



1. Storage shed. The sturdy timber storage contains tables, chairs and trappings for the annual festivals held at the village (Yule, Midyear, Harvest Home and Autumn Fair).

2. Town festival ground. The circle shown on the map is simply the ceremonial ground used for weddings and official speeches. The true festival ground continues northward and is approximately 300' times 150' large. It is kept free of undergrowth by letting a flock of sheep graze there during spring.

3. Grib's guesthouse and tavern. Robus Grib the one-handed is the jovial innkeeper of Wulfsdale. He and his family runs the only natural habitat of thirsty villagers and weary journeymen. Rumor has it that Robus was a fierce mercenary in the Second Northern War and some go as far as to say that he has cut more orc heads than he has served beers.

4. Mavelic's toothsomes. Candy, pastries, tried fruit and cakes can be bought here. Some say the prices are extortionary.

5. Midgren the weaver. Little compared to the competition in Tharbad and Fornost, but quite a factory for a small village like Wulfsdale. Midgren himself dont touch a loom anymore, but has four dunnish girls working 14-hour shifts for him. Some say Midgren is a slaver, others just delight in the fine fabric and reasonable prices.

6. Tax office/Reeve's house. The only stonebuilding in Wulfsdale is a combined tax office and Reeve's residence. Reeve Harran was posted here by Dagar, the Baron's magistrate, only two years ago and his rulings of law is second only to Old Densir's (who is a minor noble of the barony of Fëotar). Most villagers believe that Harran, with the support of Hiratar Gaertil, is the single source of power in Wulfsdale. The Reeve has two shrievals (i.e sheriffs) to enforce the law of the Baron. The tax collector, an unpopular puny man with a vulture-like outlook, is imported from southern Gondor (or so he says). He speaks with a nasal annoying tone and never fails to collect the last ounce of grain or wool taxed.



Arthedain



Cardolan



Rhudaur



Saralainn

7. Lar's mounts & mules. Lar is a big man with yellow beard and fair complexion, eagerly claiming Eothraim heritage. But doesn't every horse-trader make that claim?

8. Kabella's pottery.

9. Marko the carpenter. Various repairs and carpentry. Marko has five children and it is a well-known secret that Old Densir purposely destroyed a fine chair just to provide Marko with work last winter.

10. Grebble's smokehouse. Panimus Grebble is widely known for his smoked ham and sausages. He says they are famous all the way from Larach Duhnan to Mithlond. From the look of his belly he eats most of them himself.

11. Pavil the butcher. Pavil does not keep animals himself, but has instead specialized in the butchering and preservation of meats.

12. Farmer Gruder's croft.

13. Jack Togan's residence. A former resident of Faegil ("Wraith's Cove"), a village in the Barrow Downs, abandoned a few years ago due to increasing undead presence in the area. Jack is rumored to have served with Pelendur Hir Thyn Gorthad as a "gravedigger" and mound guardian. His silence is interpreted by the villagers as if all rumors are true.

14. Drugan's open-air smithy. There is a single masoned wall to the south of this smithy to which the large hearth stands. An anvil, a rack of tools and a swarthy smith is also present at most daylight times.

15. Smith's storage and home. Drugan, a swarthy dunlending type reside here with his stunning young wife Eleanoriel. They have no children, but the smith and his wife is still young.

16. General store. Few know the true ownership of the general store, but it is governed by Jormal, a slightly corpulent man who's second largest passion in life is haggling (first being food, he is the single largest customer at Mavelic's). Jormal refers to the owner as the "fat Bucklander", but refuses to speak more about it. The store is however very well equipped for a backwater village. In times of need Jormal will even sell a broadsword, but otherwise he is quite reluctant handing out weapons to the citizens.

17. Old Densir's homestead. This well-tended two-story timberhouse with thatched roof and whitewashed walls is the home of the village nobleman. Old Densir have some Dunadan lineage, but his 90 years of life have taken its toll. His body is failing and his only true obligation within Wulfsdale is the grand opening of the Fairs. Densir have an heir, but he is long gone. Some say he moved to Gondor some fifteen years ago, others say he died in the Petty Wars.

18. Farmer Illham's croft. Farmer Rogg Illham and his wife Martha have six children, the youngest only a year old and the eldest being nine. All children, except the infant, are required in the daily business of raising hogs and tending sheep. Work is hard, but Rogg have never (so far) let his family starve.



Barrow Downs



