhold

Ironhold lies on the banks of the Redwater some miles south of the Ironwood. It's position near the Redwater would be of great advantage were it not for the fact that Eynar, Lord of Ironhold, lacks horsemen among his followers.



Eynar is a stubborn man and is currently at loggerheads with Hunderic of Buhr Astar over the cost to provide horses and train his warriors in mounted combat.

In the meantime, the equally irascible Hunderic has found his own horsemen stretched to near breaking point by the Easterling bandit clans and by the arrival of a large band of Orcs in the Ironwood. Their leader is the, now notorious, 'Hobgoblin of Ironwood'.

Buhr Astar

Lord Hunderic's people have built their chief village of Buhr Astar in a clearing in the western eaves of the Ironwood. The clearing is known locally as 'the little bight' in obvious homage to the home of their forebears on the southern plains.

The rest of Lord Hunderic's folk live on the plains to the west and southwest of the Ironwood. Few live in the valley of the Redwater as that place is too hard to defend against the Easterling wolves who dwell on the steppes beyond.

Northwatch

Northwatch is located north of the Ironwood and west of the 'turn of the river'. Lord Jerwis of Northwatch is currently besieged in his keep, having contested the northern fords with the orcs of the Hobgoblin's band and having been soundly defeated.

He has sent messengers to Eynar, Hunderic and the Dwarves to seek aid but has received no replies. His folk are departing his lands in droves, bound for the safety of the resurgent Kingdom of Dale.

Buhr Wenjan

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.





THE POPULATION OF THE DALELANDS

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

Total population of the region: 55,000 people
[Urban 20% (11,000), Rural 80% (44,000)]

Urban Population

Erebor (dwarves)	2,000
Iron Hills (dwarves)	2,500
Dale	3,000
Esgaroth	1,000
Londaroth	50
Village of Celduin	100
Buhr Naurthauja	600
Erland's Ferry	250
Ironhold	300
Northwatch	300
Buhr Austar	400
Buhr Wenjan	400
Shieldwall	100
Total:	11,000

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 44,000 souls.

With reference to the Loremaster's map of the surrounding area, each hex is of 10 miles is approx 85 square miles, or 55,000 acres. Within the settled areas of the Barding territory the rural population farms and tends the fertile lands of Dale. Each farming household gets about 65 acres of land to manage:

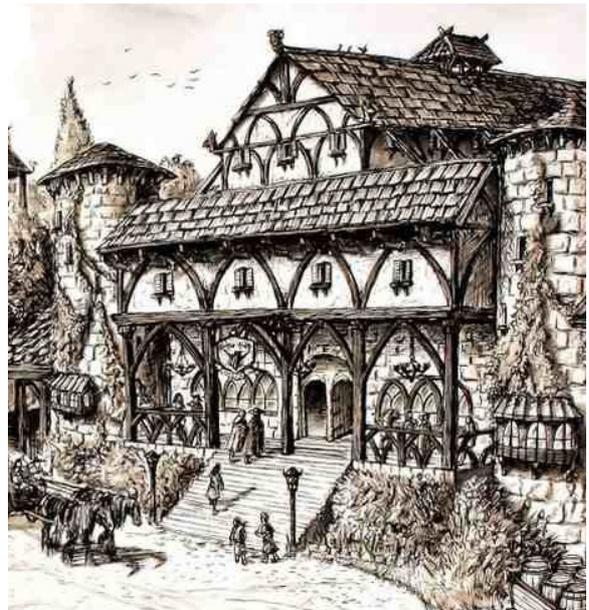
- 5 acres are taken up by the house, barn, animal pens and vegetable gardens. The remaining 60 acres are divided into three 20 acre fields
- The fields are farmed in three-field crop rotation. One section is planted in the autumn with winter wheat or rye. The next spring, the second field is planted with other crops such as peas, lentils, or beans and the third field is left fallow. The three fields are rotated in this manner so that every three years, a field would rest and be fallow.

Where an area is settled, the farmland, villages and towns compose about 16,500 acres or approximately 30% of the land area in each hex. The remaining area includes forests and wood lots, meadows and pastureland, land unsuitable for farming (rocky areas, marshes etc) and room for future expansion.

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 knight. He has 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. Buhr Naurthauja, Buhr Austar, and Buhr Wenjan could all be considered as such.

- 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



Population Detail and Distribution

With reference to the Loremasters' map:

- Densely populated hexes have about 250 households [HH] each. Such regions are those in the Dalelands and Ironhills, but even these areas are lightly populated by historical standards
- Moderately populated areas have about 125 HH per hex
- Lightly populated areas have 80 HH per hex

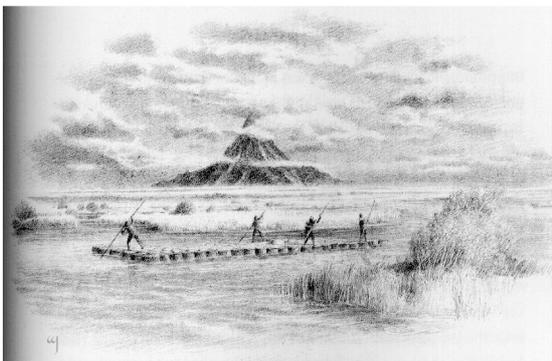
Dalelands Region

*11,250 people (2250 HH) about the lands +
3,000 people (600 HH) in Dale +
1,000 (200 HH) in Esgaroth +
50 (10 HH) in Londaroth*

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 Dalemen who sought refuge and settled on both sides of the lower Running River. Those living south of the Running River mostly returned en mass, as did about half of those living north of the river.

The settled area (9 hexes) of the Dalelands is densely populated. The population of 11,250 people (not including Dale and Esgaroth) are spread across about ninety newly established villages and nine 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.



Western Upper Marches Region

800 people (160 HH) about the lands

There are two settled areas (4 hexes and 2 hexes) on either side of Wineland Way between Londaroth and Celduin Village. 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. There are no market towns in the region and no dominant leader has yet emerged.

Most of the remaining population is concentrated in eight villages on either side of Wineland Way. The residents buy and sell goods directly from the caravans travelling along the road.

Celduin Village Region

*3025 people (605 HH) about the lands +
100 people (20 HH) in Celduin Village*

The settled area (5 hexes) around Celduin Village is only moderately populated, as about half of the population moved north to the Dalelands after the battle of Five Armies. About 100 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 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 about 60 small villages, most half empty.

Lower Running River Valley Region

6875 people (1375 HH) about the lands

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 more to more fertile and better protected lands.



North of the river, about half of the residents of the two settled areas (5 hexes and 6 hexes) 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 70+ villages. The region is ripe for a half a dozen villages to blossom into larger market towns. Several prominent families are quietly vying for dominance.

Buhr Naurthauja Region

*3750 people (750 HH) about the lands +
600 people (120 HH) in Buhr Naurthauja*

The southernmost region in the kingdom, Buhr Naurthauja is an important trade hub and major market town. The settled area (6 hexes) is moderately populated. A mix of horsefolk and Dalish expatriates, 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. Buhr Naurthauja is the primary centre for trade with Dorwinion.



Erland's Ferry Region

*1250 people (250 HH) about the lands +
250 people (50 HH) in Erland's Ferry*

The settled area (2 hexes) around Erland's Ferry is moderately populated. About 250 people live in the market town of Erland's Ferry, built around an old Dalish trading post. The other inhabitants of the area, about 1250 people, are also Dalish and are scattered across a dozen prosperous villages. All of the villages are west of the Redwater, to help protect them from Easterling raids. This region was never very heavily settled and only a small number of people emigrated to the Dalelands after the reestablishment of the kingdom.

Ironhold Region

*2500 people (500 HH) about the lands +
300 people (60 HH) in Ironhold*

At the southern end of the Ironwood, the region of Ironhold (4 hexes) is moderately populated. The people are mostly descendants of Dalish refugees. The local population is divided into two groups. About a third of the residents are farmers who live in eight stockade villages, on the fertile river-bottom lands, concentrated within a couple of miles of Ironhold. The villages are under the protection of Eynar, Lord of Ironhold. They provide mutual support to each other to defend against Easterling raids. The remainder of Lord Eynar's subjects are sheep and cattle herders. They are widely scattered across the plains to the west of the river valley in two dozen small fortified hamlets. Clannish and independent, very few locals have bothered to relocate to the Dalelands.

Buhr Austar Region

*3125 people (625 HH) about the lands +
400 people (80 HH) in Buhr Austar*

Located on the western edge of Ironwood, Buhr Austar is a horsefolk settlement. Regularly beset by Easterling raiders and orcs from the Ironwood, their survival strategy is to avoid building permanent settlements. The exception is Buhr Austar; it only exists as a central market town for them to trade with the dwarves and Dalish. Most of the population is spread out in three dozen small family groups in temporary, mobile, villages on the plains.

Northwatch Region

*2800 people (560 HH) about the lands +
300 people (60 HH) in Northwatch*

Between the Iron Hills and the Ironwood lies the keep of Northwatch. Only moderately populated at the best of times, the region has recently seen many killed and a significant wave of emigration to the Iron Hills and Dalelands. Orcs from across the Redwater and from the Ironwoods have besieged the keep. Hundreds of people have been killed in the fighting and raids on outlying villages. Those who can, mainly those in to the western half of the region, have been packing up all their belongings and fleeing. Those unable or unwilling to flee have been building stockades and fortifying the remaining villages.



Iron Hills Region

6250 people (1250 HH) about the lands

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 (5 hexes) 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.

Buhr Wenjan Region

*2000 people (400 HH) about the lands +
400 people (80 HH) in Buhr Wenjan*

Buhr Wenjan is the northernmost horsefolk settlement. The region (5 hexes) is lightly populated, but more settled than Buhr Astar. 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.

Shieldwall Region

*700 people (140 HH) about the lands +
100 people (20 HH) in Shieldwall*

The settled area (2 hexes) around Shieldwall is lightly populated. About 100 people live in the fortified village of Shieldwall. The other 700 people are scattered about the area in tiny hamlets and homesteads. They are mostly herd sheep and cattle and are hardy, self-reliant folk.





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 (30 mounted / 60 archers / 60 spearmen)
- Regular Troops: 1,900 (400 mounted / 750 archers / 750 spearmen)

Sub-Total: 2,050

Primary Reserves

- Select Levy: 700 (140 mounted / 280 archers / 280 spearmen)
- Yeomen: 1,500 (300 mounted / 600 archers / 600 spearmen)

Sub-total: 2,200

Field Army

(Professional Army + Primary Reserve) = 4,250

Defence Only

- Urban Levy: 1,250 (550 archers / 700 spearmen)
- Rural Levy: 3,000 (1,500 archers / 1,500 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 3 - 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 menfolk 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 Hella, a descendant of one of the main noble houses of old Dale
- 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
- King Bard marries Lady Hella in the Spring. Later in the year the Royal House announce that the Queen is with child
- 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
- New settlers are few, but there is still a trickle in from the Wastes. More farmers from around Long Lake seek larger farms on the east bank of the Running River. Several villages around the lake become deserted
- The first Gathering 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

Loremaster Note: Dale's Development

Loremasters may wish to shorten or extend the timeline for the restoration of Dale as it is outlined above. Feel free to do so but bear in mind that the Shadow eventually returns to Mirkwood and the Wilderlands and so will stymie the rebuilding progress if it isn't finished in time, which may be desirable for your particular circumstances.

The above timeline allows the player characters to experience at least a handful of years where the free peoples have reclaimed their lands lost to war and desolation before the Darkening of Mirkwood truly begins.

DALE AT A GLANCE

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.



With very few exceptions, stone construction is used in Dale in its building construction as they must be durable in the face of the sometimes cruel weather. Even the roofs of some buildings are made of stone, although slate is usually employed. Wood is used for doors and most interior fixtures.

The main concourse in Dale is an impressive sight, made up of square stones of varying colours. Side streets are somewhat plainer but no less well constructed and maintained.

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

The City Walls

The city walls of Dale are made from the strongest stone of the Lonely Mountain. Light in colour, Dale's walls are 20' high and approximately 12' thick, although there is slight variations in places.

Mountain Road

This road lead 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

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 finishing their business in Dale.

Merchants Way

This is the primary road in the kingdom, stretching from the southern 'Traders Gate' of Dale all the way to Buhr Naurthauja in the south. The stretch from the Village of Celduin to Londaroth at the south end of Long Lake is the most heavily trafficked. Some traders continue around the east side of the lake on the road to Dale, but most unload their cargo into Laketown boats at the Lakemen town near the Lindal Falls. Some of the cargo goes up the Forest River to Thranduil's Halls, but most goes up the Running River to Dale.

The road from Dale to the Village of Celduin was paved with stone many centuries ago and has been maintained in good repair by the caravan masters that regularly travel the route. The rest of the road is gravel.

Most cargo is transported by Cnearra but messengers, and travellers on horseback, prefer the road as it can be faster than a boat trip.

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.



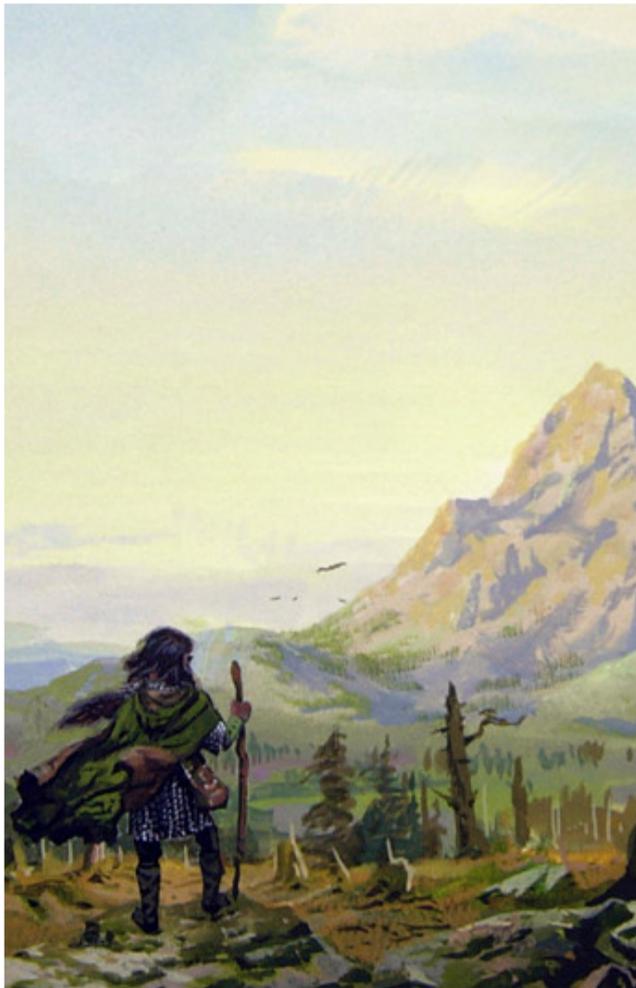
The Traveller's Rest

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

The flood plain are 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.



PLACES OF INTEREST

Dale is a cosmopolitan city; a trade town linking various cultures with one another and the transport of goods from lands as far as Rhûn, the Shire, and even Gondor.

Numerous sites are listed here with references to the Map of Dale found within the appendices:

1 – The Royal Palace

The residence of King Bard is a stone palace built by Dwarven masons directed by King Dáin himself. From the outside it is an imposing sight, with its marble pillars and commemorative fountain representing the Fall of Smaug.

[For more information, please see pages 98 and 99 of the Loremaster's Guide]

2 – Royal Barracks

The best fighters among the followers of King Bard come regularly to the Royal Barracks to train the youth of the city and help restore the fame of the warriors of Dale. The black-liveried Royal Archers practice here every day, looking for the next occasion to match their skill against the members of the Bowmen's Guild of Esgaroth.

The King's Guard

Attribute Level: 6

Specialities: Smithcraft, Swimming

Distinctive Features: Determined, Hardy

Relevant skills: Battle ♦♦♦, Longsword ♦♦♦♦

Endurance: 20

The Royal Archers

Attribute Level: 6

Specialities: Woodwright, Swimming

Distinctive Features: Energetic, Keen-eyed

Relevant skills: Awareness ♦♦♦, Great Bow ♦♦♦♦

Endurance: 20

2a – Drill Field

This large walled stockade and field is where the King's Guard and Royal Archers train and practice.

3 – The Royal Treasury

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.



3a – The Royal Bank of Dale

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.

4 – The Royal Promenade

The Royal Promenade begins with a courtyard paved with many differently coloured stones. It is a gathering area for socialising and meeting and is effectively serves Dale in many of the same ways that a village green does for smaller communities with numerous restaurants and taverns surrounding the open courtyard which can be used for festivals, fairs, and other forms of entertainment. A road leads from the courtyard to the walled grounds of the Royal Palace and along this route are found many of the finest establishments in Dale, ranging from inns and taverns to private residences and city offices.

4a – The Comfy Chair

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.

4b – The King's Rest Inn

A comfortable inn run by Garbrad, the dwarf. The King's Rest Inn is a little overpriced for what it offers but Garbrad numbers many ambassadors and nobles among his patrons largely on account of the private booths that allow for clandestine discussions and agreements whilst sipping fine Dorwinion wines.

4c – The Plump Duck

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

4d – Artan's House and Baths of Delight

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

4e – City Offices

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



5 – The Royal Gardens

Close to the Royal Treasury and the Ravensgate district, that Royal Gardens is a large park of grass, trees, and flowers interspersed with walkways, paths, and benches for people to relax at their leisure.

6 – The Dwarrowpool

Found at the centre of Dale, 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 1 and his wisest sage, but lost to current lore.

7 – Ravensgate District

Along the north-western bend of the river, closest to the Mountain, stand many large houses, the homes of loyal followers who were richly rewarded by Bard the Bowman for their part in the Battle of Five Armies, and of those merchants and artisans who have grown wealthy through trade.

All of Dale's nobility own city residences and reside within the large houses and estates found in this walled area of the town.

The district is bordered by a long street lined with narrow houses and paved with white cobblestones, the White Lane, where most of the craftsmen workshops of the town are found.

7a – The Silken Veils

The Silken Veils is an extremely high-class and expensive brothel situated just past the gates of the Ravensgate District. It has a reputation for exceptional service and discretion.



8 – Craftsmen District

This area of town is close to the Ravensgate District, the most respected of craftsmen can be found along White Lane and include glassblowers, jewellers, cobblers, carpenters, clothes makers, and so forth within their various workshops and residences.

8a – Lothiriel the Jeweller

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 Hella during her wedding ceremony to King Bard.

8b – Caldor the Scholar

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

8c - Erdan the Herbalist

Erdan specialises in herb-lore and natural remedies. His clients are exclusive and, without exception, made up of the families of Ravensgate.

8d - Alma the Midwife

Alma is without peer in her field; the most skillful and respected midwife in Dale makes house calls day or night to those in need.

9 – Merchants Quarter

This is the fastest-growing area of the city, already occupying a sizeable part of the city and has several large buildings used to store the wares destined to be shipped to Lake-town and beyond.

[For more information, please see page 99 of the Loremaster's Guide]

9a – The High Warehouse

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.

9b – Ragnir the Notary

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.



9c – City Watch and Barracks

This walled building and stockade is the barracks and offices of Dale's city watch. It is here that the men rest, eat, and train. In addition there are smaller guard posts and gaols at each of the two gates into Dale

9d – Court and Gaol

This building near to the city watch is where lawbreakers are tried and convicted for their crimes. There is a small gaol here to hold prisoners before trial and sentencing.

10 – The Grand Royal Market

Set in the centre of the city of Dale there is perhaps one of the grandest and most prominent features in all of Dale. The realm and the city are famous for the Grand Royal Market. The Grand Royal Market is the area of the city through which all legal business in Dale is conducted. Other than the various fishmongers and merchants that ply their trade closer to the harbour, all craftsmen and merchants sell their goods within this area either through permanent stone-fronted shops, for those based within Dale, or market stalls varying from the small to impressive in size and opulence for those merchants travelling to Dale.

The market bustles with the sound of voices and the clink of coin being exchanged. There are people shouting for bargains and others chasing after thieves. In the back alleys smugglers sell their goods on a black market. The streets, shops, and stalls make for a raucous and grand place.

10a – The Toy Market

From the Loremaster's Guide:

Open every first Monday and Thursday each month in the city marketplace, the toy-market of Dale is a colourful and noisy centre of activity attracting merchants from Wilderland and beyond.

[For more information, please see page 99 of the Loremaster's Guide]

10b – Fraeg & Sons, Toymakers to the King

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

10c – Fabulous Fireworks and Sizzling Sparklers

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.

10d – The Hazy Smoke Ring

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



10e – The Laden Platter

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



10f – Gorlim the Butcher

Gorlim the Axe runs a fair priced butcher shop, his meat is decent in quality and his suppliers regular and varied ranging from beef, pork, chicken, rabbit, and various game birds and sometimes even deer and boar.

10g – The King's Crown Tavern and Inn

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.

10h – The Full Tankard

This tavern serves affordable food and drink for those shopping in the market. It is a lively establishment and what it lacks in quality it makes up for with the bustle and friendly nature of the place.

10i – Ingela's Knitting and Colour Shop

Ingela sells various wools and colours supplying many tailor and clothing makers within the city.

10j – Gellir's Garments

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.

10k – Ibal's Shoes

Ibal sells decent leather and cloth shoes and shoe polish from his storefront.

10l – Halvdor & Sons

Halvdor and his three sons product and sell men's clothing and headwear to reputable clientele.

10m – The Goose Quill

A specialist establishment selling various ink, pens, books, paper, and parchment to the scholars and businesses of Dale and beyond.

10n – Hoegwar's Outfitting Shop

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.

10o – Herbs of Quality

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

10p – Amdir the Alchemist

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

10q – House of Healing

The next is a house of healing run by two elderly sisters name Inga and Gurda, who run the house of healing with donations from wealthy city folk and a small yearly stipend from the Royal Palace. Though not many are aware of the fact, one of their chief donators is a wandering Elven healer named Dínathrad, who taught them many of the Elven arts of healing.

Inga & Gurda

Attribute Level: 5

Specialities: Old-lore, Leech-craft

Distinctive Features: Fair & Keen-eyed (Inga), Just & Nimble (Gurda)

Relevant skills: Healing ♦♦♦, Inspire ♦♦ (Inga), Song ♦♦ (Gurda)

Endurance: 19



10r – Nomrel's Wagon's Wheels

Nomrel the cartwright deals with both the wealthy carriage-owners and the common tradesman, constructing and repairing surreys, chaises, brewery-wagons, and delivery carts with equal skill and ease. His prices vary from reasonable to outrageous, depending on the task.

10s – Klavig the Caravanmaster

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.

10t – The Horse and Tail

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.

10u – Andril's Sword

Andril's is a smithy that produces chain armour and spearheads as well as tools. His wares are plain but serviceable, and well worth the price charged. He is also one of the strongest men in Dale and often engages in arm-wrestling contests at local taverns and festivals.

Andril

Attribute Level: 4

Specialities: Smith-craft

Distinctive Features: Strong, Hardy

Relevant skills: Craft ♦♦♦, Athletics ♦♦♦, Awe ♦♦♦

Endurance: 18



10v – Hanar the Weaponsmith

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.

10w – Blackrock Cistern

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.

11 – The Harbour

Built from stone the harbour is the main source of trade to and from the city of Dale and very rarely sleeps; no gates can be closed to the city here, although the Harbour Master and his officials do police the area during the night in an attempt to dissuade illegal trade and smuggling.

Protective walls protect the harbour from the fast flowing Running River as it bends its way south to Esgaroth and beyond thus allowing the captain's of the Cnearra to navigate the harbour free of the rivers stronger currents.

At many hours during the day, local fisherman can be seen standing at the edges of the harbour and on its walls, vying to catch a fish or two for breakfast or supper.

11a – The Golden Anchor

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*.

11b – Harbourmaster's Office

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.

11c – Harbourmaster Confiscated Hold

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.



11d - Harbour Watch

The Harbour Watch can be found between the Harbourmaster's Office and the City Gaol. 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

11e - City Gaol

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.

11f - The Hammer and Anvil

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

11g - The Rose Tattoo

A true artist, Rose's tattoos have a chance (1/2 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).

11h - Loused and Soused

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.



11i - Faelivren's Place

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

11j - Velima's Ambrosia

The most outstanding feature about this brothel, on the other hand, is that it is fortunately ill-lit.

11k - The Starry Crown

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.

11l - The Crab and The Captain

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

11m - Girion the Chandler

Supplying outgoing vessels with rope, casks, sailcloth, and other stores. The current owner, Girion, is a ruddy Northman of about 50, and one of the shrewdest businessmen in Dale. He will deal with anyone, no matter how shady their reputation, and is always on the lookout for new profit-making opportunities.

11n - The Fish Market

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.

11o - The Hungry Salmon

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



11p – The Battered Haddock

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.

11q – Baran's Shipyard

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



11r – Morwen's House of Exchange

This pawnshop perches uneasily in the top floor of a tenement in the dirtiest area of the city and harbour, and literally anything can be found here. Morwen herself will not knowingly fence anything or deal with criminals, but is old enough to be fooled by a clever tongue and a quick hand. She ekes out a living selling such goods as come her way.

11s – Talegi the Seeress

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

11t – Beggar's Alley

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 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: 9

Specialities: Old-lore, Swimming

Distinctive Features: Determined, Generous

Relevant skills: Inspire ♦♦♦♦, Persuade ♦♦♦, Lore ♦♦♦,

Sword ♦♦♦♦, Great Bow ♦♦♦♦♦

Endurance: 30



Lady Hella, Queen of Dale

Tracing her ancestry back to Dale of old, Hella was raised in the lands between the Running Rive and the Redwater. After Bard slew Smaug and the free peoples' were victorious at the Battle of Five Armies, Hella and her family returned to the lands of Dale and it was during the rebuilding of the city that Bard fell in love with the beautiful and fair-spoken Hella.

Hella is gentle and compassionate but knows of the harsh realities of the world her people live in. She is Bard's confidante and he regularly seeks advice and counsel from her on all matters of state.

Attribute Level: 7

Specialities: Minstrelsy, Story-telling

Distinctive Features: Fair, Fair-spoken

Relevant skills: Song ♦♦♦♦, Persuade ♦♦♦, Healing ♦♦♦♦

Endurance: 21

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: Old-lore, Enemy-lore (Orcs)

Distinctive Features: Determined, Fair

Relevant skills: Inspire ♦♦, Persuade ♦♦♦, Lore ♦♦♦,

Sword ♦♦♦, Great Bow ♦♦♦

Endurance: 19



Master Lifstan, Chancellor to King Bard

Lifstan serves as advisor to King Bard and Queen Hella, 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



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: 19



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: 25

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: 18



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: 23

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: Awe ♦♦♦♦, Inspire ♦♦♦♦, Athletics ♦♦♦, Sword ♦♦♦♦, Spear ♦♦♦♦

Endurance: 20

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: 20

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: 18

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.

Earl Ragnald

Ragnald is the current master of Shieldwall, the most northerly permanent settlement in the Kingdom of Dale. He is harsh but just, his people in constant vigil for there are numerous threats in the lands of the north.

Attribute Level: 8
Specialities: Enemy-lore (Warg), Enemy-lore (Orc)
Distinctive Features: Hardened, Just
Relevant skills: Athletics ♦♦♦, Awareness ♦♦♦, Battle ♦♦♦, Spear ♦♦♦♦
Endurance: 22

Lord Gaisemund

Gaisemund is the ruler of Buhr Naurthauja 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. Although self-interested and far from honourable, Gaisemund is vital to the safety of the Ridings.

Attribute Level: 7
Specialities: Horseman, Trade
Distinctive Features: Vengeful, Cunning
Relevant skills: Athletics ♦♦♦, Battle ♦♦♦♦, Hunting ♦♦♦, Spear ♦♦♦♦
Endurance: 21



Oyvind

Fat and jolly, Oyvind is the Master of Erland's Ferry; a village under constant threat from Easterling attack. 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: 20

Lord Hunderic

Hunderic is the lord of Buhr Austar 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.

His closest ally is Eynar of Ironhold but currently their relationship is strained due to, or lack thereof, regarding Hunderic's training of Eynar's warriors. If this cannot be resolved then their allegiances may crumble creating a weakness and division that a clever enemy could exploit.

Attribute Level: 7

Specialities: Horseman, Enemy-lore (Easterlings)

Distinctive Features: Adventurous, Energetic

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

Endurance: 21



Eynar

Eynar is a stubborn man and the current master of Ironhold. His responsibilities as leader of his people weigh heavily upon him for he is very much aware of how dangerous the threats are to them possibly because he also doubts his own capabilities in certain areas of leadership and when dealing with the new politics of the region.

Attribute Level: 6

Specialities: Region-lore (Redwater Valley), Enemy-lore (Easterlings)

Distinctive Features: Stern, Wary

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

Endurance: 20



Lord Frithalf

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

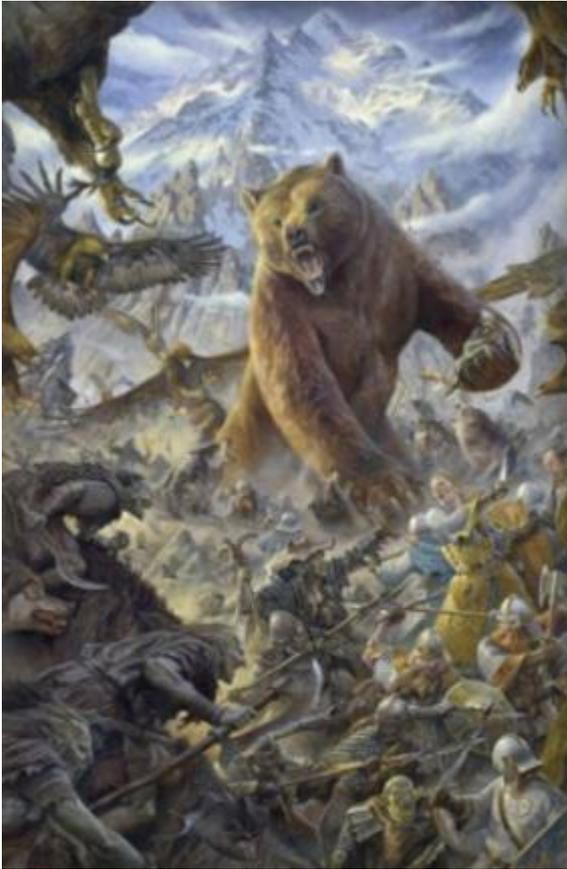
Relevant skills: Insight ♦♦, Persuade ♦♦, Battle ♦♦, Spears ♦♦♦

Endurance: 21



CHAPTER 5 - THE GATHERING OF FIVE ARMIES

The Gathering 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 and Lake-men formed up on one spur and the Elves 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 and Wargs 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.

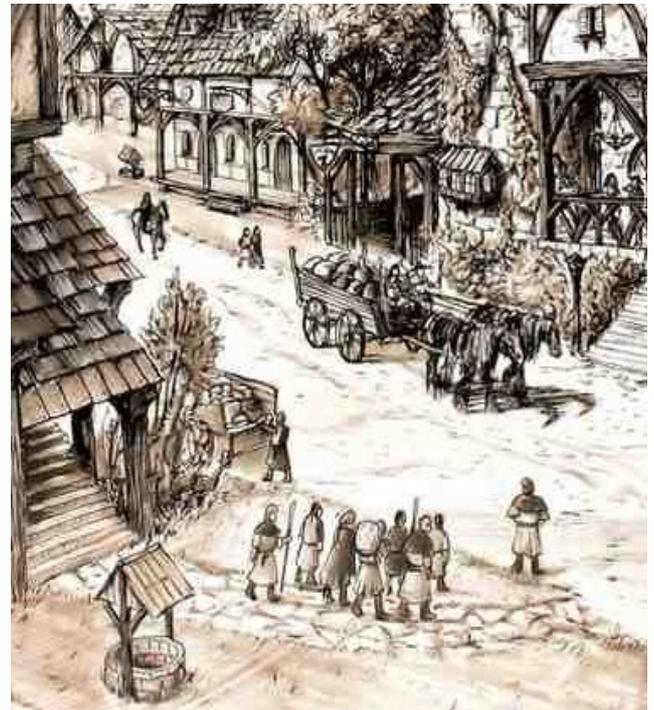
Then, a great noise was heard: Thorin and his 12 Dwarf companions inside the mountain had thrown down the stone wall they had erected across the mouth of the gates, killing many Goblins. Thorin and his companions then charged out to join the battle, covered from head to toe in the finest armour and weapons 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 GATHERING OF FIVE ARMIES

The Gathering of Five Armies is the festival 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 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).



The Gathering 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 Gathering 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 gathering 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 Wearing 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.

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 GATHERING

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 Gathering 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 Gathering 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 Dain** - 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** - Bregdan 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 Bregdan 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 Wearing, 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 Wearing 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 Athletics 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 Gathering 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.

- "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"
- 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"



- "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 on 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

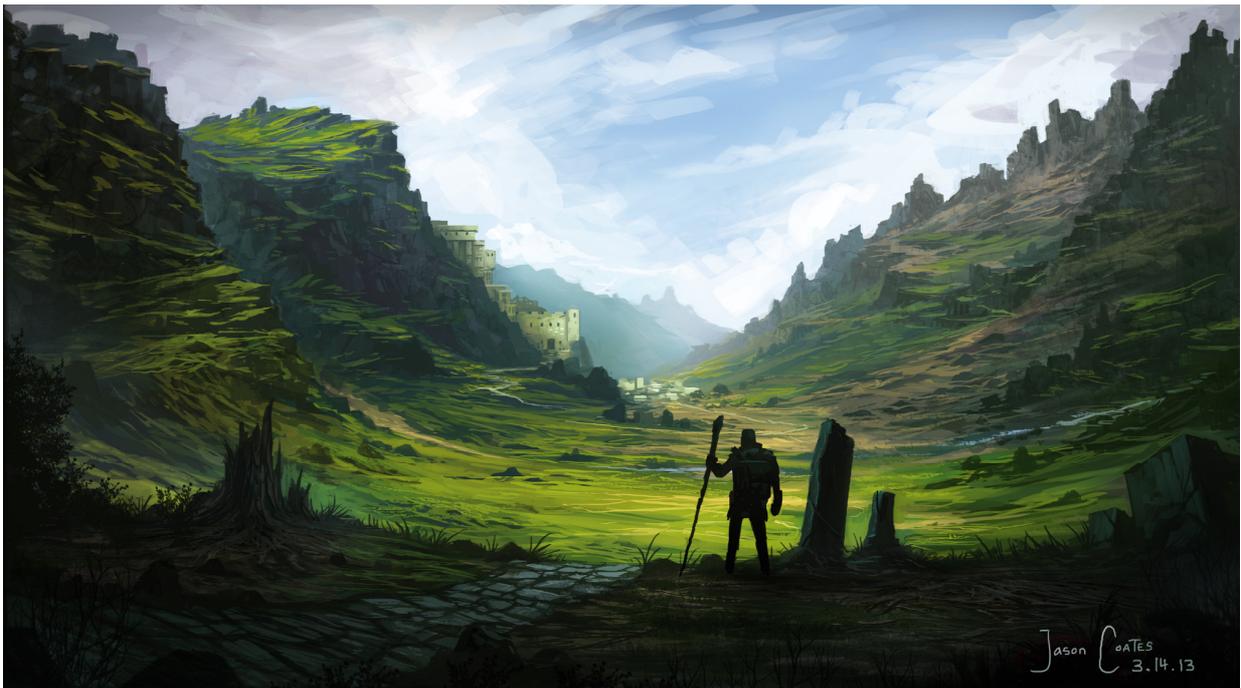
Cities and towns can also provide adventure hooks for happenings outside the city and even its surrounding - a combination of rumours and foreshadowing.

- **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 Buhr Austar and the other 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
<u>Bow</u> 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.	

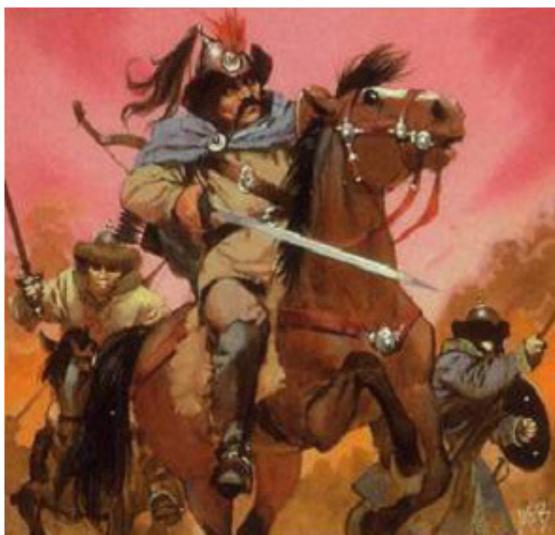
easterling raider	
ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
12	2
PARRY	ARMOUR
3 + 3 (Shield)	3d + 1
SKILLS	
Personality, 2	Survival, 1
Movement, 2	<u>Custom, 3</u>
Perception, 2	Vocation, 2
WEAPON SKILLS	
Sword Damage 5, Edge 10, Injury 16, CS Disarm	2
Spear Damage 5, Edge 9, Injury 14, CS Piercing Blow	2
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	HATE
18	4
PARRY	ARMOUR
4	3d
SKILLS	
Personality, 2	<u>Survival, 2</u>
<u>Movement, 3</u>	Custom, 2
Perception, 3	Vocation, 1
WEAPON SKILLS	
<u>Long-hafted Axe</u> Damage 5 / 7, Edge 7, Injury 18 / 20, CS Break Shield	4
SPECIAL ABILITIES	
<p>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.</p>	
<p>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).</p>	



easterling chief

ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
20	3
PARRY	ARMOUR
4 + 3 (Shield)	3d + 4
SKILLS	
<u>Personality, 4</u>	Survival, 2
Movement, 3	<u>Custom, 3</u>
Perception, 2	Vocation, 2
WEAPON SKILLS	
<u>Spear</u> Damage 5, Edge 9, Injury 14, CS Piercing Blow	4
<u>Sword</u> Damage 5, Edge 10, Injury 16, CS Disarm	3
SPECIAL ABILITIES	
<p>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).</p>	
<p>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</p>	
<p>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.</p>	



ANDRAG 'THE WOLF'

South of the Running River lies the Rhovanian 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 having skirted the mighty stronghold at Buhr Naurthauja, are preparing to strike at Erland's Ferry 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</u> , 3	<u>Survival</u> , 2
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</u> , 4	<u>Survival</u> , 2
Movement, 3	Custom, 3
<u>Perception</u> , 4	Vocation, 4
WEAPON SKILLS	
Long Sword Damage 5, Edge 10, Injury 16, CS disarm	3
SPECIAL ABILITIES	
<p>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.</p> <p>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.</p> <p>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.</p>	
<p>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.</p>	
<p>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.</p>	



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	
<p>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).</p>	
<p>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.</p>	

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	
<p>Deadly Archery The archer may spend a point of Hate to add his Attribute level to damage with a successful bow attack.</p>	
<p>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.</p>	





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	
<p>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).</p>	
<p>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.</p>	
<p>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.</p>	



guard dog	
ATTRIBUTE LEVEL	
2	
ENDURANCE	HATE
8	1
PARRY	ARMOUR
3	1d
SKILLS	
<u>Personality</u> , 1	Survival, 1
Movement, 3	Custom, 0
<u>Perception</u> , 2	Vocation, 0
WEAPON SKILLS	
<u>Bite</u> Damage 3, Edge 10, Injury 16, CS -	2
SPECIAL ABILITIES	
<p>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.</p>	
<p>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).</p>	



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
Damage 5, Edge 10, Injury 16, CS disarm Long Sword	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	
Damage 5, Edge 9, Injury 14, CS piercing blow Spear	2
Damage 5, Edge 10, Injury 14, CS disarm Short Sword	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 Gaisemund of Buhr Naurthauja 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</u> , 2	Custom, 1
<u>Perception</u> , 2	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 Ψ , 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 Ironwood. Lord Jerwis of Northwatch has first-hand experience of Urbhaz; his warriors were sorely bested in a battle to contest the river's crossing. The remnants of Jerwis' army hides behind the palisade at Northwatch while the orcs burn and loot the homesteads of his people.

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	<u>4d</u>
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</u> , 3
<u>Movement</u> , 3	Custom, 1
<u>Perception</u> , 2	Vocation, 1
WEAPON SKILLS	
Bite Damage 6, Edge , Injury 14, CS pierce	3
SPECIAL ABILITIES	
<p>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.</p>	
<p>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.</p>	
<p>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.</p>	



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 Loporog.

myrrhross	
ATTRIBUTE LEVEL	
6	
ENDURANCE	HATE
32	6
PARRY	ARMOUR
4	<u>2d</u>
SKILLS	
Personality, 1	<u>Survival, 3</u>
<u>Movement, 3</u>	Custom, 1
<u>Perception, 3</u>	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

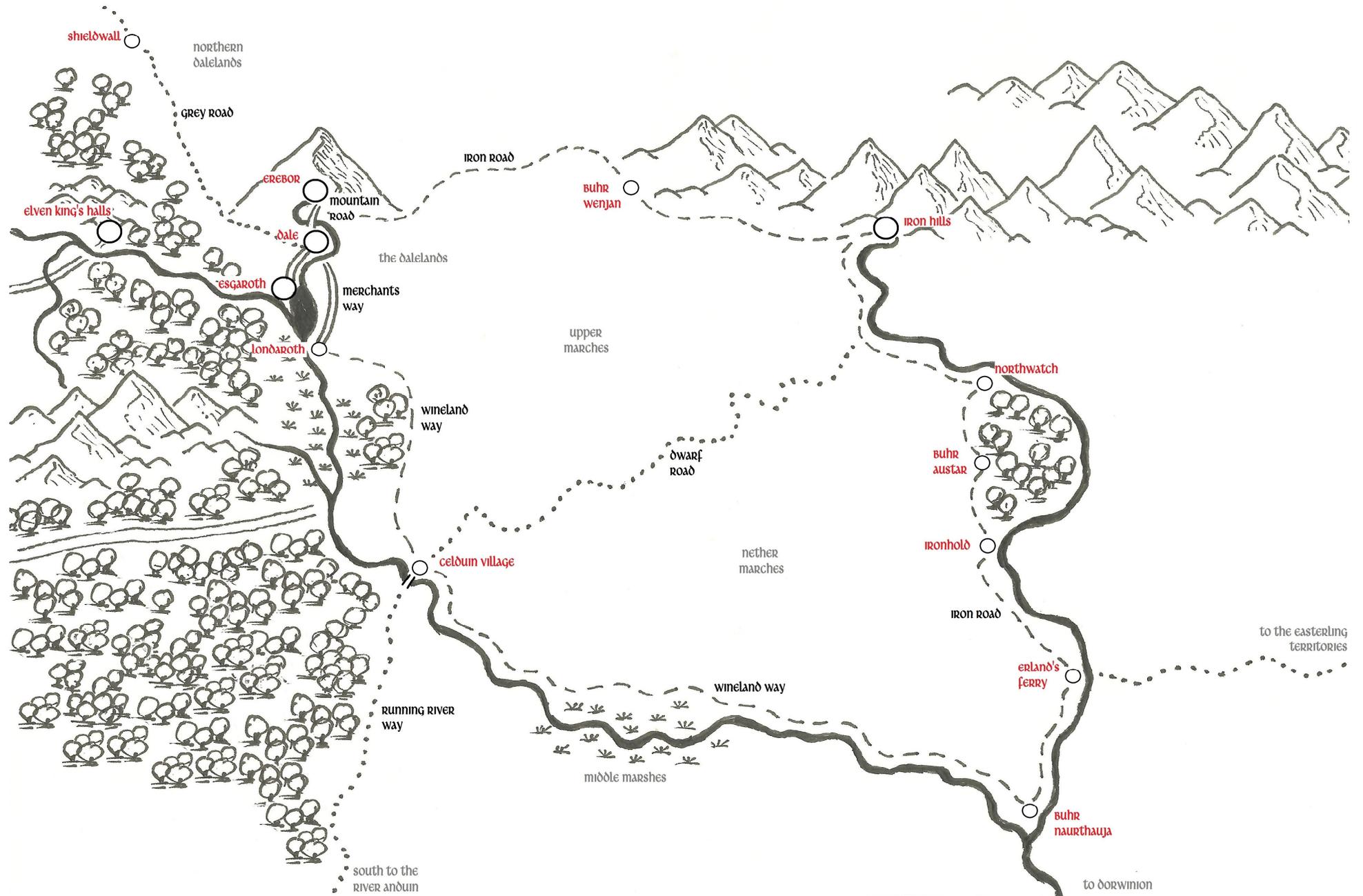
The white wolves of the north are a thorn in the side of Shieldwall and her people with Earl Ragnald regularly leading hunting expeditions to thin and control their numbers.

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  , 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.	

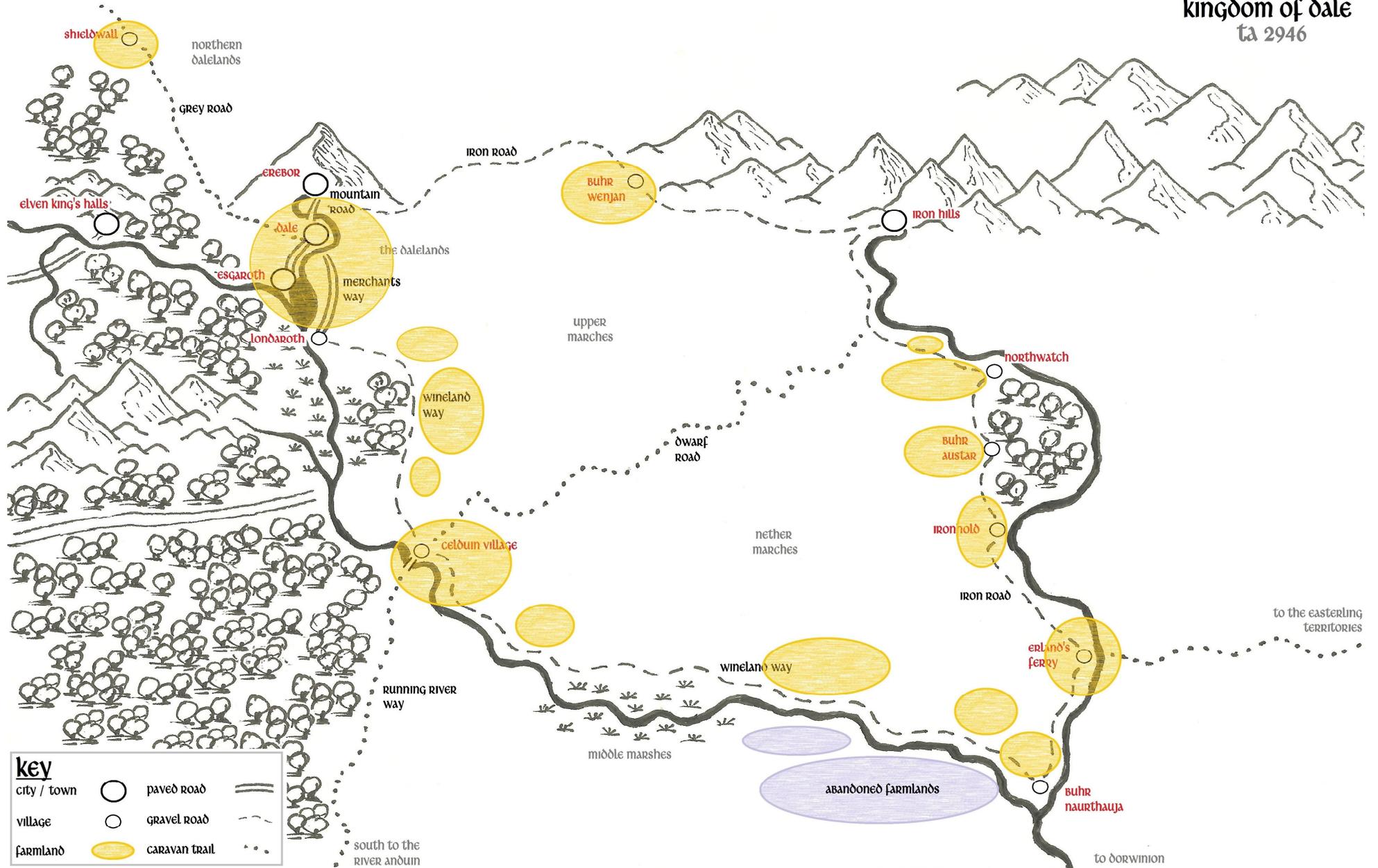


APPENDIX A: ADVENTURERS MAP OF THE KINGDOM OF DALE



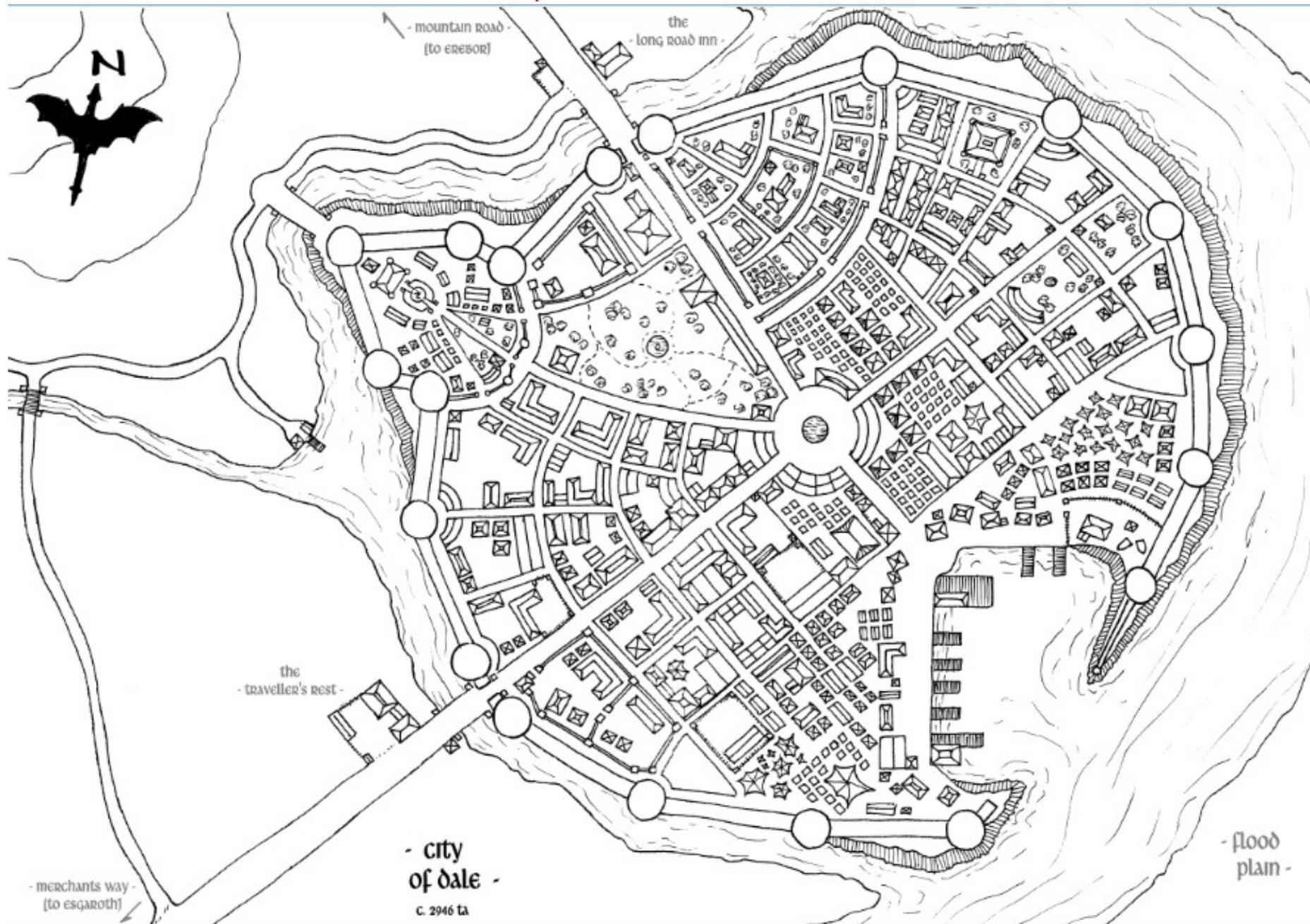
APPENDIX B: LOREMASTER MAP OF THE KINGDOM OF DALE

kingdom of dale
ta 2946



key		
city / town	○	paved road
village	○	gravel road
farmland	●	caravan trail

APPENDIX C: ADVENTURERS MAP OF THE CITY OF DALE



APPENDIX D: LOREMASTER MAP OF THE CITY OF DALE

