

THE  
**LORD OF THE RINGS**  
ROLEPLAYING GAME



REALM: BREE-LAND

## OVERVIEW

Bree-land encompasses all the lands between the Brandywine River and the Midgewater Marshes, from the Great East Road to the northern edges of the Chetwood Forest. This tiny realm is simply an informal confederation of several villages—Bree, Staddle, Combe and Archet—with no king or lord to rule them. The land stretches about 7 leagues east and west of Bree, along the East Road, and 7 leagues north of the village. Bree-land includes the Chetwood, a small, tame forest. As neighbors, the Bree-landers work together to keep the Great East Road in repair and muster defense in times of trouble.

Two races jointly occupy Bree-land: Men and Hobbits. The Bree-men are one of the last remnants of the original Men who inhabited Eriador. The Dunlandings, from whom they have been separated for centuries but with whom they still maintain trade up and down the Greenway, are their closest kin. The Hobbit-folk of Bree are later arrivals. Bree is the oldest surviving Hobbit settlement in Middle-earth. The Hobbit presence here dates back to not long after they crossed the mountains west from Wilderland. It was from Bree-land that, 300 years later, in 1601 of the Third Age, the Hobbits colonizing The Shire set out. Most Hobbits in Bree-land live in Staddle, but some live above Bree, in the hill.



## HISTORY

The first record of the Bree-men occurred after the Numenoreans returned to Middle-earth, around Second Age 600. At that time, the Bree-men had already settled in what is now called Bree-land.

With the founding of the Kingdom of Arnor, the village of Bree swelled to a previously unknown level of importance. Standing on the crossroads of the Great East Road and the North-South Road, and nearly in the center of the kingdom, the town soon grew large and prosperous. Bree became the rest point and trade center of the North Kingdom.

When Arnor split into three kingdoms, Bree still managed to maintain a level of prominence. Its location near the meeting point of all three realms guaranteed a continuous flow of trade, diplomacy, and travel. Bree survived the petty wars between the three kingdoms unscathed, as most fighting occurred around the Tower of Amon Sul, on Weathertop. During this time, an Arthedain garrison was stationed there, to protect the town and crossroads.

When the realm of Angmar and its ally Rhudaur attacked Arthedain and Cardolan, in the First Northern War (TA1409), the Arthedainian forces were pushed back from the Weather Hills. Amon Sul was razed and the Bree-landers retreated in to the woods and wilds as their towns burned.

After the War, the Men of Bree returned to their ancestral homes and rebuilt their towns and farms. The Great Plague, which decimated Cardolan, had run its course and little strength left when it reached Bree.

During the Second Northern War with Angmar (TA1974), the Bree-landers were again invaded and hid in the forests and hills, avoiding the conflict. When Angmar was destroyed, the next year, they again returned to their lands and again rebuilt.

After the fall of the North Kingdom, Bree declined in importance and size. Trade and travel, while still occurring, was nowhere near levels of the previous centuries. With the end of the Line of Kings, the Men of Bree governed themselves, electing Town-masters and arranging for Town-guards. The remaining Dunedain of the North, while seen around and passing through Bree, no longer governed them. After generations and centuries passed, the Men of Bree forgot the history of the Dunedain, fearing and shunning the Rangers, as they knew them.

By the end of the Third Age, Bree-land was the furthest northern and western settlements of men in Eriador. Travelers were rare: The regular Dwarf traffic between the Lonely Mountain and the Blue Mountains; Occasional travelers and caravans from Dale or the Vales of the Anduin; or refugees from the South, avoiding the growing evil around Isengard. The Bree-landers themselves became distrustful of travelers, even of the Rangers of the North.

In the Fourth Age, when the Reunited Kingdom was renewed, Bree again became a town of importance.

## THE PEOPLE

### MEN OF BREE

The Men of Bree-land are descendants of the original settlers of Eriador in the First Age. Distantly related to the Dunlendings, time has accentuated their differences.

Men of Bree tend to have dark hair and eyes, and average 5'8" tall. All speak Westron, having forgotten whatever ancient language they may have spoken thousands of years ago.

No great warriors or loremasters come from Bree-land, although the occasional brave lad or lass has wandered out to the wide world. Most people's time is spent farming or practicing their craft.

<b>Men of Bree (Middle Men)</b>
<b>Skills:</b> Craft +2, Debate +1, Games +1, Run +1
<b>Edges:</b> Friends
<b>Languages:</b> Westron

### HOBBITS OF BREE

The Hobbits of Bree pride themselves as the oldest settlement of Hobbits in Middle-earth still in existence. Few have any dealings with the Shire Hobbits, whom they regard as 'colonists'. Most Hobbits live in Staddle, but a sizable minority lives in Bree proper.

Like Shire Hobbits, Bree-land Hobbits average 3'6" tall, and tend to be fat. Bree-land Hobbits have the same likes and dislikes as Shire Hobbits, but they do not share the Shire Hobbits distrust of the 'Big Folk'.

## PLACES OF INTEREST

### ARCHET

Located north-east of Bree, deep in the Chetwood, Archet is the most remote town-site in Bree-land. Due to its remote, secluded location, Archet has no walls or fences surrounding it. There are about 30 wooden cottages for the 150 or so Men who live here.

### BREE

Located at the crossing of the North Road (the Greenway) from Tharbad to Fornost Erain (Deadman's Dike) and the Great East Road from the Grey Havens to the Misty Mountains, Bree is built up against Bree Hill. It contains about a hundred stone houses of Men, and somewhat fewer Hobbit-dwellings, often dug directly into the Hill itself. The village is home to about 500 Men and 200 Hobbits. A stout hedge-wall and dike, with one gate on each side for the Great East Road, protects it from peril.

Once an important place during the days of the North-kingdom, Bree declined into a sleepy, small town. At this time, it is best known to travelers as the site of the Prancing Pony Inn, and featuring some of the best food and beer between the Mountains and the Sea.

### CHETWOOD

A small tame forest east of Bree, the Chetwood is home no animal larger or more vicious than a deer. Only about 5 leagues across, the wood is crisscrossed by several tracks, which are often used by the woodsier of the Bree-landers.

## COMBE

Combe lies east of Bree, just off the Great East Road in a small, wooded depression. It contains about 40 wooden cottages for the 200 Men who call it home. Combe is a farming community, but herdsman run their flocks through the tame Chetwood behind. There are no inns in the village.

### THE FORSAKEN INN

The last inn on the Great East Road before the Lone-lands. It lays 1 day's walk east of Bree. The Forsaken Inn marks the end of Bree-land in the East.

### MIDGEWATER MARSHES

A lowland freshwater marsh over a dozen leagues in diameter east of the Chetwood and Bree. The marsh is home to numerous waterfowl, rodents, and is infested with small, irritating and biting gnats.

### STADDLE

Located on the other side of Bree Hill, Staddle is a small hamlet of about 20 stone houses of Men and 100 Hobbit holes. There are about 100 Men and 600 Hobbits who call Staddle home. It is a small farming community, which relies on Bree for all of its commercial needs. Staddle has no defenses.

## THE INN OF THE PRANCING PONY

The only inn, and the central building of Bree, this inn has a long, storied history. Men of Bree, Dunedain Rangers, travelers from Rohan and Gondor, Hobbits, Dwarves, and even the occasional Elf stay here.

Built into the side of the central hill of Bree, *The Prancing Pony* is a large, three-story inn catering primarily to the Men and Hobbits of Bree.

The inn is open most days from just before noon to well after midnight, usually 1:00 am. Strangers are not only welcome here—they're expected. A great deal of *The Prancing Pony's* success is due to frequent visits from those using both the Great

East Road and the Greenway for trade. Even the Rangers of the North, distrusted by most, are frequent visitors here.

Visitors to *the Pony* are assured of a good meal and warm place to sleep. The menu caters to Men and Hobbit alike and full-sized rooms are available, as well as half-sized Hobbit-rooms.

The Inn is built in a 'U' shape, with two wings stretching out back, into the Hill. The entryway is covered by a stone arch that provides welcome solace for visitors from the rain and snow. The ground here is packed dirt. The Yard lies between the two wings of the inn, and is open to the sky. Ponies, horses, wagons and such are all brought into the yard for the stable hands to tend to. The ground here is also packed dirt.

The first floor of the inn contains the innkeeper's chambers, the kitchen, storerooms, a few bedchambers, and a parlor. All of the private bedrooms are furnished alike, no matter their size. Rooms come complete with a bed, chest of drawers, a lock box—usually at the foot of the bed—for storing valuables, and a water basin under the bed. There are 2 Hobbit-sized rooms, each with 4 beds; 30 Man-sized rooms, with between 1 and 10 beds in each. The common room has a central hearth, eight round tables, and two bench tables, for a total seating of 44. The inn also has 2 private dining rooms, and 3 private parlors; a stable for up to 12 horses or ponies, and a large space for wagons.

### 3.1: PRICES AT *THE PRANCING PONY*

FOOD AND DRINK	COST
Ale, mug	10 cp
Food, fine, 1 week	1 sp
Food, ordinary, 1 week	40 cp
Food, travel rations, 1 week	20 cp
Meal, fine	1 sp, 20 cp
Meal, ordinary	60 cp
Pipeweed, one pouch	50 cp
Wine, Dorwinion, per glass	80 cp
Wine, ordinary, per glass	20 cp
Wine, Dorwinion, per skin	1 SP
Wine, ordinary, per skin	1 sp
SERVICES	COST
Inn, ordinary, one night's stay	50 cp
Hot bath	50 cp
Clothes washed	5 sp
BEASTS AND VEHICLES	COST
Boat	2 sp
Cart	2 GP
Horse, riding	2 SP
Horse, war	4 SP
Pony	1 SP
Saddle and tack	1 sp
Waggon	4 GP



FIRST FLOOR

# THE INN OF THE PRANCING PONY



SECOND FLOOR



THIRD FLOOR

- 1. Archway
- 2. Inn-Yard
- 3. Stables
- 4. Common Room
- 5. Kitchen
- 6. Parlor
- 7. Sleeping Room
- 8. Private Dining
- 9. Hobbit Room
- 10. Butterbur's Room
- 11. Storage Room
- 12. Bathroom

1 Square = 5 feet

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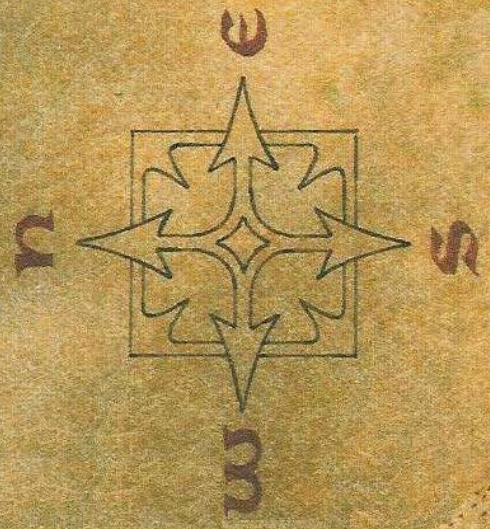


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A R N O R

weather hills

chert wood

saddle archer

midgewater marshes

combe

the forsaken inn

BRICE

the barrow dunnis

and death

W O N E - L A N D S

hoarwell

the last bridge

great road

weather top

hē gēn̄ h̄ȳa p̄y p̄ta w̄h̄a p̄y p̄ta w̄h̄a