

Ériu

Adventures in Heroic Ireland



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A compilation of files, essays and images used in the free play-by-post RPG *Ériu: Adventures in Heroic Ireland*. This game ran during the years 2002-06 and was housed at the Yahoo Group site "eriu-rpg-ck" (<http://games.groups.yahoo.com/group/eriu-rpg-ck/>).

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Contents

1. INTRODUCTION

A Royal Mess
Game Design and Gameplay
Game Overview
Martial aspect: combat and warfare
Material aspect: provision and nurture
Mental aspect: wisdom and esoterica
Ogham
Pronunciation

2. PLAYER CHARACTERS

Getting started: welcome email to new players
Player character generation, task resolution and Glory
Naming your character
Character appearance

3. MAPS AND TRIBES

Maps of Ériu and the Tribes
History and gazetteer of the tribes

4. ECONOMICS AND THE FAMILY

Homestead economics
Barter rates
PC portraits, emblems and family members

5. GAMEPLAY CHRONICLE

Airisiu Liacc (“stone chronicle”)
Misc. scenes: Tuathal Techtmar, Éllim the Usurper, Battle of Achall,
Battle of Temuir, Tuathal's Pillars

1. Introduction

A Royal Mess

It is the year 72 AD, and Ériu, the heroic land of Ireland, is in pain. A few generations ago, raids and wars engulfed the island. The skilled warriors of the "noble" tribes, most notably the mighty Cú Chulainn, fought epic battles. All eventually perished, robbing the land of its heroes. In this vacuum, the downtrodden "base" tribes sought to reverse the ancient order by staging two violent revolts. The second won inglorious victory. In 56 AD, Éllim mac Condrach, an alienated noble from the north, massacred the heads of noble tribes at a feast. Backed by the base tribes, he was ushered into the royal citadel of Temuir (modern Tara) and announced king. Éllim exalted the kings of the base tribes, proclaiming them the new lords of Ireland.



Éllim still sits at Temuir, but Ériu herself seems to have rejected him. Plague and famine blight his reign; cows give less milk; the forests yield less fruit. Although many within the former noble tribes wish to remove Éllim, they currently lack the morale and organization to do so. A further hindrance is Éllim's fearsome cadre of elite warriors, whom he uses to ruthlessly silence discontent.

Yet, there is hope. At the massacre of 56 AD, the slain king of Temuir's pregnant wife fled, making her way to Alba. There, she gave birth to a son, Tuathal Techtmar. News of the exiled prince's upbringing has sown seeds for the overthrow of Éllim. The lad has recently assumed arms, and many hope that his return will bring unity to the scattered rebels and anti-Éllim lords.

You are a member of a traditionally noble tribe. Your daily life revolves around seeing to the protection of your honor, your family, and your tribesmen. On a larger scale, you sense the trouble that is brewing beyond home. Gossip about prince Tuathal's return grows more frequent, and more rooted in reality. Surely, great turmoil will accompany his arrival, as will the promise of restoring righteous and glorious kingship. What part will you play?

Game Design and Gameplay

This is a role-playing game set in heroic Ireland, between the times of Cú Chulainn and Finn mac Cumhaill. The starting year is 72 AD. My depiction of the Irish political and social landscape derives primarily from the literature and genealogies, supplemented by the old legal texts and archaeology. Original game rules were modified from *King Arthur Pendragon*TM by Green Knight Publishing. Subsequent changes to game rules were designed to quicken action resolution through play-by-post, and to emphasize career paths, tribal politics, and household economics management.

Actual gameplay occurred as play-by-post on the Yahoo Group "eriu-rpg-ck" (<http://games.groups.yahoo.com/group/eriu-rpg-ck/>), covering 15 gaming years (72-86 AD), four real-time years, and involving over 1400 posts.

Game Overview

Political Landscape

The basic political entity is the *túath*: the tribe or petty kingdom. Roughly 20 *túatha* dot the island, with bog, hills, and forest separating them. Typically, each *túath* consists of 3,000 people, headed by a king. Each *túath* is theoretically independent of all others -- there is no "king of Ireland." A person's legal rights do not extend beyond his home *túath*, unless his king has made appropriate treaties with other tribes. Alliances between kings are based upon political necessity and genealogy. Over the years, the site of Temuir came to be regarded as a repository of legal and genealogical tradition, and the king of Temuir was the custodian of these traditions. One important convention was the division of "noble" (*sóer*) and "base" (*dóer*) dynasties. Membership in either group depended upon ancestry, with the noble dynasties being descended from three sons of Mil Espáine. Until the rebellion of Éllim, the noble tribes recognized each other's supremacy and expected tribute from the lesser base tribes, thereby creating an informal system of "provincial" kings.



Social Landscape

Each *túath* is completely rural. Towns do not exist -- there are no urban centers with streets, squares, shops, inns, and government buildings. Rather, the tribe is a collection of extended families. Each extended family owns land, with its constituent nuclear families responsible for farming and grazing certain portions. As are tribes, families are classified as either "noble" or "base." Despite my use of these terms, society is not feudal in the medieval sense. Genealogy and wealth separate the "noble" from the "base." Importantly, noble families have the legal right to loan cattle to others. Establishing cattle loans is important, because one's social status, formalized as "honor price", depends upon the number of cattle-clients. Base families need loaned cattle to build up their herds, and show ritual obedience to their cattle-lords. Similarly, nobles show formal respect to the recognized royal dynasty. Coinage does not exist, with economic exchange occurring by trading goods and services.

Player Character Goals

The player character begins play as a young adult of a noble family. His (or her) early childhood was spent with his birth parents. At age seven, he was fostered by a relative or social ally, who provided an education fitting to a young noble: basic combat training, the essentials of agriculture and animal husbandry, and tribal history and poetry. At age 14, the child returned to his natal family to embark upon "secondary education." At this point, there are three fundamental paths open to the PC, patterned after the sociologist Dumézil's three Indo-European societal functions: martial (warfare), material (food production), and mental (religious and judicial). This triad of aspects describes the game's totality of existence, from the universe down to the PC's being. Thus, one career path is that of the perpetual warrior, where the PC joins the tribal warrior band and seeks glory and social standing through warfare. Another path is that of the *áes dána* ("those of the arts") -- many years of schooling to become a druid, poet, or craftsman. A third is, ideally, an integration of the three: starting as a youthful warrior, progressing to parent and cattle-lord, and eventually becoming a wise, venerated elder within the tribe. Regardless of their chosen career, all PCs strive to earn glory through a combination of battle exploits (Martial), displays of generosity and hospitality (Material), and wise and true judgments (Mental).

Game Mechanics

Game rules are based on *Pendragon*. Skills and Stats are on the basic 1-20 scale, and conflict resolution occurs by d20 rolls. Important changes are that this game does not use Traits and Passions, and the set of Stats has been expanded to include the Mental aspect. Stats and Skills are grouped into the Martial, Material, and Mental aspects, with special skills, called "Arts", being added for each aspect. The Arts utilize "Activity Points", which are designed to promote heroic feats (Martial Arts), the nurture and well-being of others (Material Arts), and the exercise of magic (Mental Arts).

The game's timeframe follows the standard BC/AD scheme, with the death of Cú Chulainn occurring in the year 0 AD (the traditional year of Jesus's birth). Thus, BC dates are simulatiously "Before Christ" and "Before Cú Chulainn" (you don't earn fame until you die), and AD are "Anno Domini" and "After [Cú Chulainn's] Death."

Life is easier in metric, so I use kg (1 kg is about 2 pounds), meters (1 meter is about 1 yard), and liters (1 liter is about 1 quart). Deal with it, Yanks.

All the Irish You'll Need to Know

I'll try to not burden the players with too many Irish words. I value readability over pomp, so regular English syntax, grammar, and terms will be used for the most part. There are, however, some Irish words that will appear occasionally, and the players should be familiar with them.

áes dána ("ash dah-nuh"): (n.) "those of the arts"; a general term for druids, poets, and craftsmen.

bó ("boh"): (n.) a milk cow; unit of value (typically, 1 *cumal* = 3 *bó* = 18 *míach*).

cumal ("kuh-ul"): (n.) a female slave; unit of value (see *bó*).

derbfine ("jer-vin-yeh"): (n.) one form of the extended family. Ego's *derbfine* includes relatives descended from his great-father, and Ego's children, grandchildren, and great-grandchildren. *Clann* simply denotes "descent from", and is used as a general genealogical term.

dóer ("dohr"): (adj.) base; low status. Can refer to a tribe, dynasty, family, or person. The term *aitheach* ("uh-yuk") is similar, meaning "vassal."

fíán ("fyee-un"): (n.) young, unmarried warrior. Typical early stage of the career warrior or eventual cattle-lord.

míach ("myee-uk"): (n.) a sack of grain; 30 liters for gaming purposes; unit of value (see *bó*).

sóer ("sohr"): (adj.) noble; high status. Can refer to a tribe, dynasty, family, or person.

túath ("too-uh"): (n.) tribe; petty kingdom.



Martial aspect: combat and warfare

Combat and warfare figure prominently in heroic Irish society. Glory and cattle are to be won through raids and campaigns, while the tribe is to be protected in turn. While all tribesmen are expected to be competent on the battlefield, advanced combat training is reserved for the nobles. At 14, the young noble warrior joins the tribal *fíán*-band, which is mainly composed of unmarried nobles seeking to win reputations and cattle. The young initiate starts as a "waterboy" who is not expected to do much fighting, but to improve his martial skills and perform camp duties while out hunting and raiding with the older *fíanna*. At age 17, the youth assumes arms and becomes a full *fíán* member. The *fíanna* are charged with patrolling the tribe's boundaries, bringing in game meat for their relatives, and enthusiastically responding to calls-to-arms. If he marries, the warrior's duties shift to household management and cattle loans. He can call out his cattle-clients to initiate raids, but his risky youthful days are over.

Besides the *fíán*-band and the personal bodyguards of wealthy nobles, the Irish tribe does not maintain a standing army. Tribal musters occur for two reasons: to initiate a raid or to confront an attacking force. To initiate a raid, a noble sends word out, and other warriors join as they see fit. In this case, a noble's clients are not compelled to accompany him unless such service is specified in the terms of the cattle loan. When the tribe is threatened by a large force, then it is the king's duty to call for a general muster. All households, noble and base, are expected to contribute at least two warriors. The mustered force of men amounts to one-third of the tribal population; thus, a tribe of 3,000 can raise 1,000 male warriors. Of this 1,000, trained nobles comprise 25%, with base spearmen the remainder.



Material aspect: provision and nurture

The demands of daily life -- food, shelter, clothing -- are never far from the Irish hero's mind. Regardless of his social standing and training, he is expected to provide for family members, and, to a lesser extent, fellow tribesmen. Thus, keeping an active and productive farm is a virtue, and glory can be won by hosting lavish feasts. The concept of provision goes beyond daily bread to encompass the nurture and caretaking of the person. Glory is gained when the hero reaches certain life stages, such as "graduating" from fosterage, assuming arms, completing the *áes dána* training, getting married, and attaining social positions and titles. Similarly, the hero earns glory at the birth of children, and seeing to their various stages of upbringing.

Ireland's climate and geography make cattle grazing more profitable than cultivation for many tribes. Owning cattle herds is therefore vital to economic and social viability. Base farmers of limited resources increase their herds by borrowing cows from the nobles. The base farmers are naturally attracted to nobles of great glory. One's social standing, quantified as "honor price", is largely determined by the number of cattle-clients. Honor price determines legal compensation for crimes and insults committed against other tribesmen. For gaming purposes, women PCs have equal legal standing as their male counterparts. Honor prices for grades of society are:

Base, unmarried or married	= 1 calf
Noble, unmarried or married, no clients	= 1 heifer to 2 milk cows
Noble, married, with clients	= sum of clients' honor prices
King	= 7 female slaves (<i>cumal</i>)

The honor prices of noble warriors and *áes dána* are boosted for certain offices (e.g., tribal champion, member of royal bodyguard, tribal historian, leading teacher of *áes dána* pupils).



Mental aspect: wisdom and esoterica

The *áes dána* ("those of the arts") are those to devote their lives to the pursuit of wisdom, truth, and the workings of the universe. Three subdisciples make up this group, being likened to fire: "fire in the forge" (crafter), "fire in the cauldron" (physician) and "fire in the head" (druid and poet). The *áes dána* enjoy high status and respect. Youths enter education at age 14; this training period can last up to 20 years. Initially, all students learn advanced poetry, history, cosmology, and the secret alphabet of ogham. After this curriculum, the pupil is then enlightened on the secrets of his or her chosen profession. The education of the craftsman involves various levels of alchemy (goldsmiths and jewelers), botany and mathematics (woodwrights), and old-fashioned sweat (blacksmiths). The physician learns large doses of botany, anatomy, and astrology. Glory is earned by masterfully performing one's craft.

The druid and poet represent the tribe's repository of moral, scientific, legal, and historical knowledge. The druid holds a vital position in society, ensuring that contracts are maintained. Some druids specialize as priests, upholding contracts between the tribe and the gods. Other druids focus on moderating disputes over contracts between men. Here, the druid-judge plays a crucial role, for failure to uphold one's contract brings shame, alienation, and the loss of honor price. Glory is won by pronouncing judgments in legal cases.

The poet is primarily concerned with praise through poetry, rather than contracts. Three classes of poet emphasize different objects of praise. The historian (*senchaid*) praises the past, composing sagas and eulogies of ancestors, heroes and events. The "proper" poet (*fili*) praises people and deeds of the present. A lower rank of *fili*, called the *bard*, is a skilled orator, but lacks the credentials of advanced education. The third poetic class, the seer (*fáith*), focuses on divination -- the "praise" of the future.



Ogham

Carved along the edges of stone pillars, ogham writings are terse funerary or territorial inscriptions, generally written from the base towards the top. In the literature, heroes carve cryptic messages onto wooden stakes, left as omens or challenges to battle. On the left is an adaptation of "Beth-Luis" alphabet from the medieval *Book of Ballymote*. It contains only those letters found in the modern Irish alphabet. On the right is the "Beth-Luis" alphabet arranged in ABC order.

B	A
L	B
F	C
S	D
N	E
H	F
D	G
T	H
C	I
M	L
G	M
P	N
R	O
A	P
O	R
U	S
E	T
I	U



Pronunciation

Irish words are not novice-friendly -- they have weird spellings and use weird sounds. This is another reason why I'm avoiding too much Irish. Still, I'm keeping to the Old Irish spellings of names, so it may be useful to have an idea of how to pronounce them.

Vowels

Long vowels are marked by an accent (e.g., "á" or "a/" in ASCII) and have "Continental" values.

	Long	Short
a	á; a/; "ah" as in "paw"	"uh"
e	é; e/; "ay" as in "they"	"eh"
i	í; i/; "ee" as in "deep"	"ih"
o	ó; o/; "oh" as in "low"	"uh"
u	ú; u/; "oo" as in "cool"	"uh"

Consonants

Every consonant has two sounds: "broad" and "slender." A consonant is slender if it is followed by "e" or "i." If the consonant is at the end of the word, it is slender if an "i" comes before it. Modern Irish is better about this convention, as it always flanks slender consonants with "e" and/or "i", and broad consonants with "a", "o", and/or "u."

The broad sound is as it appears in English. The slender sound can be made by slipping in a "y" sound just after the consonant (the Chicago accent does this a lot). An exception is slender "s", which is "sh" as in "ship." The letter "h" by itself is always silent in Old Irish. When combined with another consonant, however, the following sounds result:

	Broad	Slender
bh	w	v
ch	as in "loch"	h
dh	as in "gum"	y
fh	(silent)	(silent)
gh	as in "gum"	y
mh	w	v
ph	fw	fy
sh	h	h
th	h	h

2. Player characters

Getting started: welcome email to new players

Hello,

Thanks for your interest in the E/riu game. Right now, I'm soliciting and reviewing responses to my ads. Once I get a critical mass of players, I'll start up the game. I hope that I'll get enough players together over the course of this week.

Consider yourselves approved to play in the game, as I either know you or you responded via the Pendragon group. To access the game's Yahoo group, please do the following:

1. Go to -- <http://groups.yahoo.com/group/eriu-rpg-ck/>
2. Click "Join this group" to send in an approval request. You'll be prompted to create a Yahoo account if you don't already have one.
3. Once I approve, you'll get an email confirmation. I'm setting your mailing preference to "No email", so you'll need to check for posts on the group itself. I believe that you can change this setting if you want. If you want to change it and can't, let me know.

You can then navigate the site. Peruse the stuff in "Files." Click whatever strikes your fancy, but I recommend checking out the "Game booklet" first. There are also some period-appropriate scans of warriors in "Photos" (but check out my comments in Page 3 in the "Appearance" folder). There are also links for the inquisitive in "Bookmarks."

I've put together an admittedly lengthy explanation of the game below. Don't worry -- I won't be this verbose in gameplay and won't require you to memorize Irish history and mythology to keep up with the game. I will fill you in about stuff that your PC should know as the game goes along.

Regards,
Conall

==== Game overview ====

The mood that I'm attempting to create is that of a heroic society. By "heroic" I mean that honesty, bravery, and generosity are valued. Deception is the tool of cowards. This does not prevent the hero from answering questions literally or vaguely-but-true, however. Society is split vertically into the "nobles" and the "base." By "nobles", I do not mean nobility in a feudal, land-owning, fief-granting sense. The "nobles" are the elite class/caste, composed of the premier warriors, high craftsmen, and learned druids/poets/scholars. A more appropriate term for the "nobles" might be "those with

franchise", but this is a clunky phrase. "Franchise" means the traditional and legal rights to the privileges of advanced education and, importantly, the power to loan out cattle.

The basic social unit is the "tu/ath" -- the tribe or petty kingdom of ~3000 people. Each tribe is completely rural. There are no towns, streets, inns, pubs, shops, etc. Just a network of homesteads of varying size and fortifications. Trade occurs by barter.

Start thinking about your player characters. Shoot me verbal descriptions and half-baked ideas at this point. I'll have the actual character sheet up on the Yahoo group in a few days (modified from Pendragon). I'd like the PCs to be young unmarried warriors, the equivalent to the Pendragon knight-incipient. If you'd like to dabble in "the arts", I can fit in bards, but druids aren't really appropriate for adventuring (but we can discuss). Importantly, I'd also like the PCs to be first cousins. This creates a plausible, game-appropriate mechanism that naturally bands the characters together. Thus, the PCs are in it together, and one's success is indirectly the group's, and vice-versa. The PCs are to belong to a family of the Laigin tribe. Specifically, their base of operations is around around the fort of Almhu (hill of Allen, near Kildare town). This fort is of later Finn mac Cumail fame (the gaming year is 72 AD, and Finn doesn't hit the scene until c. 220 AD or so).

Each PC will be the oldest child of his nuclear family. Right now, you are living in your parent's house. You are free to come up with names and descriptions of our parents and siblings. You have three other sibs, all aged between 10 and 16 -- at least one should be a brother. Any sibs under 14 should be in fosterage at another household. We can work out the details of the fosterparents. This means that, in exchange, a fosterchild from somewhere else will be living with you and your parents (a potential political tool -- hee). You can also have one miscellaneous relative, such as a sinister aunt, deadbeat uncle, loony third-cousin-once-removed, etc.

But -- I don't want to shoehorn your creativity. If you'd rather be an outsider, let me know. Let me show my cards, though. There is the possibility for the Laigin-born PCs to attain high office, even kingship (this will be revealed at the start of game play). So, "foreign" PCs might go along for the ride, being loyal sidekicks, more or less. If still undeterred, go through the various tribes in gazetteer.doc under "Files" to see whether you'd rather hail from one of these. Regardless of your origin, you will start gameplay near Almhu with the Laigin tribe. So, you'll need to develop a story about why this is your new home. Plausible scenarios include: war captive whose father performed extraordinary service or heroics for the Laigin master and was granted freedom with franchise; family immigrated from another tribe; intertribal marriage, and PC lives with the new in-laws.

If the Laigin first-cousin scenario is pleasing to you, then here is a little background. Your grandfather was a curious figure known as Dobharchu/ (dowr-khoo; "otter", lit. "water-hound"). He was found as a young man living among otters at Poll an Phu/ca in 2 AD (a reputedly enchanted lake in foothills to the east). He bore an uncanny likeness to a lad named Cearmat, who died while in fosterage with the Ulaid (Ulstermen). Cearmat

was brother to Bascna, a highly respected noble at the fort Almhu. Through divination, Dobharchu/ was acknowledged as Bascna's nephew, and he took over a portion of Bascna's land. He married a noblewoman, but disappeared some months before the birth of the PCs' fathers in 20 AD, who were multiple births (eg. if six PCs, then the fathers were sextuplets -- this eliminates arbitrary birth order issues). Divination only revealed that Dobharchu/ went "to the West", which could mean literally lands westward or, figuratively, death. The PCs' fathers grew to be skilled warriors in their own right, even witnessing the horrific massacre orchestrated by the usurper E/llim mac Condrach against the king of Temuir (Tara) in 56 AD. The PCs begin play at age 17-21 in 72 AD. There are slight ads/disads to starting at age 17 or 21, which I'll go over in the future.

Player character generation, task resolution, and Glory

This game's perspective departs from the nitty-gritty first person viewpoint that is typical of many RPGs, and focuses on a longer-term narrative, where time passes on a year-by-year basis. This is done to emphasize career paths, tribal politics, and household management. By structuring the game in annual blocks, each PC specifies what activities he wants to accomplish over the year. These tasks will be quickly resolved, and gameplay continues into the next year. This is designed to allow the PCs to specialize in certain ventures, thereby encouraging more individualized career paths. This can also allow for split-party adventuring, or even solo adventuring.

The player-character's goal is to earn social standing and Glory through heroic deeds. The gaming mechanism has evolved from the Basic Role Playing rules used by Pendragon. PC information, task resolution, and Glory rewards are explained below.

1. Player character information

Name:

Player [real world]:

Appearance:

Emblem:

Age:

Title:

Glory:

Notable feat:

Honor price (# clients/3, in cumal):

Clients: ["expiration date" of cattle-loan given in parentheses]

Cows:

Wife:

Children:

Martial abilities (MAR):

Material abilities (MAT):

Mental abilities (MEN):

Flaw:

Activities (ACT):

The three aspects. Each PC assigns 4 points to a combination of Martial (MAR), Material (MAT), and Mental (MEN) abilities. These abilities determine the amount of Glory that the PC earns over the year. Any of these abilities can be zero, but going to -1 MAT results in death, which can happen due to disease.

High risk, high reward. Each PC also has a Flaw score, which reflects difficulties in accomplishing deeds. Each PC's Flaw score must be at least 1. A player can increase Flaw by as many points as desired. A higher Flaw score poses more challenges for the PC, but results in more Glory for successful deeds.

Family vs. career. Each PC can also increase the Activities (ACT) score. The Activities (ACT) score determines the number of deeds that can be attempted within a year. The starting ACT score is 3. ACT can be increased as desired. This lets PCs attempt more than three deeds for the year. Every point of ACT above 3, however, increases the Flaw score when attempting deeds involving Family.

2. Income

Every year, the PC generates some income from his holdings and clients. All goods are expressed in cows, so:

$$\# \text{ additional cows} = (\# \text{ previous cows} / 6) + \# \text{ clients}$$

3. Deeds: actions by the player characters

Deeds earn Glory for the PC. Each PC can attempt a number of deeds equal to his ACT. To attempt a deed, the PC must first state or describe the action to be done. The most common deeds are given below. Then, the PC must roll over his Flaw on 1d6. If successful, then the deed is accomplished, and the PC earns Glory by rolling #d6 equal to the stat used (MAR, MAT, or MEN) multiplied by Flaw multiplied by 50.

Every year, there are one or more main yearly events. A PC rolls an extra 1d6 when calculating Glory for successfully participating in a yearly event.

Martial deeds (e.g., warring, raiding, adventuring, exploring): use MAR ability.

Roll 1d6:

- a. If over Flaw, Glory = (MAR d6) × Flaw × 50.
- b. If at or under Flaw, roll 1d6 again → If at or under Flaw, PC is **dead**.

Material deeds (e.g., feasting, family): use MAT ability.

- a. Feast. Roll 1d6 → If over Flaw, Glory = (MAT d6) × Flaw × 50, and subtract # cows equal to MAT d6 roll.
- b. Family: Marriage. Roll 1d6 → If over Flaw + (ACT - 3), Glory = (MAT d6) × Flaw × 50, and pay Honor price for bride.

- c. Family: Childbirth. Roll 1d6 →
1. If over Flaw + (ACT - 3), Glory = (MAT d6) × Flaw × 50, and 50% baby is boy.
 2. If at or under Flaw + (ACT - 3), roll 1d6 again → If at or under Flaw + (ACT - 3), wife and child die in childbirth.
- d. Family: Marry off child. Roll 1d6 → If over Flaw + (ACT - 3), Glory = (MAT d6) × Flaw × 50, and pay Honor price.

Mental: poetry, composition: use MEN ability.

Roll 1d6:

- a. If over Flaw, Glory = (MEN d6) × Flaw × 50.
- b. If at or under Flaw, roll 1d6 again → If at or under Flaw, someone is offended (enter legal case). Roll: (MEN d6) + Honor price →
 1. If over 5, then win case.
 2. If 5 or less, then lose case, and pay Honor price.

4. Tribal events

- a. Roll 1d6 → If at or under Honor price (in cumal), then go to b.
- b. Roll 1d6:
 1. If over Flaw, then roll 1d6 on this table:

1-4	Earn 1d6 × 50 Glory for minor deed.
5-6	Capture 1 cow in minor raid.
 2. If at or under Flaw, then roll 1d20 on this table:

1-12	Lose 1d6 cattle.
13-14	Contract disease, lose 1 Material point.
15-16	Tolerate satire. Lose # clients equal to Flaw.
17	Family member dies.
18-20	Legal case. Roll MEN d6 vs. MEN d6. If PC rolls higher, then PC wins and receives # cows equal to Honor price. If tie or PC rolls lower, then PC loses case and pays # cows equal to Honor price.

5. Glory rewards

Calculate Glory for the year, and determine PC's total Glory. Each PC earns the following rewards for every milestone of total Glory reached.

- 1,000 Glory milestone: 1 cow.
- 2,000 Glory milestone: roll over Flaw for 1 new client → If success, then PC has the option of loaning 7 cows to a new client. This client pays the PC back one cow every year for 10 years.
- 4,000 Glory milestone: 1 point to assign to Martial, Material or Mental OR increase or decrease Flaw by 1 point OR increase or decrease Activities by 1 point.

6. Resolving large-scale battles

1. Determine average Martial skill of each opposing force.
 - a. 1d6: base spearman; physically mature male (17-50 yrs, little/no combat training). Ave = 3.5, range = 1-6.
 - b. 2d6: junior *fian* (17-21 yrs, combat training). Ave = 7, range = 2-12.
 - c. 3d6: mature warrior (22-50 yrs, combat training and experience). Ave = 10.5, range = 3-18.
 - d. Above 3d6: individual warriors, not relevant for large bodies of men.
2. Protection = Shield + Armor
 - a. Shield 1 point
 - b. Armor
 1. Leather 3 points
 2. Metal 6 points
3. Modifiers
 - a. Elevation: side with height advantage (eg. horse vs. foot, upslope, atop rampart) earns +1d6 bonus.
 - b. Defensive: side with defensive advantage (eg. defending behind wall, on bank of ford) earns +1d6 bonus.
 - c. Commander: before battle, opposing commanders make opposed Mental rolls. If a commander's roll is 5 or higher than his opponent's, then that commander's side earns +1d6 bonus.
4. Troop number ratio: find $R = a/b$, where a = number of troops on side with more men and b = number of troops on side with less men.
5. Roll attacks for both sides. Assume Side A has more men than Side B.
$$\text{Side A's attack} = R \times (A + \alpha + \beta + \gamma)d6,$$
$$\text{Side B's attack} = (B + \alpha + \beta + \gamma)d6,$$
where:
 - R = Troop number ratio
 - A = Martial skill of Side A
 - B = Martial skill of Side B
 - $\alpha = 1$ if Elevation modifier applies
 - $\beta = 1$ if Defensive modifier applies
 - $\gamma = 1$ if Commander modifier applies
6. Determine damage taken.
$$\text{Damage taken by Side A} = (\text{Side B's attack}) - (\text{Side A's Protection})$$
$$\text{Damage taken by Side B} = (\text{Side A's attack}) - (\text{Side B's Protection})$$
For each side:
 - Negative to zero damage: 2d6% of troops out of commission (ie. wounded, missing)
 - Positive damage: (Damage taken)×5% of troops out of commission, divided evenly between: dead, wounded (but recovered), captured by enemy[Glitch: larger army → larger percentage casualties → high absolute number of casualties]

7. Determine victor: side with the most intact troops still standing (ie. not out of commission).

Naming your character

Irish names

The basic structure of an Irish name in the heroic literature is:

personal name (nominative case) + son/daughter + of parent (genitive case; usually the father's name)

Common personal names require either the "son" (mac) or "daughter" (ingen) appellation to mark their bearers' individuality (eg. Eochu mac Dáiri, Ethne ingen Óengusa). The father's name is usually used, although several important figures used their mother's name (eg. Conchobor mac Nessa, Fergus mac Roich, Ailill mac Mata). Less frequently, "grandson" (ua) is used (eg. Cormac ua Cuinn). The parent's (or grandparent's) name takes the genitive (possessive) case.

Alternatively, an adjective or phrase may be attached to the personal name. This typically makes the filial appellation unnecessary (eg. Lóegaire Buadach, "Lóegaire the victorious"; Cormac Conn Loinges, "Cormac the leader of the exiles"). Other times, the personal name is unique or distinctive enough such that the filial appellation is not necessary (eg. Cú Chulainn, "the hound of Cullan"; Cú Chorb).

Personal names from literature and genealogy

Masculine names

<u>Nominative</u>	<u>Genitive</u>	<u>Pronunciation</u>	<u>Meaning</u>
Ailill	Ailella	ul-yil	spirit; elf (?)
Amargein	Amargin	owr-gin	song-conception
Aulomm	Auluimm	uh-lom	bare-eared
Bressal	Bresail	breh-sul	
Cairpre	Cairpri	karp-reh	
Cathbad	Cathbaid	kuff-uh	battle slayer
Conaire	Conairi	kun-ur-yeh	warrior lord
Conall	Conaill	kun-ul	strong warrior
Conchobor	Conchobair	kunna-koor	desirous of warriors
Conmac	Conmaic	kun-muk	young warrior
Conn	Cuind	kun	wisdom
Corbb	Chorb	kur-ib	body (?)
Cormac	Cormaic	kur-muk	young body (?)
Crimthann	Crimthaind	kriv-un	fox
Dáire	Dáiri	dahr-yeh	fruitful
Dubthach	Dubthaich	duv-uk	black-haired
Énnai	Énnai	ayn-uh	
Eochaid	Echdach	uk-ee	horse-like
Eochu	Echach	uk-uh	horse-like
Éogan	Éogain	ay-un	good conception
Fedelmid	Feidelmid	veh-lim-ih	
Fergus	Fergus	ver-us	manhood

Fiachna	Fiachnai	fyuk-nuh	
Fiachra; Fiachu	Fiachrach; Fiachach	fyuk-ra; fyuk-uh	raven-like (?)
Fintan	Fintain	fyin-tun	old white/wisdom (?)
Fothad	Fothaid	fuh-uh	
Labraid	Labrada	lowr-ee	speaker
Lóegaire	Lógairi	lohr-yeh	
Lugaid	Lugdach	loo-ee	of Lugh (light; oath?)
Maine	Maini	mun-yeh	
Óengus	Óengusa	ohn-us	true vigor
Tuathal	Tuathail	tuh-all	ruler of the tribe

Feminine names

<u>Nominative</u>	<u>Genitive</u>	<u>Pronunciation</u>	<u>Meaning</u>
Aífe	Aífi	ee-veh	
Áine	Áini	ahn-yuh	brightness
Étaín		ay-teen	
Ethne		en-yeh	
Cacht		kakht	
Fedelm	Feidelm	veh-lim	
Finnabar	Finnabair	fyin-owr	white/fair peak
Gráinne		grahn-yeh	of grain
Medb	Medba	mev	intoxicator
Sadb	Sadba	suv	

Creating a personal name

Irish names can be created from scratch using one of the following formats (this section is based on the booklet: B. Ó Cuív. 1986. *Aspects of Irish personal names*. Dublin Institute for Advanced Studies; Dublin).

1. Simple: direct use of a name root. Examples: Aéd ("fire"), Art ("bear"), Bláth ('flower'), Cuilenn ("holly"), Dub ("black"), Finn ("white; wise").
2. Derived: using diminutive ending -án, -acán, -éne, -íne, -ne (eg. Artacán, "little bear"), adjectival ending -ach, -dae (eg. Cathach, "battler"), or miscellaneous ending -id, -ith, -em, -nait (eg. Bláthnait, "flowery").
3. Close compound: noun and adjective roots in any combination.
 - a. Noun + Noun: Fergus (man + strength)
 - b. Noun + Adjective: Brandub (raven + black)
 - c. Adjective + Noun: Trénfher (strong + man)
 - d. Adjective + Adjective: Findchaém (white + fair)
4. Loose compound.
 - a. Noun or Adjective + Adjective: Cú Buide (hound + yellow)
 - b. Noun or Adjective + Proper name (genitive): Maél Ciaráin (bald + of Ciarán)
 - c. Noun or Adjective + Noun (genitive): Mac Aéda (son + of fire)
 - d. Noun or Adjective + Phrase: Cormac Conn Loinges (Cormac + head/leader + of exiles); Cú Cen Máthair (hound + head + of mother).

Feminine names are grossly under-represented in the literature and genealogies. Traditionally, names for females incorporate the roots Bláth ("flower"), Caém ("fair"), Cuilenn ("holly"), Finn ("white"), Gorm ("blue").

<u>Name root</u>	<u>Meaning</u>	<u>Example name (format #)</u>	<u>Pronounciation</u>
-abrae	(n.) eyebrow	Donnabrae (3c)	dun-uh-bruh
Aéd	(n.) fire	Aédgal (3a)	ay-ul
Aire	(n.) lord	Conaire (3a)	kun-ur-yeh
-alt-	(n.) joint	Dub Altach (4d)	duv ul-tuk
Ard	(adj.) high	Ardán (2)	ur-dahn
Argat	(n.) silver	Argatlám (3a)	ur-gut-lahm
Art	(n.) bear	Art (1)	urt
Au	(n.) ear	Aulomm (3b)	uh-lom
Baéth	(adj.) foolish	Mac Baéth (4a)	muk bay
Bán	(adj.) white	Bánnait (2)	bahn-nut
Bard	(n.) bard	Bardéne (2)	bur-dayn-yeh
Bec	(adj.) small	Beccán (2)	byek-ahn
Bél	(n.) mouth	Bélach (2)	byay-luk
Ben	(n.) woman; wife	Ben Niad (4c)	byen nyuh
Bern	(n.) gap	Bern Buadach (4a)	bern boo-uk
Bláth	(n.) flower	Bláithne (2)	blah-nyeh
Bran	(n.) raven	Branán (2)	brun-ahn
Brecc	(adj.) speckled	Breccacán (2)	brek-uh-kahn
Buide	(adj.) yellow	Mac Buide (4a)	muk bwee
Caéch	(adj.) blind	Caéch Deirc (4c)	kayk jer-ik
Caél	(adj.) narrow	Caélem (2)	keyl-yem
Cath	(n.) battle	Cathal (3b)	kuh-hul
Cass	(adj.) twisted	Cormac Cass (4a)	kur-muk kus
Cenn	(n.) head; leader	Cengal (3b)	kyen-ul
Cern	(n.) corner; horn	Cernach (2)	kyer-nuk
Cét	(n.) hundred	Cétach (2)	kyay-tuk
-chair	(n.) patron (lit. "lover")	Cathchair (3a)	kuh-kur
Ciar	(adj.) dark; black	Ciarmac (3c)	kyur-muk
Corc	(adj.) purple	Corcacán (2)	kur-kuh-kahn
-coss-	(n.) leg	Baéthchossach (3c)	bay-kus-uk
-cride	(n.) heart	Uarchride (3c)	har-krid-yeh
Crimthann	(n.) fox	Crimthann (1)	kriv-un
Crón	(adj.) tan; tawny	Ben Crón (4a)	byen krohn
Cruinn	(adj.) round	Crundmaél (3d)	krun-meyl
Cú	(n.) hound; warrior	Cú Mara (4c)	koo mur-uh
Cuilenn	(n.) holly	Cuilennán (2)	kul-yehn-ahn
Dall	(adj.) blind	Dallán (2)	dul-ahn
-derc	(n.) eye	Dergderc (3c)	jer-jer-ik
Derg	(adj.) red; dark	Láimderg (3b)	lahv-jer-ik
Dobur	(n.) water	Doburchú (3a)	dowr-koo
-dóit	(n.) arm; hand	Finndóit (3c)	fyin-doht
Donn	(adj.) brown	Donngal (3c)	dun-ul
Dub	(adj.) black	Duibne (2)	duv-nyeh
Ech	(n.) horse	Echbél (3a)	eh-vayl

Faél	(n.) wolf	Faélán (2)	fayl-ahn
Fer	(n.) man	Fergal (3a)	fyer-ul
Fid; Fith	(n.) wood	Fidmuine (3a)	fyiv-uhn-yeh
Find; Finn	(adj.) white; wise	Finn (1)	fyin
Flaith	(n.) noble	Flaithnia (3a)	fluh-nyuh
Flann	(adj.) orange	Flannán (2)	flun-ahn
-fota	(adj.) long	Ulfhota (3c)	ul-uh-tuh
Fraéch	(n.) heather	Fraéch (1)	frayh
Fuil	(n.) blood	Fuilech (2)	ful-yeh
-gal	(n.) heat; valor	Ardgal (3c)	ur-ul
Garb	(adj.) rough	Garbith (2)	gur-byih
-gein	(n.) birth	Caémgein (3c)	kay-ven
Glass	(adj.) green-gray	Finnglas (3d)	fyin-glus
Glún	(n.) knee	Glúnmór (3b)	gloon-mohr
Gorm	(adj.) blue	Gormbláith (3c)	gur-im-blah
Guss	(n.) strength	Fergus (3a)	fyer-us
Laéch	(n.) warrior	Laéchda (2)	lay-duh
Lám	(n.) hand	Lámfhota (3b)	lahv-uh-tuh
Liath	(adj.) gray	Liathán (2)	lyuh-ahn
Loingsech	(n.) exiled one	Cenn Loingsech (4c)	kyen lun-sheh
Lorc	(adj.) fierce	Mucc Lorc (4a)	muk lur-ik
Lon	(n.) blackbird	Lonn Mór (4a)	lun mohr
Mac	(n.) son; youth	Mac Con (4c)	muk kun
Maél	(adj.) shaved; bald	Maéléne (2)	mayl-yayn-yeh
Maith	(adj.) good	Fer Maith (3b)	fyer muh
Marc	(n.) horse	Marcach (2)	murk-uhk
Moen	(adj.) mute	Labraid Moen (4a)	lowr-ee mohn
Mór	(adj.) big; great	Cennmór (3c)	kyen-mohr
Mucc	(n.) pig	Mucc Donn (4a)	muk dun
Mug	(n.) slave	Mug Ruith (4c)	mug ruh
-muine	(n.) thicket	Bláithmuine (3a)	blahv-uhn-yeh
Muir	(n.) sea	Muirne (2)	mur-nyeh
Nia; Nio	(n.) champion	Nia Chorb (4b)	nyuh kur-ib
Odor	(adj.) brown; dark	Laéch Odor (4a)	lay ud-ur
Ór	(n.) gold	Órdae (2)	ohr-duh
Os	(n.) stag	Oisín (2)	ush-een
Rí	(n.) king	Rígán (2)	ree-ahn
Ro-	(adj.) very; great	Ro-dub (3d)	ruh-duv
Rón	(n.) seal	Rónán (2)	rohn-ahn
Ruad	(adj.) red; ruddy	Cathal Ruad (4a)	kuh-hul roo-uh
Súil	(n.) eye; sun	Súilne (2)	sool-nyeh
-tene	(n.) fire	Dergthene (3c)	dyer-hen-yeh
Tigern	(n.) lord	Tigernach (2)	tyer-nuk
Trén	(adj.) strong	Láimtrén (3b)	lav-trayn
-tuile	(n.) flood	Murthuile (3a)	mur-hul-yeh
Uar	(adj.) cold	Uarán (2)	har-ahn
Ul-	(n.) beard	Uldub (3b)	ul-duv

Character appearance

Beauty ideals

The Irish literature is eloquent about the ideals of feminine beauty. An Irish "Helen" was Étaín, "the fairest and most perfect and most beautiful of all the women in the world" (Figure 1). A detailed description of her appears below. Many of these attributes, especially those of the cheeks, lips, and teeth, are given for other legendary beauties such as Derdriu of the Sorrows, Niamh of the Land of the Young, and Delbchaem of the Land of Promise.

Of Étaín's appearance:

Two tresses of yellow gold she had, and each tress was a weaving of four twists with a globe at the end. Men would say that hair was like the blooming iris in summer or like red gold after it had been burnished As white as the snow of a single night her wrists; as tender and even and red as foxglove her clear, lovely cheeks. As black as a beetle's back her brows; a shower of matched pearls her teeth. Hyacinth blue her eyes; Parthian red her lips. Straight, smooth, soft and white her shoulders; pure white and tapering her fingers; long her arms. As white as sea foam her side, slender, long, smooth, yielding, soft as wool. Warm and smooth, sleek and white her thighs; round and small, firm and white her knees. Short and white and straight her shins; fine and straight and lovely her heels. If a rule were put against her feet, scarcely a fault would be found save for a plenitude of flesh or skin. The blushing light of the moon in her noble face; an uplifting of pride in her smooth brows; a gleam of courting each of her two royal eyes. Dimples of pleasure each of her cheeks, where spots red as the blood of a calf alternated with spots the whiteness of shining snow. A gentle, womanly dignity in her voice; a steady, stately step, the walk of a queen. She was the fairest and most perfect and most beautiful of all the women in the world; men thought she was of the Síde, and they said of her: 'Lovely anyone until Étaín. Beautiful anyone until Étaín'."

Of her clothes and jewelry:

She had a bright silver comb with gold ornamentation on it, and she was washing from a silver vessel with four gold birds on it and bright, tiny gems of crimson carbuncle on its rims. There was a crimson cloak of beautiful, curly fleece around her, fastened with a silver brooch coiled with lovely gold; her long-hooded tunic was of stiff, smooth, green silk embroidered with red gold, and there were wondrous animal brooches of gold and silver at her breast and on her shoulders. When the sun shone upon her, the gold would glisten very red against the green silk."

[from "The Destruction of Da Derga's Hostel" (*Togail bruidne Da Derga*), in J. Gantz. 1981. *Early Irish myths and sagas*. Penguin; London. pp. 62-63]

The literature is more terse about male beauty. Raven-black hair, blood-red cheeks, and snow-white skin are attributed to the handsome Noisiu and Diarmait of the Love Spot. A Fomuire king "of fairest form" had golden-yellow hair to his shoulders. The teen-aged Cú Chulainn, described as "handome", had a remarkable head of hair:

"You would think he had three distinct heads of hair -- brown at the base, blood-red in the middle, and a crown of golden yellow. This hair was settled strikingly into three coils on the cleft at the back of his head. Each long loose-flowing strand hung down in shining splendour over his shoulders, deep-gold and beautiful and fine as a thread of gold. A hundred neat red-gold curls shone darkly on his neck, and his head was covered with a hundred crimson threads matted with gems."

[from "The Cattle Raid of Cooley" (*Táin Bó Cuailnge*), in T. Kinsella. 1969. *The Tain*. Oxford University Press; Oxford. pp. 156-158]

Thus, long hair was a mark of beauty for both men and women (Figure 2). Both sexes combed and braided their hair, with women attaching golden balls and rings. Beards appear to have been common, and were often forked.



Figure 1. Étaín attended by her handmaiden. (Painting by Michael A. Hampshire in D. Norton-Taylor. 1974. *The Celts*. Time-Life Books; New York).



Figure 2. Cú Chulainn abducts the lovely Emer and her foster-sister, plus their weight in gold and silver. Although barely beyond puberty at this episode, he is portrayed as very Fabio-esque. (Painting by Robert C. Magis in M. Severy. 1977. *The Celts*. *National Geographic* 151: 582-633).

Clothes

The Classical authors have given us a stereotype of the ancient Celts: loud and brash, wearing cloaks and trousers of plaid, checkered, or striped design. They carry spears and swords into battle, sometimes without clothes or armor. Their hair may be spiked-up with lime, and they may bear tattoos. The reconstruction of the British nobleman c. 200 BC depicts this amalgam (Figure 3), albeit with a shirt of mail, which was probably limited to the upper classes. The famous naked warriors of Polybius and Diodorus might have been shock-troops composed of the youngest and fiercest, or cultic warrior bands of certain tribes. Figure 4 shows how mounted troops of southeastern Britain might have looked in 54 BC.

This "grunge metal" picture of the ancient Celt, bedecked in plaids, trousers, or even nothing at all, differs significantly from that of the heroic Irish warrior in the sagas. Although players are free to describe their characters as they see fit, I will adopt the "literary" image of the Irish warrior.

Warriors in the Irish literature wore tunics and cloaks or mantles. Cloaks and mantles could be hooded, and were fastened with brooches. These garments were typically single-colored. Solid reds and greens were common, with yellow, purple, blue, gray, black, brown, and white also being listed. Warrior lists in two tales bear out these patterns. In "The Destruction of Da Derga's Hostel" (*Togail bruidne Da Derga*), 24 separate descriptions of heroes are given. Only three of these mention trousers, and all wearers of trousers were of servile status. Only 5 of the 24 descriptions mention multi-color clothes, using the terms "speckled", "many colors", or "multi-hued." Similarly, 16 separate descriptions appear in a passage in "The Cattle Raid of Cuailnge" (*Táin Bó Cuailgne*). No one wears trousers, and only one description refers to "speckled" clothes. In both of these tales, no warrior goes into battle naked. Little body armor is mentioned, but most warriors carry shields and use either spears or swords.

The reconstruction of the Dacian warrior c. 150 AD best matches my image of the Irish hero from the sagas (Figure 5). The characteristic cloak is monochrome, secured by a brooch. Similarly, his tunic is monochrome, with a decorated border. I don't care either way about trousers. Although the Irish literature seems to eschew them, their usefulness in protecting and warming the legs was surely not ignored historically. The image of Finn mac Cumail in Figure 6 also keeps with the literature. He wears a breastplate of leather, which is also described for the great hero Cú Chulainn.

Women in the Irish sagas are also described as wearing cloaks and tunics of solid colors. Archaeologists depict British and Gaulish women wearing a long outer dress similar to the Greco-Roman *peplos* or *chiton*, as shown for the woman in Figure 3. In colder weather, this dress was probably worn over a long-sleeved inner tunic.

The Irish literature makes frequent mention of embroidery, which most likely decorated the hems and cuffs. Colored linen or wool would be stitched into linen, while linen would adorn wool. Thin threads of gold were also used, which undoubtedly was the reserve of the upper nobility.

An outstanding question is whether the ancient Irish wore kilts. Carved figures on Irish high crosses suggest that the cloaks mentioned in the literature draped the shoulders and were pinned at the shoulder or breast. The huge cloak of the modern Highlander, wrapped around the waist and slung over the shoulder, was presumably not what the Irish writers had in mind. The modern pleated kilt most likely came into existence in the 1700s.



Figure 3. British noble couple c. 200 BC. (Painting by Peter Connolly in S. James. 1993. *The world of the Celts*. Thames and Hudson; London).



Figure 4. Southeastern Britons skirmishing with Caesar's troops c. 54 BC. (Illustration by Angus McBride in T. Newark. 1996. *Warlords: ancient, Celtic, medieval*. Brockhampton Press; London).

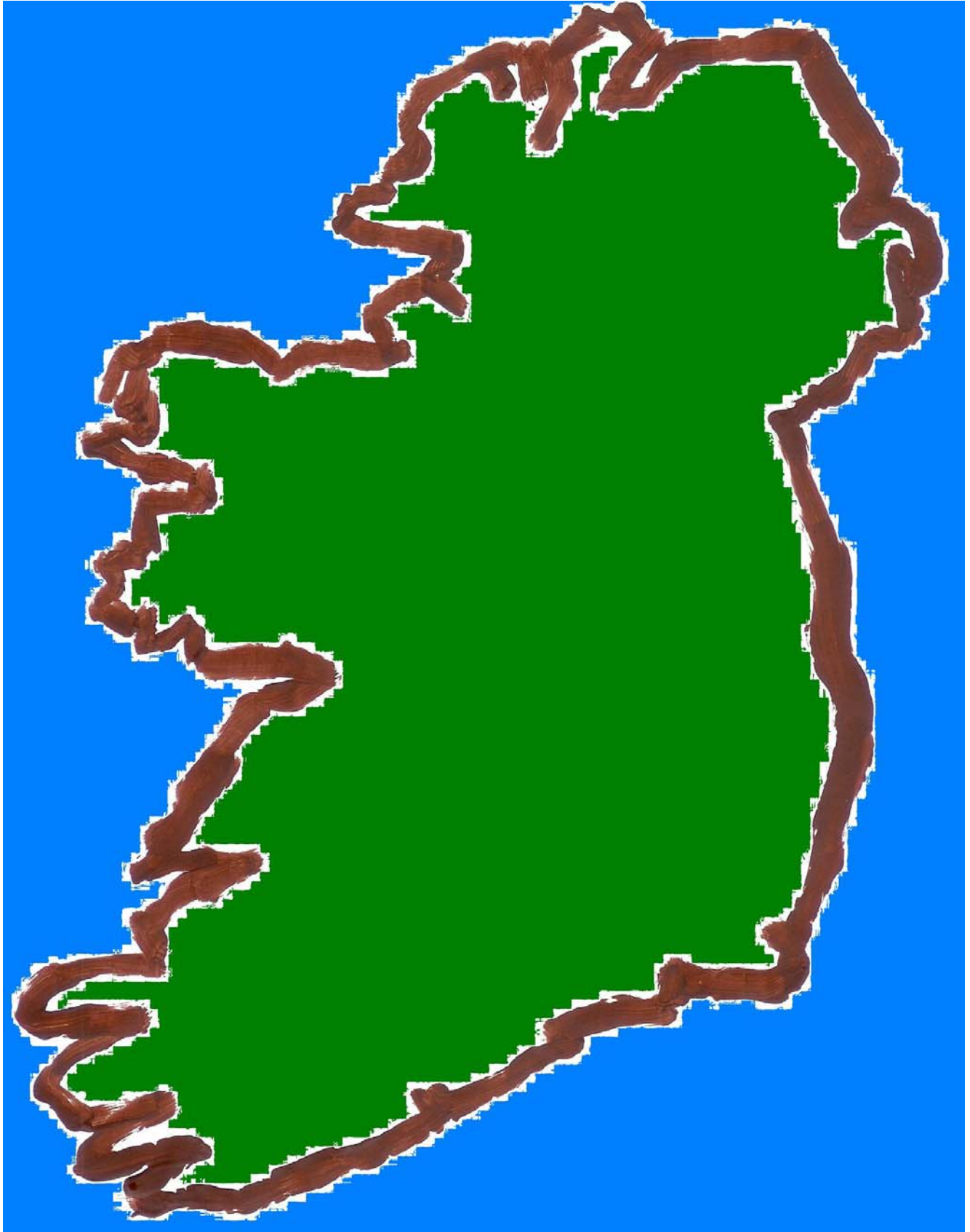


Figure 5. Dacian warrior c. 150 AD (modern Romania). (Illustration by G.A. Embleton in P. Wilcox. 1982. *Rome's enemies 1: Germanics and Dacians*. Men-at-Arms Series #129. Osprey; London).



Figure 6. Finn mac Cumail meets his death on the battlefield, traditionally c. 280 AD. (Illustration by James Field in J. Matthews and B. Stewart. 1988. *Celtic battle heroes*. Firebird Books; Dorset, UK).

3. Maps and Tribes



Cúisí Éirenn

Provinces of Ériu



ᠠ

᠋᠘ᠠᠰᠠᠬᠠ

The Tribes

ᠠ᠘ᠠᠰᠠᠨ

(mighty warriors)



ᠠᠨ

nÉcmacht
(druids & poets)



Roáine

Fir Bolg Ailech

Cruithne
Mag Line

Calraige

Emain
Macha

Dún
Lethglas

Ulaíd

Dún
Delga

᠋᠘ᠠᠰᠠᠨ
(Tara kingship)

Fir
Domnann

Longes
Ulad

Fir
Mide

Temuір

Fir Brega

Fir ᠠᠨ
nÉcmacht

Laigin



Fir Bolg
Úmóir

Tradraige

Osraige

Fir
Gailion

Uaithne

Cruithne
Fea

Ciarraige

Sil
Conaire

Sil
nÉbír

Galltuatha

ᠠ᠘ᠠᠰᠠᠨ
(wealth)

Clann
Dedaíd

ÉRAINN

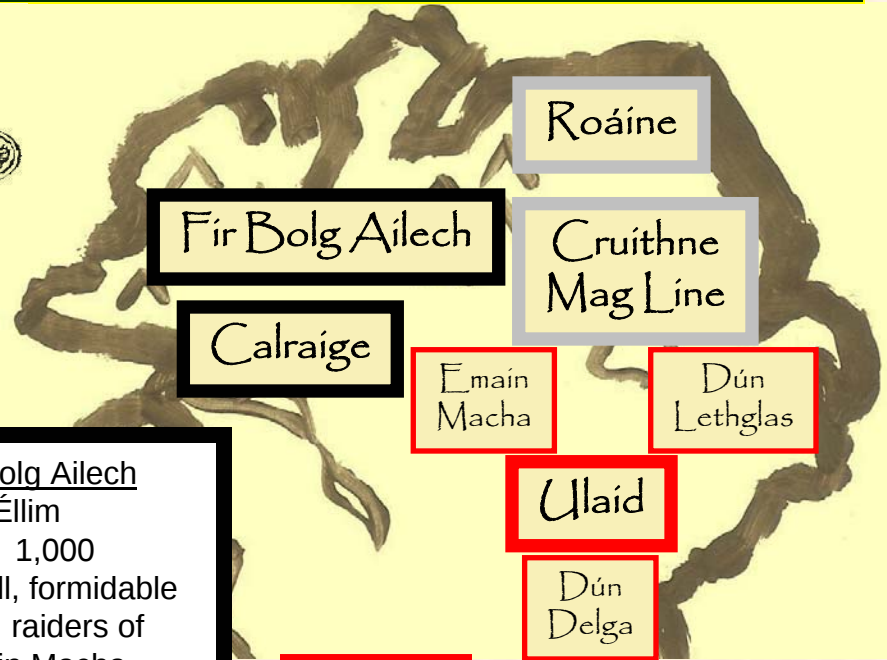
Corco
Loige

mumha
(music & secrets)



Túatha Uladh

Tribes of Ulaid



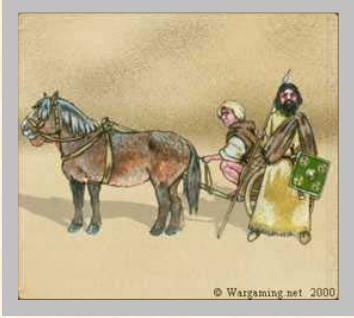
Fir Bolg Ailech
Pro-Éllim
Pop: 1,000
Small, formidable
tribe; raiders of
Emain Macha.



Calraige
Pro-Éllim
Pop: 2,000
Rugged warriors
in hills and
mountains.



Cruithne Mag Line
Neutral
Pop: 3,000
Dedicated to
defending
their territory.



Roáine
Neutral
Pop: 2,000
Isolated; train
skilled warriors.

Ulaid



Emain Macha
Anti-Éllim
Pop: 3,000
King of tribe;
proud warrior
tradition.

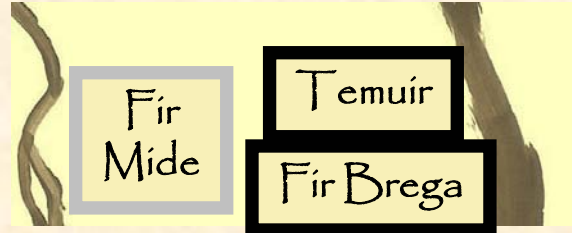


Dún Lethglas
Anti-Éllim
Pop: 1,000
Supports Dún
Delga.



Dún Delga
Anti-Éllim
Pop: 1,000
Claims kingship
of tribe.

Túatha Temrach Tribes of Temuір



Temuір
Pro-Éllim
Pop: 4,000
Usurper king Éllim
rules with support
of Fір Bolg guards.



Fір Brega
Pro-Éllim
Pop: 4,000
Oppressed by
Temuір; many
support Tuathal.



Fір Mide
Neutral
Pop: 3,000
Loose collection
of raiding and
hunting bands.

Túatha Laigen

Tribes of Laigin



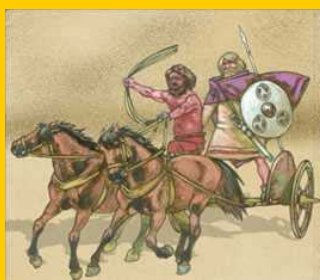
Laigin

Osraige

Fir
Gailion

Cruithne
Fea

Galltuatha



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Laigin

Anti-Éllim

Pop: 5,000

Wealthy; strongly
oppose Éllim & Fir
Gailion.



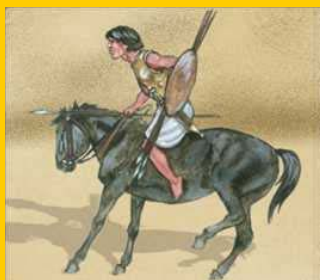
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Osraige

Neutral

Pop: 3,000

Control land
travel routes.



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Cruithne Fea

Anti-Éllim

Pop: 3,000

Steadfast allies of
Laigin.



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Galltuatha

Neutral

Pop: 3,000

Ties & trade with
Britain and Gaul.



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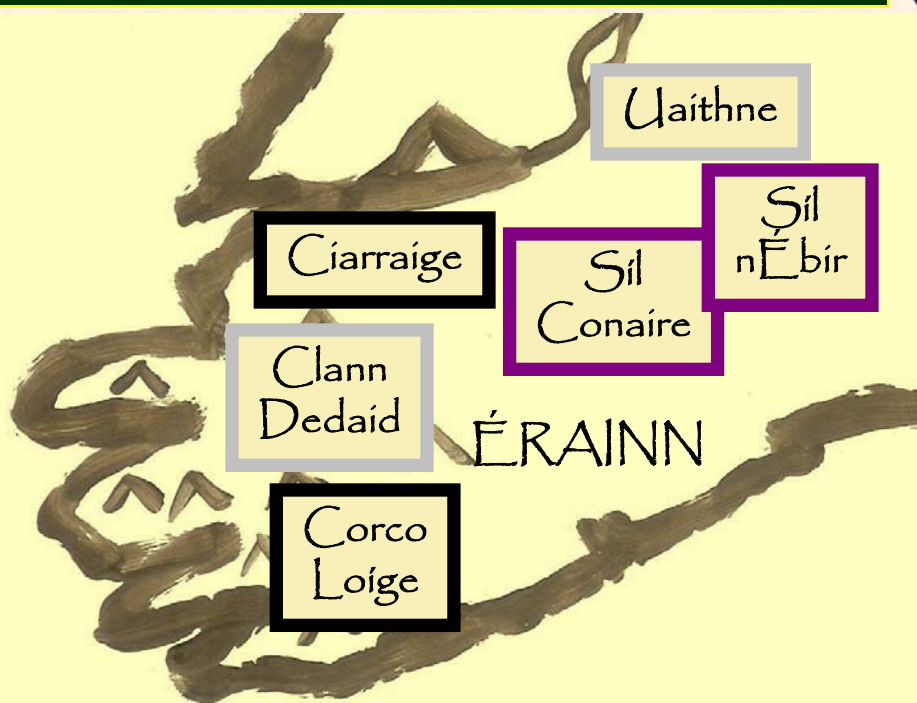
Fir Gailion

Pro-Éllim

Pop: 3,000

Control important
fords and ports.

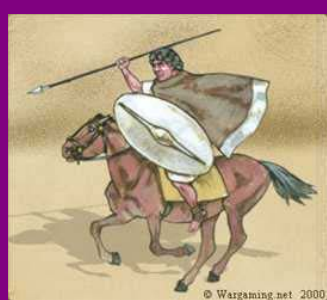
Túatha Mumhan Tribes of Mumha



Érainn



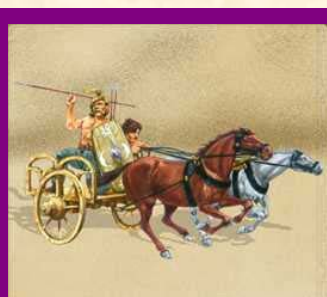
Ciarraige
Pro-Éllim
Pop: 3,000
Raiders of Sí Conaire.



Síl nÉbir
Anti-Éllim
Pop: 3,000
Rivalry with Uaithne & Ciarraige.



Corco Loíge
Pro-Éllim
Pop: 5,000
Control metal mines.



Síl Conaire
Anti-Éllim
Pop: 3,500
Allies of Sí nÉbir; distant kin of Ulaid.



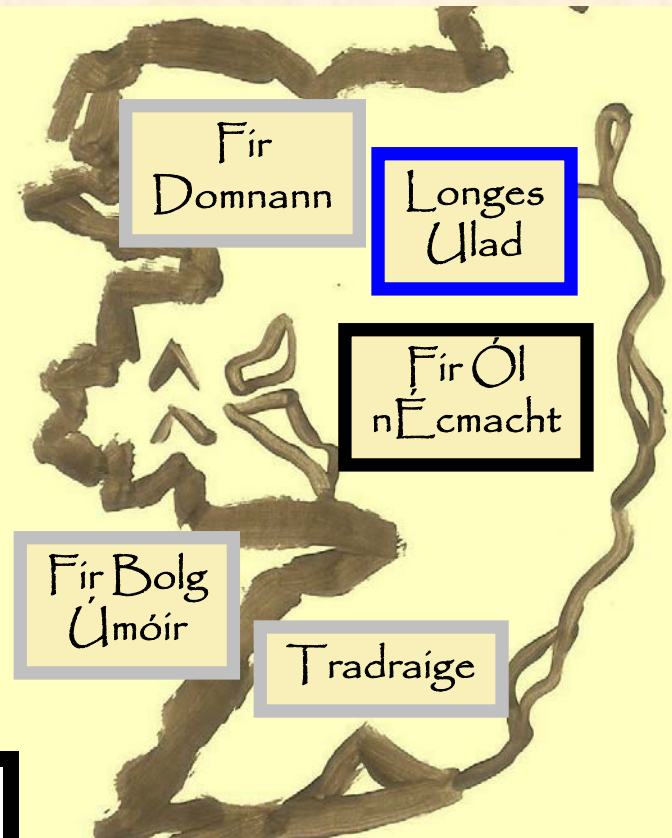
Clann Dedaíd
Neutral
Pop: 3,000
Skilled warriors; rivalry with Corco Loíge.



Uaithne
Neutral
Pop: 3,000
Strong sense of royal justice.

Túatha Ól nÉcmacht

Tribes of Ól nÉcmacht



Fir Ól nÉcmacht
Pro-Éllim
Pop: 4,000
Use Longes Ulad
against Fir
Domnann.



Longes Ulad
Neutral
Pop: 3,000
Skilled warriors;
aided by mighty
wizard.



Tradraige
Neutral
Pop: 3,000
Isolated; hero
wields lightning-
spear.



Fir Domnann
Neutral
Pop: 3,000
Skilled warriors.



Fir Bolg Úmóir
Neutral
Pop: 500
Secluded on
islands.

History and gazetteer of the tribes

History

In the beginning of things, there was airy fire and dark water. Between these worlds lived Ériu. She fashioned a vast cauldron and filled it with water from the dark. Catching a spark from the light, she stoked a fire and put the water to boil. She then went about forming her three great creations. Adding drops of milk to the broth, she formed the soil and plants that sustain all life. Drops of her blood became animals, while her beads of sweat coalesced into trees. Combining these three elements, she synthesized humans, beings of the earth that are capable of the savagery of animals as well as the wisdom encoded in the trees. Blessing them with a poem, she released her progeny into the new world. The humans sojourned for a while, in awe of Ériu's creations.

This new world was of solid matter, yet it could be molded into countless forms. In contrast, the worlds of light and darkness were static, whose indigenous beings were eternal and unchanging. These beings, the Túatha Dé Danann and Fomuire, were drawn to the dynamic nature of the middle material world. The Fomuire were the first to set foot on the firmament of Ériu. Cruel and violent, they assumed motley shapes of hideous sea-pirates, some with huge maws, others with three heads, and others with single arms, legs, and eyes. They did little to settle the land.

Partholón lead the first race of humans to Ériu. After defeating the Fomuire in a magical battle, Partholón's people went to work clearing plains, and initiated agriculture and crafts. After 500 years, they were wiped out by a plague. The people of Nemed then arrived. They continued to clear plains and cultivate the land, as well as erecting strong forts. The resident Fomuire greatly oppressed the Nemedians, demanding two-thirds of their progeny, wheat, and milk every Samhain Eve. Nemed's sons lead a violent assault on the Fomuire's island stronghold of Tor Conainn (modern Tory Island). The tyrannical Fomuire were overthrown, but the Nemedians suffered heavy casualties. The remnants of Nemed's people left Hibernia to return as subsequent races.

The race collectively known as the Fir Bolg took the island briefly. They were actually three stocks: Fir Bolg (who gave their name to the race), Fir Domnann, and Fir Gailion. They were the first to divide the island into five provinces, each with a distinct character: Laigin (Leinster), wealthy in cattle and crops; Ulaid (Ulster), of mighty warriors; Ól nÉcmacht (Connacht), of druidry and poetry; southern Mumha (greater Munster), of music and the hunt; northern Mumha (Cos. Limerick and Clare), of dark secrets. The Fir Bolg's reign was interrupted by the arrival of the glorious Túatha Dé Danann, who alighted from the airy realms. They possessed magical weapons and brought the Lía Fáil ("stone of Fál [Ireland]"), a flagstone that shrieks in the presence of a rightful king. Lead by the mighty warrior Lugh, they defeated a formidable alliance of the Fir Bolg and the Fomuire in two battles at Mag Tuired. The Fomuire and many of the Fir Bolg were scattered to the islands off Ireland and Britain, while isolated pockets of Fir Bolg managed to persist in Ireland.

The rule of the Túatha Dé Danann devolved to a trio of brothers by the time of the arrival of the sons of Mil Espáine. They and their relatives, most importantly the elder Íth, won the land through a combination of diplomacy and battles with the ruling Túatha trio. The people of Mil consigned the Túatha to the unseen realm of the *sídh*, or "fairy mounds." Importantly, the

Milesians earned the blessing of the goddess Ériu, who said: "Yours shall be this island for ever; and to the east of the world there shall not be a better island." In return, the high poet Amorgen pledged that "Ériu" would be the principal name of the island. The victors then squabbled about the division of the land. Two chief sons of Mil -- Éremón and Éber -- warred, with Éremón emerging victorious. He won the northern half of the island, along with mastery of poetry and the arts. Éber took the southern half and mastery of music. A third son, Ír, was relegated to the far north. The elder Íth was allotted less desirable pockets of bogs and hills.

Over the centuries, the Milesians made great accomplishments: the smelting of gold, the making of jewelry, the refinement of weaving and embroidery, and improvements to the chariot. Perhaps most significant was the founding of Temuir (modern Tara). Originally a fort of the Fir Bolg, Éremón gifted the hill to his wife Tea, who was eventually buried there (*Tea Mur*, "Tea's Wall"). The direct descendants of Éremón centered their kingdom on Temuir, while outsider kings strived to secure it as a feasting hall. The scholarly king Ollamh Fódla, a descendant of Ír, initiated the *Feis Temrach* ("festival of Tara"), a triennial gathering of kings, druids, poets, and scholars to debate matters of law and history. Ollamh's invitation went to only three lineages, those of Éremón, Éber, and Ír. These came to be regarded as the free or "noble" (*sóer*) tribes. All others -- Íth, the Fir Bolg, and the mysterious Cruithne -- were looked upon as unfree or "base" (*dóer*). These distinctions became codified during the *Feis*, and a hierarchy of noble and base tribes developed.

The royal descendants of Éremón, who lived at Temuir, embraced the *Feis* convention, which emphasized their roles as custodians of Irish law and genealogy. The kings at Temuir were seen as separate from the traditional five provinces, because they safeguarded the legal precedents that influenced relationships between the tribes. Provincial kings that attended the *Feis* adopted the custom of contributing cattle to the regal feast, which the Temuir kings viewed as nominal tribute.

A critical event occurred during the reign of Úgaine Mór, 23 generations down from Éremón. A proud, valiant ruler, he extracted the murky oath from the other kings that they would acknowledge the legitimacy of his descendants as the rightful kings of Temuir. This seemed nothing more than a confirmation of Úgaine's clan's birthright to its native lands. But a growing lust for tribute and plunder was consuming the tribes of Ériu, and Úgaine preemptively secured his seed's claim to Temuir. Indeed, the provincial kings eventually sought to displace the descendants of Úgaine. One such king, Bresal Bó-dibad mac Rudraigi, a descendant of Ír, succeeded, but his reign saw a calamitous cattle plague that swept the island.

One lineage of Úgaine, the Síl Énnae, came to monopolize the Temuir kingship. Ériu, however, was wracked by rampant greed, murder, incest, and fratricide. To establish a new contract with the land, the druids at Temuir selected the righteous Conaire Mór, a descendant of Úgaine and of a branch collateral to the Síl Énnae, to rule on the hill in 83 BC. Conaire's reign ushered in the desired peace and justice. Alas, it grew too long, as jealousy and brigandry led to his tragic death at Bruiden Dá Derga in 13 BC.

The slaying of the good king Conaire shook Ériu, and the island lapsed into "The Time of the Provincials." The prominent kings of the five provinces rose in importance and arrogance, and the triennial *Feis Temrach* was largely abandoned. Incessant raiding and feuds grew between the provinces, with the belligerent nobles of the Ulaid being prime targets. In one unfortunate episode, the Ulaid warlords turned against themselves when their King Conchobor mac Nessa treacherously slew three fine warriors over the love of a maiden. These wars culminated in the great *Táin Bó Cuailnge* ("Cattle Raid of Cooley"), when Queen Medb of

nÉcmacht lead the other tribes in a massive raid against the Ulaid in 8 BC. The extraordinary champion Cú Chulainn single-handedly saved the Ulaid from ruin, but both sides suffered greatly. Hostilities lingered between Medb and Conchobor, finally climaxing in a great slaughter at Airtech in 32 AD.

The carnage at Airtech robbed the *sóer* tribes of their great warriors. Taking advantage of this vulnerability, Cairpre Cinn Chaith, king of the Fir Bolg Ailech, quickly launched a "Revolt of the Vassals." With a coalition of *dóer* tribesmen, he attacked and killed the king of Temuir. The king's horrified young son, Fíachu Finnoilches, was rushed away to safety. Cairpre announced his claim to the former Fir Bolg site of Temuir, but crops, milk, mast, and fish failed during his brief reign. Upon Cairpre's death in 35 AD, his judicial son Morann recalled the young prince Fíachu, and compelled the culpable *dóer* tribes to swear allegiance to the lad.

This oath was broken in a bloody second revolt of the "vassal tribes" in 56 AD. Orchestrated by the alienated Ulaid noble Éllim mac Condrach, the heads of several *sóer* tribes, including King Fíachu of Temuir, were lured to a feast at Bruiden Mic Dá Reo. At a signal, *dóer* conspirators butchered the gathered lords. Fíachu's pregnant wife was smuggled to Alba, where she gave birth to the promising Tuathal Techtmar. Éllim rode into Temuir and proclaimed himself king. He upset the traditional *sóer-dóer* hierarchy, decreeing that the traditional *sóer* tribes owed his supporters tribute. This tribute has been slow in coming, which prompts Éllim to launch raids with his fearsome cadre of Fir Bolg warriors.

Mindful of the broken oath to the seed of Úgaine, Ériu has visited famine and plague upon Éllim's reign. Although beset by economic ruin, the elderly Éllim revels as king of Temuir. He celebrates his revised *Feis Temrach*, receiving his supporters as the new provincial kings: Eochaid Anchenn of the Fir Gailion (Laigin province), Foirbre mac Fine of the Érainn (Mumha), and Sanb mac Ceitt of the Fir Ól nÉcmacht. Several *sóer* kings, such as Cú Chorb of the Laigin and Dergthene of the Síl nÉbir, chafe under the pretensions of these low-born imposters. They currently lack the will and organization to stage much resistance, however. Many look to the return of Tuathal, the exiled rightful heir, as the necessary spark that will ignite a decisive rebellion. Tuathal is mindful of his motherland's situation, and periodically sends messages of hope. Few, including the usurper Éllim, doubt Tuathal's determination to win back his kingdom.

Gazetteer of the tribes

Tribal colors appear next to each tribe's name. These are common color combinations for cloaks, tunics, shields, etc. The first color is the main field or background, and the second is trim.

Calraige ("kul-ree")



Population: 2,000.

Ruled by: Lugaid Cál mac Dáiri Doimtig.

Progenitor of ruling dynasty: Lugaid Cál mac Dáiri Doimtig (descendant of Íth); *dóer* ("base").

Economic basis: herding (sheep).

Notable figures:

Two sons of Trog (Amalgad Menn and Amalgad Blathe): tribal champions.

Tucked away on rugged, wind-swept hills on the coast, the Calraige were largely immune to the past wars and raids between Medb and the men of Ulaid. Being a *dóer* tribe, they support King Sanb mac Ceitt of the Fir Ól nÉcmacht, and recognize Éllim's rule at Temuir. King Lugaid Cál is also brother to Lugaid Loígde of the Érainn, which helps form a "*dóer* axis" along the western edge of Ireland. The Calraige are hardy fighters, being difficult to overcome in their hilly homeland.

Clann Dedaid ("klun jeh-dee")



Population: 3,000.

Ruled by: Éogan mac Ailella Érann.

Progenitor of ruling dynasty: Cú Roí mac Dáiri (descendant of Éremón); *sóer* ("noble").

Economic basis: herding, hunting.

Notable figures:

Cairpre Cunlaig: brother of King Éogan; powerful noble.

Conall Cenn-aithech: powerful noble.

Nuadu Nert-chalma: tribal champion.

Reckoned as one of the three warrior races during the time of the *Táin*, the Clann Dedaid have kept their warrior traditions alive. In Temuir Luachra, King Éogan keeps the spear with which his kinsman Lugaid mac Con Roí killed the mighty Cú Chulainn. Firmly ensconced on their grazing lands along the R. Maine, the Dedaid remain stubbornly independent of the Érainn. King Éogan sees his tribe as the equal of the Érainn, and expects tribute from the other tribes in Mumha. Rumor has it that Éogan will ally with the exiled Tuathal to gain leverage against the Érainn. The Clann Dedaid are also known as the "Erna", which tends to further confuse outsiders as to the true masters of Mumha.

Cruithne Fea ("kruh-nyeh fyeh-uh")



Population: 3,000.

Ruled by: Lugaid Laígse mac Lugdach.

Progenitor of ruling dynasty: Conall Cernach (descendant of Ír); *sóer* ("noble").

Economic basis: agriculture, herding.

Notable figures:

Nechtan mac Guib: tribal champion.

Uaisnem Maél: noted seer.

According to the Temuir genealogies, the Cruithne Fea stem from one of the original six Cruithne settlers. Like the Cruithne Mag Line, this tribe rejects this story, claiming descent from either Partholón or Drostan. Regardless, the Cruithne Fea have dwelt between the rivers Sláine and Berba for ages. They maintain an ancient feud with the foreign Galltúatha to the south, and raids between the two tribes are constant. They are faithful allies of the Laigin, aiding them against the Fir Gailion, while the Laigin lend warriors with which to attack the Galltúatha. Some

generations ago, the Osraige took to hostilities against the Cruithne. The Cruithne might have succumbed to raids from the west and south had it not been for the arrival of Lugaid Loígsech Cennmár in 42 AD. A son of the hero Conall Cernach, Lugaid was exiled by his brother, Íriel Glúnmár, amid squabblings over the Ulaid kingship. The skilled Lugaid turned back the Osraige and Galltúatha aggression. The Cruithne Fea hailed their new hero, and invested the kingship in him. Lugaid's membership in a *sóer* lineage has also boosted the tribe's status.

Cruithne Mag Line ("kruh-nyeh muh lyin-yeh")

Population: 3,000



Ruled by: Cathluan.

Progenitor of ruling dynasty: Partholón, or Drostan (according to themselves); matrilineal descent stemming from Mil Espáine (according to Temuir genealogies); *dóer* ("base").

Economic basis: herding (esp. sheep).

Notable figures:

Ciric Cass : tribal champion.

Imm Caéch: noted seer.

The genealogies at Temuir tell of immigrants from the East that arrived in the time of Éremón. He did not permit the entire host to settle, but gave them Irish wives on the promise that they would trace inheritance through the female line. All but six then left for Alba. The six that remained in Ireland were druids, and Cruithne dynasties descend from them. The Cruithne, however, do not accept this story. Some of their historians trace ancestry back to Partholón himself, while others trace back to a nebulous figure called Drostan. The current turmoil among the Ulaid has awakened this dormant tribe. Several Ulaid nobles wish to employ the capable Cruithne warriors. At the moment, King Cathluan favors the young Ailchad mac Cuindchatch above all of the other Ulaid nobles.

Érainn ("ay-run")

The Érainn is an overkingdom with a total population of 8,000. It is composed of two main tribes: Corco Loígde and Ciarraige.

Corco Loígde ("kur-kuh lee-jeh")



Population: 5,000

Ruled by: Lugaid Loígde mac Dáiri Doimtig.

Progenitor of ruling dynasty: Lugaid Loígde mac Dáiri Doimtig (descendant of Íth); *dóer* ("base").

Economic basis: herding (esp. sheep), copper and iron mining.

Notable figures:

Nio Derg: tribal champion.

Ciarraige ("kyar-ee")



Population: 3,000

Ruled by: Foirbre mac Fine.

Progenitor of ruling dynasty: Rigull (descendant of Íth); *dóer* ("base").

Economic basis: herding (esp. sheep).

Notable figures:

Óengus Mór mac Trén Edgothach: tribal champion.

The Érainn is an overkingdom -- a relatively well-defined confederation of independent tribes, all ultimately descended from Íth. The Érainn enthusiastically supported Éllim's coup, seeing it

as a chance to finally erase the superior attitudes of the Síl nÉbir and Síl Conairi. Foirbre mac Fine currently heads the overkingdom, having fostered good relations with Éllim at Temuir. The Érainn cite Éllim's favor as justification for tribute from the other tribes of Mumha. The warriors of the taciturn Lugaid Loígde, backed with the metal of local mines, add force to these demands. The Síl nÉbir and Síl Conairi reluctantly comply, biding their time until circumstances allow for a revolt against the Érainn.

Fir Bolg Ailech ("fyir bul-ig ul-yeh")



Population: 1,000

Ruled by: Mochdaine.

Progenitor of ruling dynasty: Rudraige mac Dela; *dóer* ("base").

Economic basis: herding, hunting.

Notable figures:

Three sons of Tregaman (Trusc, Lig, Lugaid): tribal champions, great-grandsons of Cairpre Cinn Chaith.

Since the Second Battle of Mag Tuired, the Fir Bolg that remained in Ireland's far north lived quietly around the citadel of Grianan Ailech. Cairpre Cinn Chaith's abrupt, violent revolt shook them from isolation. Later, they eagerly supplied muscle to Éllim's plans. Once Éllim seized Temuir, 2,000 left their ancient lands for Temuir. These Fir Bolg form Éllim's personal bodyguard, the feared "Blackbloods" (*Fuilderga*). Those that remain at Ailech are emboldened, raiding Emain Macha in the summer.

Fir Bolg Úmóir ("fyir bul-ig oo-mohr")



Population: 500

Ruled by: Taman ua Óengusa.

Progenitor of ruling dynasty: Dela; *dóer* ("base").

Economic basis: fishing.

Notable figures:

Fodbgen mac Rinnail: noted seer.

After their defeat at the battles of Mag Tuired, disparate bands of Fir Bolg fled to the small islands along the western shores of Ireland and Britain. During time of the *Táin*, some of them returned to Ireland, lead by Óengus mac Úmóir. Facing oppression and persecution, they were displaced westward across the island. Some joined their distant relatives among the Tradraige. The remainder settled in Inis Arann (modern Aran Islands), where they persist as the Fir Bolg Úmóir. Óengus built an impressive fortress on a sheer ocean cliff, as did several of his followers. The tribe lives in virtual isolation, peacefully reaping the ocean's bounty.

Fir Brega ("fyir breh-yuh")



Population: 4,000.

Ruled by: Dairbre mac Lulaig (Ligmuine noble).

Progenitor of ruling dynasty: Íth; *dóer* ("base").

Economic basis: agriculture, herding.

Notable figures:

Dalbann Ibarach: tribal champion (pro-Éllim).

Fiachra Cassán and Findmall: outlawed brothers; leaders of anti-Éllim *fíán*-band.

The Fir Brega is a cohesive collection of small tribes and septs on the fertile plains east of Temuir. Major branches are the Fir Boand, Gailenga, Luaigni, and Ligmuine. All but the Ligmuine remain loyal to the Síl Énnae's cause, and secretly yearn for the return of Tuathal Techtmar. When Éllim took Temuir, hundreds of the Fir Brega's warriors, lead by the brothers Fiachra Cassán and Findmall, fled to the wilds to wage guerilla war on Éllim's regime. The Fir Brega loyalists aid and shelter these outlaws, sometimes at great cost. The Ligmuine embraced the usurper Éllim, and one of its nobles, Dairbre mac Lulaig, has been exalted to the nominal kingship of the tribe.

Fir Domnann ("fyir dow-un")



Population: 3,000.

Ruled by: Ros Derg mac Forg.

Progenitor of ruling dynasty: Genann mac Dela; *dóer* ("base").

Economic basis: herding, hunting, some agriculture.

Notable figures:

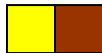
Cermaid mac Aicle: powerful noble.

Arisa mac Tuama: powerful noble.

Fedelmid Foltnaithech mac Cerba: tribal champion (descendant of Fer-Dea).

The Fir Domnann entered into a larger political web when one of its princesses wedded the young warrior Conrach Cas of the Ulaid. Conrach sought to take over the fading dynasty of the Fir Ól nÉcmacht at Cruachan in 40 BC. Eochaid Feidlech of the Síl Énnae at Temuir opposed widespread influence of Ulaid scions, and lent warriors in support of Conrach's rival, Fidig mac Feicc. In addition, Eochaid's daughter Éle was consolidating her position as queen of the Fir Ól nÉcmacht. Conrach was driven into the wilds. Tales of this defeat engendered hatred towards the Síl Énnae in Conrach's son Éllim. During the *Táin*, Fidig's faction repayed Eochaid by sending its best warriors, Fraech mac Fidaig and the tragic Fer-Dea mac Demain, to support his daughter Medb. Its warriors' prowess earned the tribe's reputation as one of the three premier warrior races of Ireland. Currently, the Fir Domnann maintain amiable relations with the Fir Ól nÉcmacht. The presence of the Longes Ulad keeps the Fir Domnann's aggressive tendencies in check.

Fir Gailion ("fyir gal-yun")



Population: 3,000.

Ruled by: Eochaid Anchenn.

Progenitor of ruling dynasty: Sláine mac Dela; *dóer* ("base").

Economic basis: herding, hunting, some mining (silver, copper, iron).

Notable figures:

Echach Doimléin: powerful noble.

Bresal Breogaman: powerful noble; considered to be most comely man in Ireland.

Bresal Bráthirchenn: powerful noble; called "High King of the World"; his wooden fortress is rumored to reach above the clouds.

Lugaid Lámderg: tribal champion.

The Fir Gailion have witnessed a dramatic resurgence since Éllim's coup. They supported his machinations from the start, scheming to gain dominance over the Laigin. Their plans have come to fruition, and Éllim refers to King Eochaid as the king of the Laigin province. The Fir Gailion control Áth Cliath, the important ford at the mouth of R. Life. They also periodically tap

the local mountains for precious metals, aggressively driving out mining parties of other tribes. These pursuits bring profits to the tribe, as do frequent raids upon the wealthy Laigin. Fir Gailion warriors are renown spearmen, and are crucial allies of Éllim at Temuir.

Fir Mide ("fyir myih")



Population: 3,000

Ruled by: various petty kings and warlords.

Progenitor of ruling dynasties: various, but most trace descent ultimately to Íth; *dóer* ("base").

Economic basis: herding (pigs), hunting, fishing.

Notable figures:

Fer Súilne: noted warrior.

Óengus Lon: noted warrior.

Maine Garb: noted warrior.

Similar to the Fir Brega, the Fir Mide are a collection of petty kingdoms, tribes, and septs. They are much less cohesive than the Fir Brega, being of varied genealogical origins. They live in groups of less than 500 each, herding pigs and hunting over their land of thick woods and soggy bogs. The various rivers and lakes produce abundant fish, especially salmon in the R. Sinainn. These many groups are autonomous, recognizing only the local lord or chieftain, and quarrelsome, as likely to raid each other as outsiders. They are experts in ambush and guerilla tactics.

Fir Ól nÉcmacht ("fyir ool nayk-mukt")



Population: 4,000.

Ruled by: Sanb mac Ceitt maic Mágach.

Progenitor of ruling dynasty: Airech Feabruad, a lesser son of Mil Espáine; *dóer* ("base").

Economic basis: agriculture, herding.

Notable figures:

Conrach mac Derga: powerful noble.

Cermad Cathabrae: tribal champion.

The monarchy of the Fir Ól nÉcmacht faced a crisis when its king Fergal mac Mágach died without issue in 40 BC. His queen, Éle, bravely lead forces in cooperation with Fir Domnann allies and troops from her father, King Eochaid Feidlech of Temuir, against Conrach Cas. Succession passed to Fergal's kinsman, the elderly Cairpre Cennderg, so Éle went to her new husband, Srobcend mac Niuil of the Clann Dedaid. The new king Cairpre failed to conceive with his wife Medb (daughter of Eochaid Feidlech) before dying. Medb was installed as the tribe's queen, and married Eochaid Dála of the Fir Domnann. Fearing domination by the Fir Domnann, the nobles of Fir Ól nÉcmacht brought Ailill mac Máta, grandson of Medb's older sister Éle, into Medb's household as foster-son. Ailill eventually became Medb's husband, and their troops constantly raided the Ulaid. All of this genealogical mess has seemed to sort itself out, because the current king, the elderly Sanb mac Ceitt, is the nephew of the childless Fergal. Sanb strongly supports Éllim's reign. He upholds the settlement rights of the Longes Ulad, as they are a crucial buffer to Fir Domnann aggression.

Galltúatha ("gul-too-huh")



Population: 3,000.

Ruled by: two main kings, Ardgal Uar (Túath Fidga) and Bairrech (Bretainn).

Progenitor of ruling dynasty: considered to be descendants of Fergus Lethderg mac Nemed; *dóer* ("base").

Economic basis: trading, agriculture.

Notable figures:

Cathassach mac Conmaic: noted warrior of Túath Fidga.

Laéech Ruad: noted warrior of Bretainn.

Muirne mac Briacc: wealthy lord/merchant of Bretainn.

The southeastern corner of Ireland, marked by two excellent harbors where the Sláine and Berba rivers discharge, is a traditional landing site for immigrants. Settled here are the Galltúatha ("foreign tribes"), a collection of septs and small tribes, primarily of British and Gaulish origin. The earliest settlers were the Túath Fidga, who battled with the resident Fir Gailion and Cruithne in the time of Éremón. The Fidga used poisoned, lethal weapons, but their opponents found a remedy and defeated them. Still, the Fidga have managed to survive to the present. More recent arrivals are the "Bretainn" -- British refugees from the Roman invasion and the current disturbances in western and northern Britain. The Brigantes tribe makes up a large portion of these settlers, and they maintain a lucrative trade with their kinsmen in Britain, exporting livestock and goods in return for wine and other Roman niceties. Periodic cattle raids, mainly against the Cruithne Fea, as well as piracy, supplement their income. Another band are the Monaig, Gaulish tribesmen (e.g., Menapii) that fled the conquest of Julius Caesear.

Laigin ("luh-in")

Population: 5,000.



Ruled by: Cú Chorb.

Progenitor of ruling dynasty: Lóegaire Lorc mac Úgaini Móir (descendant of Éremón); *sóer* ("noble").

Economic basis: agriculture, herding.

Notable figures:

Eltam mac Bascnai: powerful noble.

Oirbsiu mac Aitheman: tribal champion.

Settled in the rich croplands and pastures of the Life valley, the Laigin is the tribe that everyone loves to envy and despise. Their wealth, coupled with their distant kinship to the Síl Énnae, has given their kings reason to regard themselves as peers of the kings at Temuir. In fact, one of their kings, Cairpre Nia Fer, ruled at Temuir during the *Táin*. The revolt of the *dóer* tribes has been hard for the Laigin nobles to accept. The Fir Gailion are still viewed as uncouth hillbillies, not as equals of the King of Temuir. King Cú Chorb seeks a way to destroy the Fir Gailion's power; the return of Tuathal Techtmar would be such an opportunity. This would not only humble the Fir Gailion, but create better access to the coveted gold deposits in the eastern mountains. The king has ample military support through his many brothers. Another asset is his wife, Medb Lethderg, who is strong-willed and effective in getting what she wants. An important faction is the Clann Bascnai, headed by Eltam mac Bascnai and nestled on the eastern edge of the great central boglands.

Longes Ulad ("lun-esh ul-uh")

Population: 3,000.



Ruled by: Mug-Tuath mac Fergusa.

Progenitor of ruling dynasty: Fergus mac Roich (descendant of Ír); *sóer* ("noble").

Economic basis: herding, agriculture.

Notable figures:

Corcc mac Fergusa: powerful noble.

Mochtae: tribal champion.

After the shameful slaying of the sons of Uisliu by Conchobor mac Nessa in 13 BC, the mighty Fergus mac Roich lead 300 defectors over to Queen Medb of the Fir Ól nÉcmacht. Medb welcomed these valiant warriors with enthusiasm, and wasted no time in deploying them against the Ulaid. Originally planted as mercenaries to the north of Cruachan, they eventually married local women and started homesteads. As Fergus won favor with Medb, the status of the "Ulster Exiles" (*Longes Ulad*) increased, and they began swaying Medb's political decisions. This influence continues today. Many of the Fir Ól nÉcmacht resent the Exiles' power, but few deny their importance in keeping the Fir Domnann at bay. In addition to their martial prowess, they are aided by the mysterious Mug-Roith. A son of Fergus himself, Mug-Roith is said to have learned the magical arts from Simon Magus, a wizard and astrologer in the East.

Osraige ("us-ree")

Population: 3,000.



Ruled by: Crimthann Mór.

Progenitor of ruling dynasty: Condla mac Bresail Bricc (descendant of Éremón); *sóer* ("noble").

Economic basis: agriculture, herding.

Notable figures:

Labraid Cossfota: tribal champion.

The Osraige sit at a crucial ford and pass that restrict travel between the Laigin province and Mumha. Because of their pivotal location, the Osraige maintain their independence by playing tribes on each side of the R. Berba against each other. By keeping strife alive on each side of the river, no tribe has a need to cross over and ravage Osraige territory. Accordingly, the Osraige stir the Galltúatha against the Cruithne Fea, and keep the Síl nÉbir occupied with the westward Érainn. Tribes of both provinces have learned to not put much trust in the Osraige, but still attempt to keep them on good terms in order to enable travel between the provinces.

Roáine ("ruh-ahn-yeh")

Population: 2,000.



Ruled by: Derb Orgaill (queen).

Progenitor of ruling dynasty: Róan the Great Traveller (according to themselves); Íth (according to Temuir genealogies); *dóer* ("base").

Economic basis: agriculture (along R. Banna), herding (esp. sheep).

Notable figures:

Lugaid Builg: tribal champion.

A quiet, reclusive tribe, the Roáine were virtually unknown until the Ulaid hero Celtchar mac Cuithechair married their warrior-queen Findabar Dub. Findabar equalled any man in combat, and bested several of Conchobor's men in games at Emain Macha. Hearing about this strange tribe, the genealogists at Temuir simply assumed that they descended from Íth. The Roáine's own historians, however, tell a completely different story, one that does not mention the traditional five invasions. In this, Róan the Great Traveller alighted at the northern tip of Ireland, and built the fortress Dún Sobairche. There, he wedded the goddess Ériu and sired a race of noble warriors. The current queen, Derb Orgaill, is proud of her heritage. Every year, a

small number of dedicated youths from all over Ireland appear at her hall, requesting training from her warriors.

Síl Conairi ("sheel kun-ar-yih")



Population: 3,500.

Ruled by: Lugaid Alludach.

Progenitor of ruling dynasty: Conaire Mór (descendant of Éremón); *sóer* ("noble").

Economic basis: agriculture, herding, mining (copper).

Notable figures:

Mug-Roith: druid, advisor to King Lugaid.

Aéd mac Ferbba: tribal champion.

This tribe's dynasty descends from the great king Conaire Mór, renowned for his beauty and justice. Living on productive farmlands amid copper deposits, they are frequently called on for tribute by the Érainn. Regardless of whether they pay, the Érainn raid them every summer. To confront this menace, the Síl Conairi are closely allied to the Síl nÉbir. Aiding their cause are the magicks of the druid Mug-Roith, who maintains a stronghold on Inis Dairbre (modern Valentia Island). An additional asset are the remnants of the Corcu Ochaë from the Ulaid province. Just after the *Táin*, the king of the Corcu Ochaë eloped with his father's concubine. The god Óengus Óg loaned his horse to the couple. When the horse stopped to rest, it urinated so copiously that it drowned the couple, flooded the Corcu Ochaë's homeland, and created Loch nEchach (modern Lough Neagh). The remaining tribesmen sought refuge with Conaire's people.

Síl nÉbir ("sheel nay-vir")



Population: 3,000.

Ruled by: Dergthene mac Derga.

Progenitor of ruling dynasty: Éber; *sóer* ("noble").

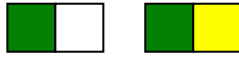
Economic basis: agriculture, herding, some mining (copper and silver).

Notable figures:

Echmac Mór: tribal champion.

Blessed with good farmland, the wealthy Síl nÉbir have vied for dominance with the Érainn for many generations. Their king Derg was killed in the massacre at Bruiden Mic Dá Reo in 56 AD, leaving the monarchy to his young son Dergthene. Dergthene has ably steered the tribe, artfully dodging the heavy tribute demands of the Érainn. He looks forward to Tuathal's return, and hopes that the Clann Dedaïd will rally to his cause. The local mountains are rich in metal, which results in clashes with the Uaithne over mining rights.

Síl Énnae ("sheel ay-nuh")



Progenitor: Énna Aignech mac Óengusa Tuirmech (descendant of Éremón); *sóer* ("noble"). This is the line of the illustrious kings of Temuir. The two recent revolts of the *dóer* tribes, lead by Cairpre Cinn Chaith and Éllim mac Condrach, targeted the two last reigning kings. The current head of the clan, the young Tuathal Techtmar, is currently in exile in Alba. Having recently assumed arms, Tuathal is undoubtedly preparing for a return in collusion with supporters. Tuathal is kept abreast of the Irish political landscape by his agents among the Fir Brega; the Galltúatha gladly run these spies over to Britain for a price.

Temuir ("tyeh-ur")



Population: 4,000 (2,000 native base population + 2,000 Fir Bolg Ailech immigrants).

Ruled by: Éllim mac Condrach.

Progenitor of ruling dynasty: Fergus mac Roich (descendant of Ír); *sóer* ("noble").

Economic basis: agriculture, herding.

Notable figures:

Conan ua Celtchair: powerful noble.

Ligair Lámfada: captain of the "Blackbloods" (*Fuilderga*; Fir Bolg bodyguards of Éllim mac Condrach).

Long revered as a center of sacral kingship, Temuir saw the unthinkable happen when a host of *dóer* warriors ushered in Éllim mac Condrach as the new king at Temuir. The local populace around Temuir, long subject to the SíL Énnae, received the new king with indifference. Although Éllim claimed to represent the downtrodden *dóer* tribes, they rightly surmised that their lot would not change. They have similarly taken the settlement of the Fir Bolg Ailech immigrants with glum resignation. Éllim continues to host the new provincial kings at the *Feis Temrach* every three years, and expects the unseated *sóer* tribes to give tribute to his peers. Éllim prefers brute force in forwarding his policies, and in silencing critics who point to the recurring episodes of famine. Old, and considered decrepit by many, he clings to his kingship tenaciously, giving his captain Ligair Lámfada a free hand in "keeping the peace."

Tradraige ("truh-ree")



Population: 3,000.

Ruled by: Toart Brecc.

Progenitor of ruling dynasty: Íth; *dóer* ("base").

Economic basis: agriculture, herding, mining (copper and silver).

Notable figures:

Erc mac Liathgein: tribal champion.

For most of its history, the Tradraige existed as a small, inconspicuous tribe of mixed Érainn and Fir Domnann ancestry, taking advantage of good farmland and nearby copper and silver deposits. Social flux resulting from the death of Fer-Dea during the *Táin* forced some Fir Domnann in the north to merge with the Tradraige. The addition of some Fir Bolg Úmóir further swelled the tribe's numbers. These latter immigrants brought the wondrous *Gaí Assail* ("spear of Assal"), a "lightning-spear" wielded by the legendary Lug. Armed with this spear, the champion Erc mac Liathgein has kept the tribe free from unwanted influences.

Uaithne ("uh-nyeh")



Population: 3,000.

Ruled by: Eochu mac Dáiri.

Progenitor of ruling dynasty: Sithcinn (descendant of Íth); *dóer* ("base").

Economic basis: herding, mining (silver, copper, iron), some agriculture.

Notable figures:

Lonm Cathach: tribal champion.

This tribe gained recognition through its exceptional king Eochu mac Luchtaí during the *Táin*. A brilliant and valiant commander, he exacted tribute from all local tribes, and was reckoned as the king of northern Mumha. He lost an eye in battle, but this led to further glory. A greedy master poet named Aithirne visited him, and demanded his remaining eye as a gift. In a famous display of generosity, Eochu plucked it out and handed it over. He then washed the wound, giving the geographical name of Loch Dergderc ("red socket"). His descendant, Eochu mac Dáiri, understands the importance of rightful and dignified kingship. Although of *dóer* status, he is firmly committed to the installment of Tuathal as the legitimate king of Temuir. His sympathy to Tuathal's cause does not soften his relationships with the Síl nÉbir, as quarrels over mining rights never end between the two tribes.

Ulaí ("ul-ee")



Population: 5,000.

Ruled by: Ogamun mac Fiatach Find.

Progenitor of ruling dynasty: Cass mac Argatmáir (patrilineal; descendant of Ír) and Fiachu Fer Mara (matrilineal; descendant of Éremón); *sóer* ("noble").

Economic basis: herding, agriculture along river valleys, some mining (silver and copper).

Notable figures:

Ailchad mac Cuindchath: powerful noble at Dún Delgan; seeks to reclaim Ulaí kingship with support of Cruithne Mag Line.

Fergus ua Celtchair: powerful noble at Dún Lethglas; distrusts men of Mumha, so favors Ailchad mac Cuindchath over King Ogamun.

Fergus Febal: powerful noble; supports Tuathal's cause.

Conall Costamal mac Findchaid: powerful noble.

Óengus Ulachtach ua Sencha: noted warrior.

During the *Táin*, the nobles and warriors of the Clann Rudraige valiantly withstood the onslaught of Medb's coalition forces. Regarded as one of the three warrior races of Ireland, the Clann formed an elite warrior fellowship, the "Red Branch" (Craeb Ruad). After the death of its stern king Conchobor mac Nessa in 30 AD, the Ulaí quickly fell to in-fighting and factionalism. The kingship slipped from Conchobor's sons to Conall Cernach's, and then to a collateral, but powerful, branch. This branch was formed through the marriage of a princess of the Clann Dedaid to Forgo, a remote cousin of Conchobor. Forgo's son, Fiatach Find, was fostered at Temuir, and gained the confidence of the Síl Énnae. After the revolt of Cairpre Cinn Chait in 32 AD, Fiatach dutifully acted as regent while the young Fíachu Finnoilches grew into manhood. Fiatach's high standing and Ulaí heritage led to the election of his son Ogamun to the Ulaí kingship. Dissension continues to plague the Ulaí. Ailchad mac Cuindchath, a descendant of Conall Cernach, is vocal about his claim to the kingship. His distant cousin Fergus ua Celtchair backs him. Because of his sympathies to Tuathal's cause, King Ogamun has a valuable ally in Fergus Febal. To top it all off, Éllim at Temuir has the audacity to assert a claim to the Ulaí

kingship, by virtue of his grandfather Fergus mac Roich, who ruled briefly before Conchobor. Éllim does not recognize King Ogamun's authority, and encourages the Fir Bolg Ailech to raid and destabilize him at Emain Macha.

4. Economics and the Family

Homestead economics

This document sets down relevant data for running household farms in the game. I've been researching this topic for about 15 years. As one might imagine, finding information relevant to Iron Age Ireland is difficult, but I have managed to cull plausible bits and pieces from a wide variety of sources. The most reliable and informative are these below:

- * Barker, G. 1985. *Prehistoric farming in Europe*. Cambridge University Press; Cambridge.
- * Bennett, H.S. 1937. *Life on the English manor*. Cambridge University Press; Cambridge.
- * Campbell, B.M.S. 2000. *English seigniorial agriculture, 1250-1450*. Cambridge University Press; Cambridge.
- * Dyer, C. 1989. *Standards of living in the later Middle Ages: social change in England, c. 1200-1520*. Cambridge University Press; Cambridge.
- * Kelly, F. 2000. *Early Irish farming*. Dublin Institute for Advanced Studies; Dundalk.
- * Reynolds, P.J. 1995. Rural life and farming. In: *The Celtic world* (M.J. Green, ed.). Routledge; London. pp. 176-209.
- * "Breeds of Livestock" website, maintained by Oklahoma State University (www.ansi.okstate.edu/breeds).

I am largely satisfied with the numbers that I present below. I can give referenced arguments for nearly all of them. The most elusive piece remains linen production. I haven't been able to find good estimations of the amount of linen that can be produced from a stand of flax plant. Hence, my datum for the conversion of flax seed to linen is an inspired guess.

Basics

1 sack of grain (*míach*) = 30 liters of grain

1 hectare = 2.47 acres

1 person's annual food requirement:

24 *míach* of grain (720 liters)

OR

12 *míach* of grain (360 liters) + 80 kg of meat

Ale

1 *míach* of grain (30 liters) produces 25 liters of strong ale, or 50 liters of weak ale.

Textiles

1 ewe or ram produces a fleece that yields 2 kg of wool suitable for clothing.

1 hectare sown with 5 *míach* of flax seeds produces enough fiber for two tunics. [This is a guess.] Flax demands highly fertile soils, so will only grow on manured, well-drained soil.

1 hectare sown with 5 *míach* of flax seeds yields seeds according to the grain yield for that year.

Grain. The following data apply to well-drained soils. On poorly-drained soils, crops often fail. Food production options on poorly-drained soils include pig herding (on forested land), cattle herding (on open lowland) and sheep herding (on uplands), as well as hunting, fishing, and trading for grain.

Spring plowing & sowing is the norm.

Time required for 1 person to plow 1 hectare: 4 days

Time required for 1 person to sow 1 hectare: 4 days

Time required for 1 person to harvest 1 hectare: 4 days

Sowing rate: 5 *míach* of grain per hectare.

Yield per seed:

Step 1: roll 1d20 --

- 1: 2.0:1 yield
- 2: 2.2:1 yield
- 3: 2.4:1 yield
- 4: 2.6:1 yield
- 5: 2.8:1 yield
- 6 - 15: 3.0:1 yield
- 16: 3.2:1 yield
- 17: 3.4:1 yield
- 18: 3.6:1 yield
- 19: 3.8:1 yield
- 20: 4.0:1 yield

Step 2:

- * No manure: use 1d20 result (ie. average is 3:1 yield).
- * With manure: use 1d20 result $\times$ 2 (ie. average is 6:1 yield).

Thus, 1 hectare sown with 5 *míach* of seed produces, on average:

- * gross, without manure: 15 *míach* of grain (450 liters).
- * net, without manure: 10 *míach* of grain (300 liters).
- * gross, with manure: 30 *míach* of grain (900 liters).
- * net, with manure: 25 *míach* of grain (750 liters).

<u>Animals</u>	<u>Data per animal</u>		
	Meat provided (kg)	Grazeland required (ha)	Manure provided (ha)
Mare (4+ yrs)	---	2	0.5
Filly (1-3 yrs)	---	2	0.5

Stallion (4+ yrs)	---	2	0.5
Colt (1-3 yrs)	---	2	0.5
Foal	---	1	0.5
Milk cow (2+ yrs)	150	2	0.5
Heifer (1 yr)	150	2	0.5
Bull; ox (1+ yrs)	200	2	0.5
Calf	100	1	0.5
Ewe (2+ yrs)	20	0.5	0.1
Ewe (1 yr)	20	0.5	0.1
Ram (1+ yrs)	25	0.5	0.1
Lamb	10	---	0.1
Sow (1+ yrs)	75	0 (if in woods), 0.5 otherwise	---
Boar (1+ yrs)	100	0 (if in woods), 0.5 otherwise	---
Piglet	50	---	---
Wild boar	140	---	---
Stag	150	---	---

Barter rates

Economic exchange in heroic Ireland occurs by barter. No coins are used. Items of precious metals, including coins taken from Roman Britain, are valued for their metallic content and artistic excellence. A standard unit of measure is the *ungae*, or "Troy ounce." For gaming purposes, an *ungae* of any given metal is a 30-gram ingot of the metal in its pure form.

Despite the lack of coinage, several "units of currency" are used:

- * The sack of grain (*míach*). For gaming purposes, 1 sack of grain is 30 liters, which represents 1 month's grain requirement for an adult on a diet supplemented by a high-protein source.
- * The milk cow (*bó*), where 1 *bó* = 1 *ungae* of silver (ie. 30-gram ingot of pure silver) = 6 *míach*.
- * The female slave (*cumal*), where 1 *cumal* = 3 *bó*.

To summarize these units, 1 *cumal* = 3 *bó* = 18 *míach* = 180 loaves of baked bread (discussed below). Loaves of bread can be considered "pennies", while milk cows, precious metals and slaves are typically used in exchanges between nobles.

Player characters will be able to produce many of the listed items on their homesteads, especially woollen garments and livestock. The prices are to indicate the relative value of goods for trade, tribute, and legal payments. Mundane or common items, such as wooden utensils and leatherware (eg. belts, shoes, straps), are assumed to be readily available at negligible material and labor costs.

With regard to selling and trading items, the "triple-up" rule is used. That is, a commodity triples in value after each stage of manufacture or exchange. For example, baking one standard loaf of bread requires one liter of grain. By the triple-up rule, the labor of grinding and baking the grain

makes 1 loaf of baked bread equal in value to 3 liters of grain. Another example is that a newly shorn fleece is worth 1 loaf. Cleaning and combing it produces a quantity of wool worth 3 loaves. Weaving this quantity of wool produces a garment worth 9 loaves. Similarly, merchants mark up their goods by three times the purchase price whenever they sell them.

A general note on livestock is that the females' reproductive capacities make them more valuable than the males. With regard to slaves, females are similarly more valuable because they give birth to more slaves and can serve as wet-nurses. Additionally, females are viewed as more diligent workers and less prone to rebel or run away than males.

The prices below are for the southeastern corner of Ireland: well-drained soils with access to Britain. Tribes on poorly-drained soils triple the value of grain. For example, such tribes will give a milk cow for only 2 sacks of grain in return. Tribes beyond the eastern shore pay triple for imports from Britain, the most important item being wine.

The protective value (Prot) of armor and clothing has been broken down into individual components. I've assigned the protective values based on fabric/material and the likelihood of being hit in the covered body region. Protection is additive, so wearing a leather tunic (4), wool leggings (1), and a simple metal helmet (1) gives a total protective value of 6. A cuirass protects against blows to the front and back, while breastplates only protect against frontal attacks. As in Pendragon, the protective value of a shield is only realized on a Partial Success.

Barter rates:

180 : 18 : 3 : 1

<u>Item</u>	<u>Prot</u>	<u>loaves of bread</u>	<u>sacks of grain (míach)</u>	<u>milk cow (bó) = unga (30 g) silver</u>	<u>female slaves (cumal)</u>	<u>Weight (kg)</u>
War gear						
long sword (slash; 70+ cm)		180	18	3	1	2
short sword (thrust; 25-70 cm)		60	6	1	1/3	1
spear (one-handed)		60	6	1	1/3	2
great spear (two-handed)		120	12	2	2/3	4
javelin		10	1	1/6	1/18	1
mailshirt (to thighs)	8	540	54	9	3	10
mailshirt (to hips)	7	360	36	6	2	7
cuirass, plate metal	10	540	54	9	3	10
breastplate, plate metal	10	180	18	3	1	5
breastplate, boiled leather	6	60	6	1	1/3	3
breastplate, waxed linen	4	180	18	3	1	3
helmet, metal (cheek guards)	2	60	6	1	1/3	2
helmet, metal (skull only)	1	30	3	1/2	1/6	1
leather tunic	4	30	3	1/2	1/6	4
leather jerkin (sleeved)	3	20	2	1/3	1/9	3

leather jerkin (sleeveless)	2	10	1	1/6	1/18	2
greaves, metal (shins)	1	30	3	1/2	1/6	2
greaves, metal (forearms)	3	30	3	1/2	1/6	2
war chariot		180	18	3	1	
war trumpet (carnyx)		60	6	1	1/3	
shield	6*	10	1	1/6	1/18	2

Livestock

female slave (14+ yrs)		180	18	3	1	
male slave (14+ yrs)		60	6	1	1/3	
child slave (0-13 yrs)		20	2	1/3	1/9	
riding horse		180	18	3	1	
chariot pony		180	18	3	1	
milk cow (2+ yrs)		60	6	1	1/3	
heifer (1 yr)		30	3	1/2	1/6	
bull; ox (castrated) (1+ yrs)		20	2	1/3	1/9	
calf		7	2/3	1/9	1/27	
leather hide (1+ yrs animal)		7	2/3	1/9	1/27	
ewe (2+ yrs)		10	1	1/6	1/18	
ewe (1 yr)		5	1/2	1/12	1/36	
ram (1+ yrs)		3	1/3	1/18	1/54	
lamb		1	1/9	1/54	1/162	
sow (1+ yrs)		10	1	1/6	1/18	
boar (1+ yrs)		3	1/3	1/18	1/54	
piglet		1	1/9	1/54	1/162	
attack hound (1+ yrs)		60	6	1	1/3	
coursing hound (1+ yrs)		30	3	1/2	1/6	
toy dog (1+ yrs)		60	6	1	1/3	
misc. dog breeds (1+ yrs)		20	2	1/3	1/9	

Clothes and finery

For elaborate clothes, triple the following prices:

fleece (yields 2 kg wool)		1	1/9	1/54	1/162	3
wool (2 kg)		3	1/3	1/18	1/54	2
flax seeds (5 <i>míach</i>)		20	2	2/9	2/27	
tunic, wool (4 kg fabric)	1	20	2	1/3	1/9	4
tunic, wool (winter; 8 kg)	2	40	4	2/3	2/9	8
cloak, wool (8 kg fabric)	0	40	4	2/3	2/9	8

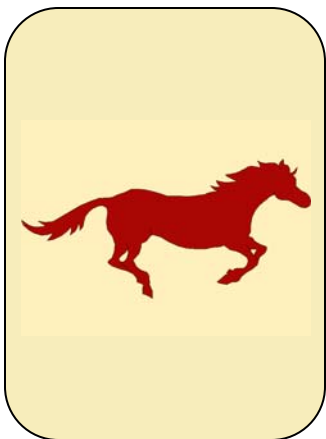
cloak, wool (winter; 16 kg)	0	80	8	1 + 1/3	4/9	16
tunic, linen	0	60	6	1	1/3	1
outer dress, wool (4 kg fabric)	1	20	2	1/3	1/9	4
leggings, wool	1	10	1	1/6	1/18	2
leggings, wool (winter)	1	20	2	1/3	1/9	4
ale, weak (25 liters)		30	3	1/2	1/6	
ale, strong (25 liters)		60	6	1	1/3	
honey (2 liters = 2.8 kg)		10	1	1/6	1/18	
mead (2 liters)		20	2	1/3	1/9	
wine (1 liter), at British port		40	4	2/3	2/9	
wine (1 liter), price in Ireland		120+	12+	2+	2/3+	
ceremonial chariot		540	54	9	3	
cauldron		60	6	1	1/3	
couch		180	18	3	1	
pillow		60	6	1	1/3	
harp		540	54	9	3	
<i>timpan</i> ("banjo" with bow)		180	18	3	1	
bellows pipe		60	6	1	1/3	
gold, 1 <i>ungae</i> (30-g ingot)		540	54	9	3	
silver, 1 <i>ungae</i> (30-g ingot)		60	6	1	1/3	
bronze, 1 <i>ungae</i> (30-g ingot of 90% copper)		20	2	1/3	1/9	

Prices for jewelry are found by multiplying metal content by a minimum of three. Elaborate artwork increases this minimum value. Examples (all prices in milk cows, *bó*):

torc, gold (300 g content, plain)	270
ring, gold (5 g content, plain)	5
brooch, bronze (30 g, fancy)	3
hand mirror, silver (90 g content)	9
drinking horn, gold-trimmed (60 g content)	54
thin bracelet or anklet, gold (5 g content, fancy)	15
<i>fidchell</i> board, oaken	3
<i>fidchell</i> board, oak with gold trimming (20 g content)	21
<i>fidchell</i> pieces (5 on king's side, 8 on brigands' side)	
gold piece, one (15 g content)	15
silver piece, one (15 g content)	2
bronze piece, one (15 g)	1/2
oak piece, one	1/6
ash piece, one	1/18

Portraits and Emblems of PCs and other prominent characters

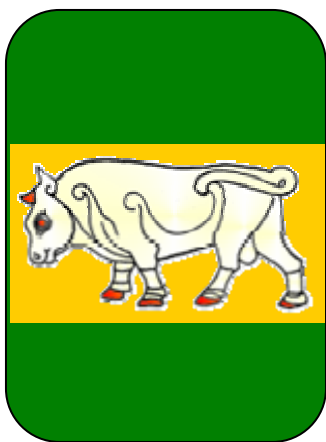
Player characters



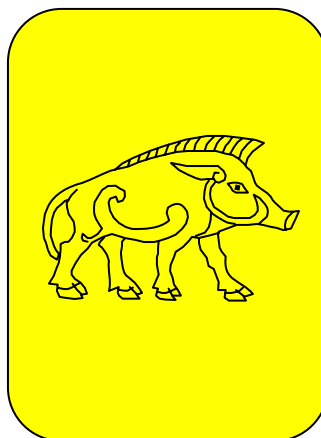
Carocathal mac Alainn



Cormac mac Conairi



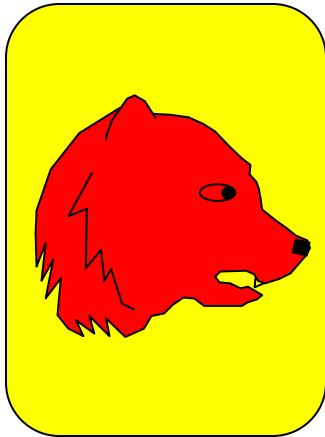
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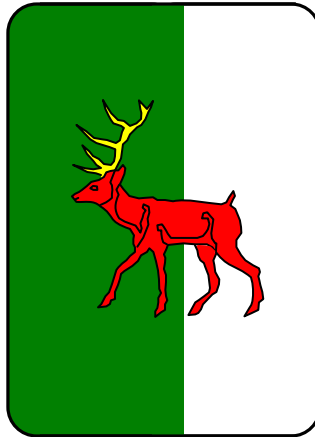
Noíse mac Óengusa



Former player characters



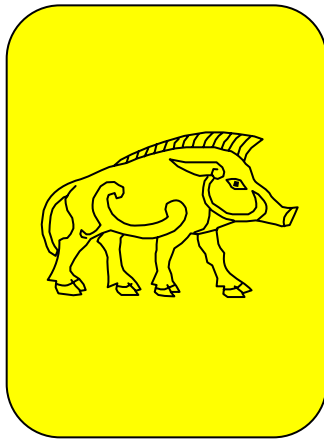
Artcossem mac Conairi



Diarmait mac Éogain



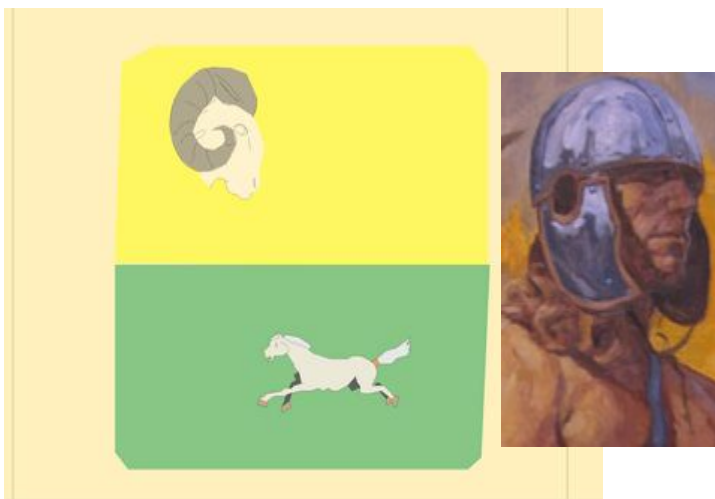
Fedelmid mac Éogain



Fergus mac Óengusa

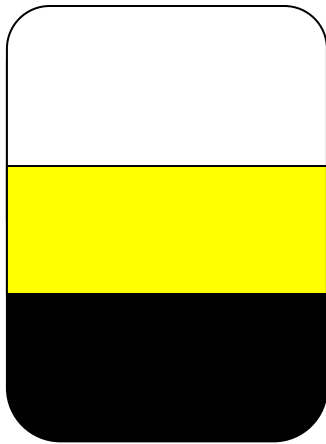


Oisín Turloch mac Cairpri

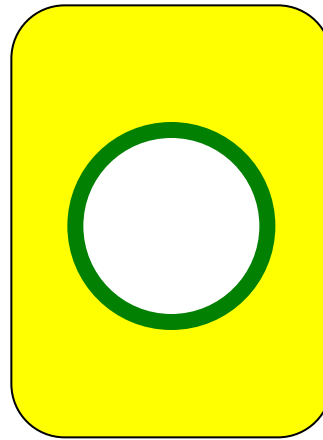
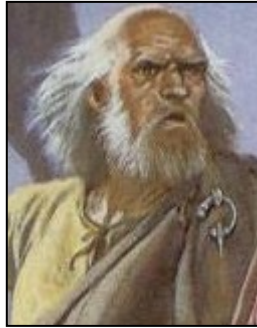


Éogan mac Labrada

Other members of Clann Bascnai



Eltam mac Bascnai,
deceased Clann headman

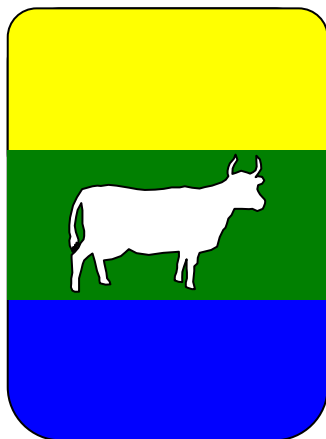


Sualt mac Eltaim,
accomplished warrior &
second-cousin to PCs

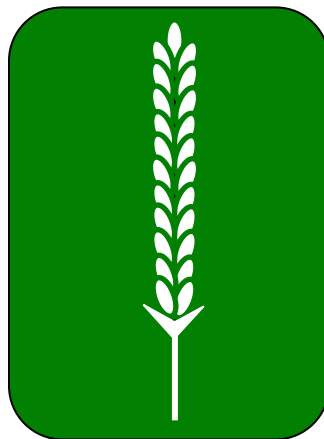


Fintan Cumanach,
grandfather of PCs

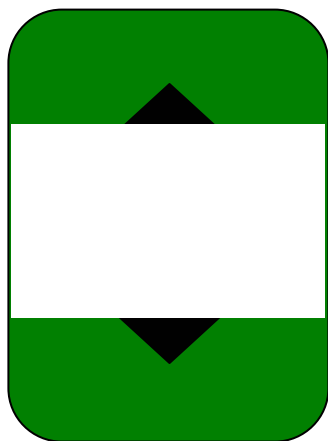
Men of Tuathal Techtmar, King of Temuir



Tuathal Techtmar,
king of Temuir



Honor Guard of
Tuathal Techtmar

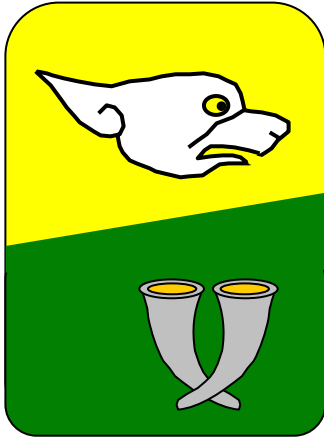


Fiachra Cassán,
co-leader of Loyalists

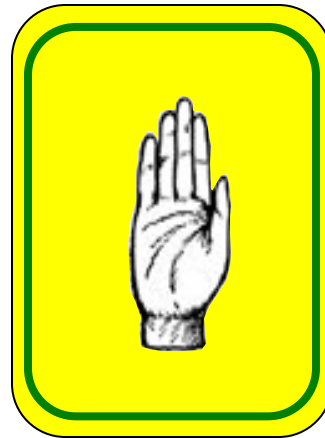


Findmall, co-leader
of Loyalists

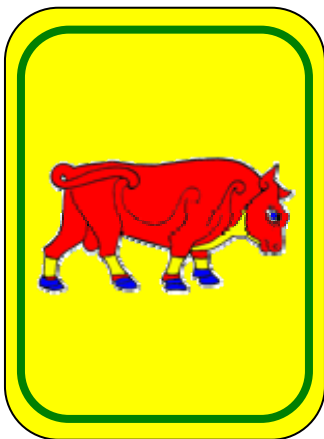
Men of Laigin



Cú Chorb, King of
Laigin

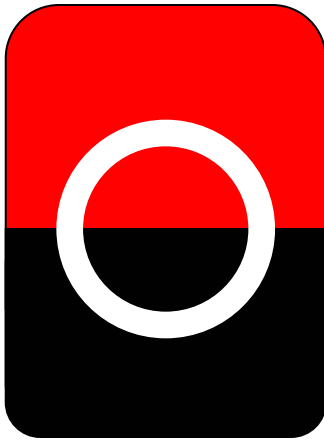


Labraid Lámfhota,
tribal champion
of Laigin

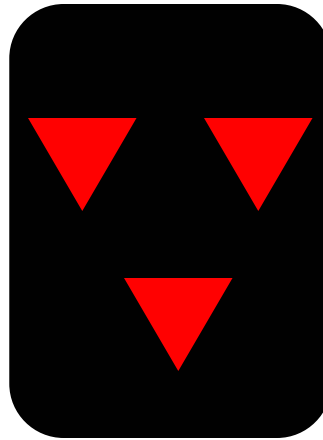


Oirbsiu mac Aitheman,
deceased tribal champion
of Laigin

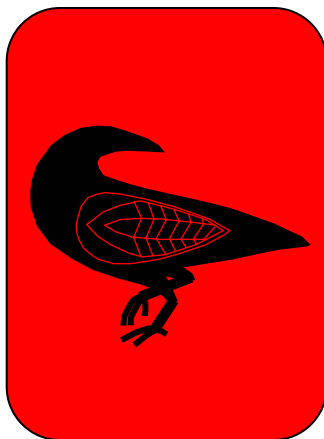
Men of Éllim mac Condrach, usurper of Temuir



Éllim mac Condrach,
deceased King of Temuir

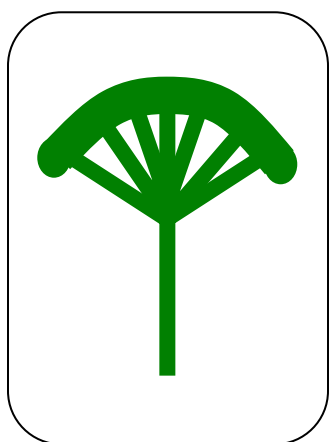


Blackbloods (*Fuilterga*),
bodyguards of Éllim mac
Condrach

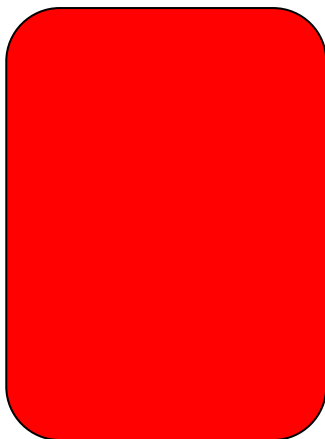


Dairbre mac Lulaig,
ruler of Fir Brega
installed by Éllim mac
Condrach

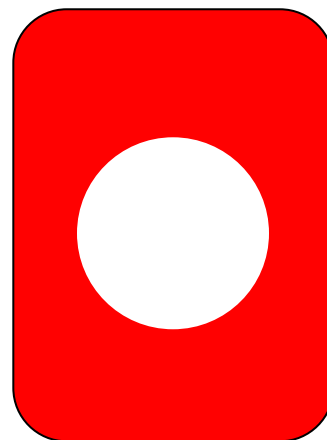
Ancestors of Tuathal Techtmar: Kings of Temuir



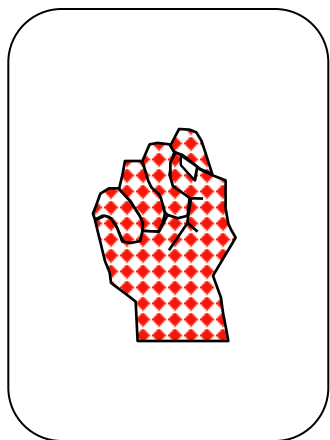
Ugoine Mór



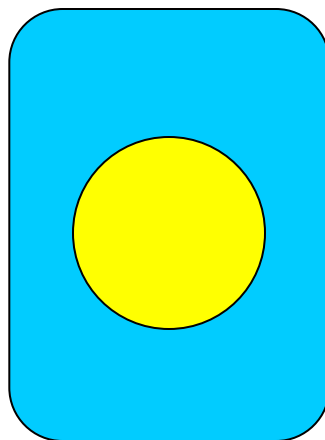
Cobthach Cóel Breg
s. Ugoine Mór



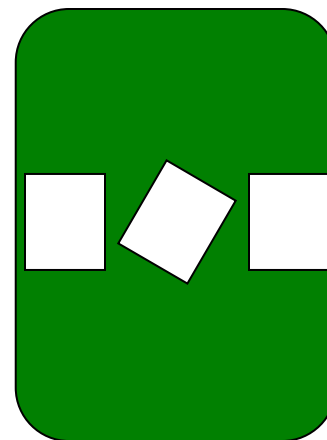
Melge Molbtach
s. Cobthach Cóel Breg



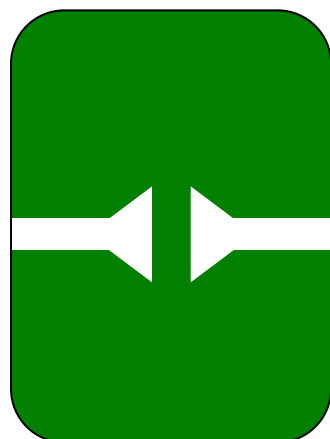
Irereo s. Melge Molbtach



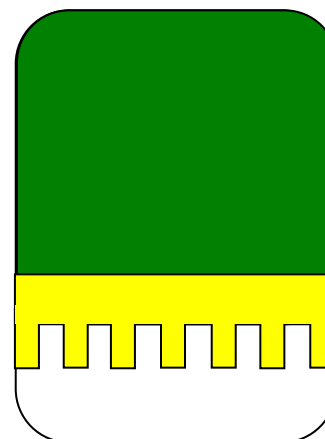
Connla Caem
s. Irero



Ailill Caisfiachlach
s. Connla Caem



Eochu Ailtlethan
s. Ailill Caisfiachlach

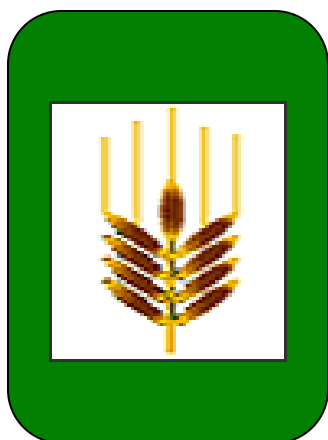


Óengus Tuirmech Temrach
s. Eochu Ailtlethan

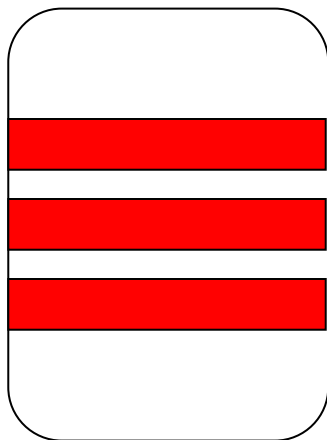


Énna Aigneach s.
Óengus Tuirmech Temrach

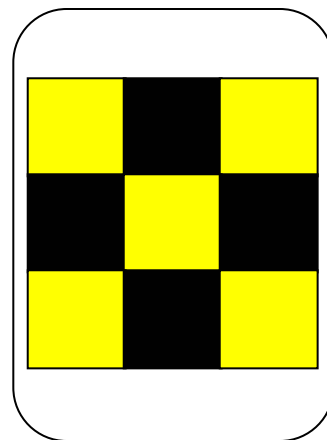
Ancestors of Tuathal Techtmar: Kings of Temuir (cont'd)



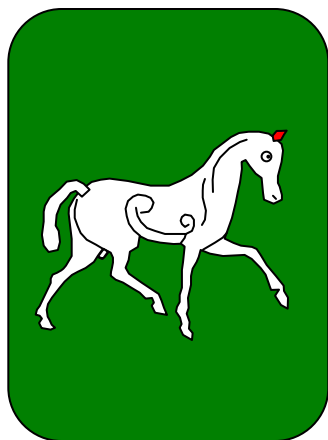
Eochu Feidlech
s. Finn



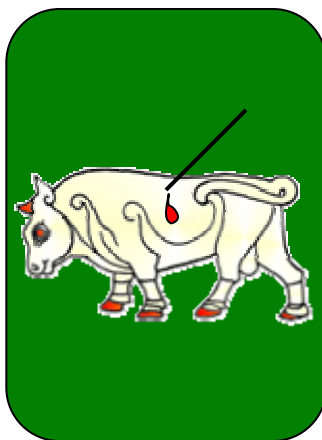
Lugaid Riab nDerg



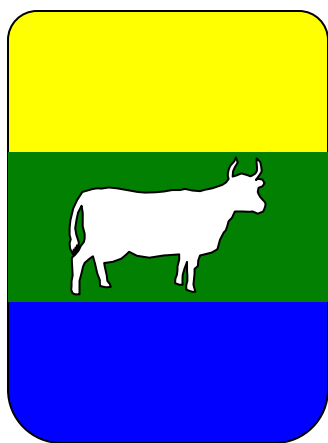
Crimthann Nia Náir
s. Lugaid Riab nDerg



Feradach Finn-Fechtnach
s. Crimthann Nia Náir



Fíachu Finnoilches s.
Feradach Finn-Fechtnach



Tuathal Techtmar s.
Fíachu Finnoilches



Laigin: eligible noble women, Spring & Summer 76 AD



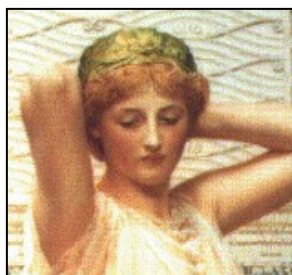
Name: Ethne Ruad
Born: 57 AD
Father: Ro-dub ua Glaiss (wealthy noble, lord of Ráth Glaiss).
Father's honor price: 4 *cumal* (12 cows)
Comments: Prettiest unmarried lassie in the tribe.
History with PCs: none.



Name: Maithcride
Born: 56 AD
Father: Conaire mac Fiachnai (minor noble, near Nás).
Father's honor price: 1 cow
Comments: Very pretty; smart and well-liked by many.
History with PCs: Good relationship with Oisín.



Name: Dairnaith
Born: 55 AD
Father: Cairpre mac Fidaich (noble, east of Dún Ailenn).
Father's honor price: 3 *cumal* (9 cows)
Comments: Intelligent, shy. Second cousin to high-ranking druid.
History with PCs: none.



Name: Órne
Born: 57 AD
Father: Bóchair Buide (wealthiest noble in Laigin, lord of Maistiu).
Father's honor price: 6 *cumal* (18 cows)
Comments: Pretty, and she knows it. Spoiled rotten by her daddy.
History with PCs: none.



Name: Bán Bláth
Born: 54 AD
Father: Flaithnio (minor noble, near Nás).
Father's honor price: 1 *cumal* (3 cows)
Comments: Attractive; very kind, caring, polite.
History with PCs: Good relationship with Cormac.



Name: Áine Glass
Born: 52 AD
Father: Ferdae mac Gussach
Father's honor price: 1 *cumal* (3 cows)
Comments: Wide hips; outgoing and cheerful.
History with PCs: Good relationship with Éogan.

Laigin: eligible noble women, Spring & Summer 77 AD



Name: Maithcride
Born: 56 AD
Father: Conaire mac Fiachnai (minor noble, near Nás).
Father's honor price: 1 cow
Comments: Very pretty; smart and well-liked by many.
History with PCs: Good relationship with Oisín.



Name: Bán Bláth
Born: 54 AD
Father: Flaithnio (minor noble, near Nás).
Father's honor price: 1 *cumal* (3 cows)
Comments: Attractive; very kind, caring, polite.
History with PCs: Good relationship with Cormac.



Name: Áine Glass
Born: 52 AD
Father: Ferdae mac Gussach
Father's honor price: 1 *cumal* (3 cows)
Comments: Wide hips; outgoing and cheerful.
History with PCs: Old, good relationship with Éogan.



Name: Ben Ruad
Born: 57 AD
Father: Ailill Fota (minor noble, near Ráth Glaiss)
Father's honor price: 1 *cumal* (3 cows)
Comments: Attractive; energetic; known for her temper.
History with PCs: none.



Name: Bláthne
Born: 59 AD
Father: Fothad mac Maini (noble, near Dún Ailenn)
Father's honor price: 3 *cumal* (9 cows)
Comments: Cute, somewhat daffy; her brothers are very protective of her.
History with PCs: Good relationship with Fergus.



Name: Finna Donn
Born: 57 AD
Father: Fer Garb (noble, near Maistiu)
Father's honor price: 2 *cumal* (6 cows)
Comments: Pretty; good homekeeper.
History with PCs: Friendly with Éogan.

5. Gameplay Chronicle



Airisiu Liacc (“stone chronicle”) – designer’s notes

These diagrams depict a “garden” of carved pillars that a druid has erected to record your deeds. This druid is second cousin to your fathers on your grandmother’s side. His name is Aédcenn mac Maini (see Post #562).

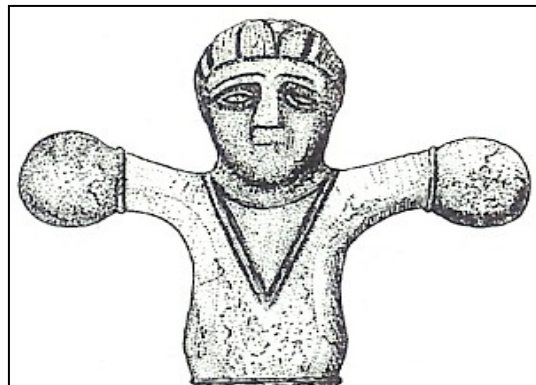
For each year from 72 AD, a main event of significance to the PCs is shown on a pillar. Each pillar has a carved image and an ogham title along the side.

I have designed the images to reflect Irish Iron Age artwork. Unfortunately, there are few human depictions from this time period. The primary images are the “Janus” stone on Boa Island and the Ballyshannon sword hilt. I have also used the “gingerbread” design of the Twelve Apostles on the high cross at Moone.

For each year’s title, I use Old Irish, although I cannot claim that the grammar is perfect. I fit the title along the pillar’s edge in ogham letters, using the alphabet to the right, which I have slightly modified from the *Book of Ballymote* (ie. Q and Z deleted, NG replaced with P). Historically, ogham was typically read from the bottom of the pillar to the top, so I present it this way.



“Janus” figure of Boa Is.



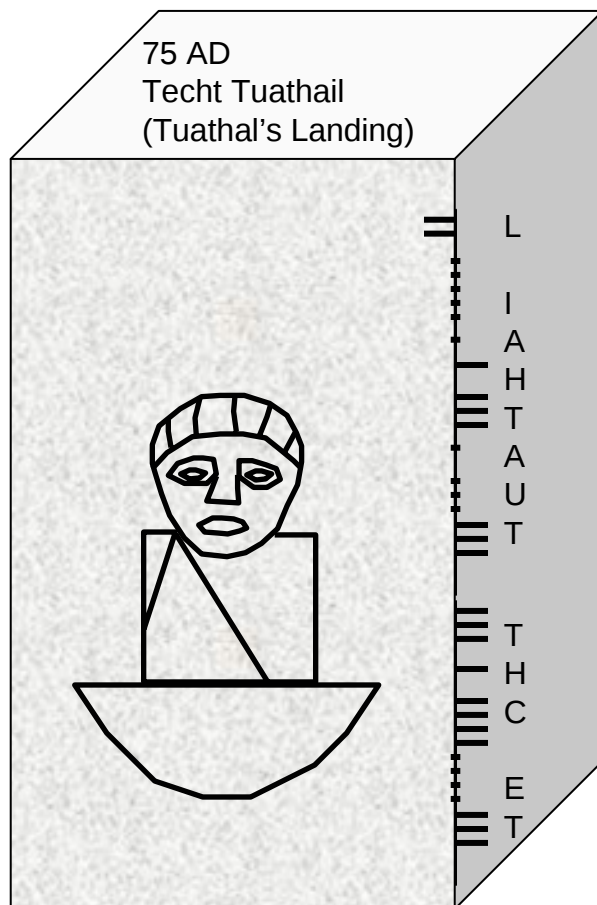
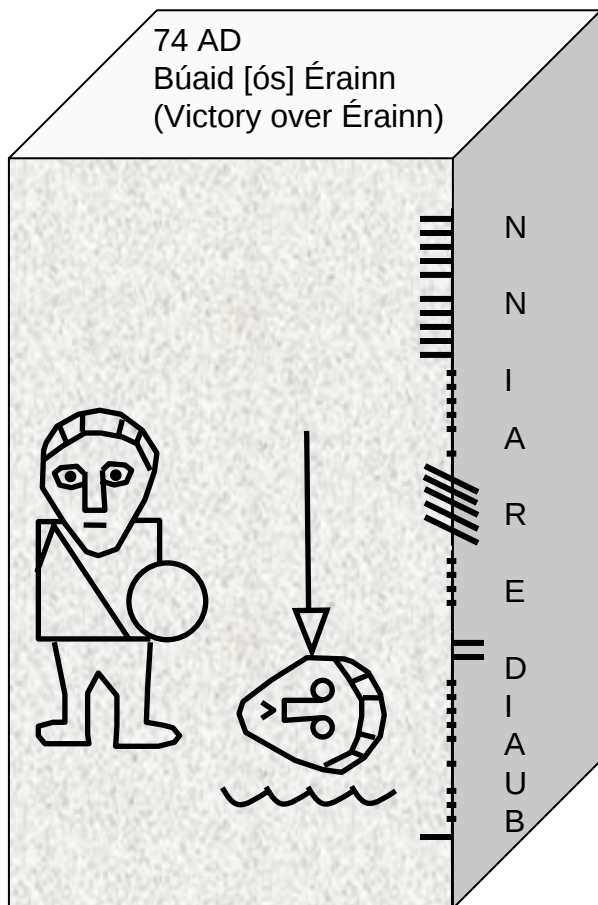
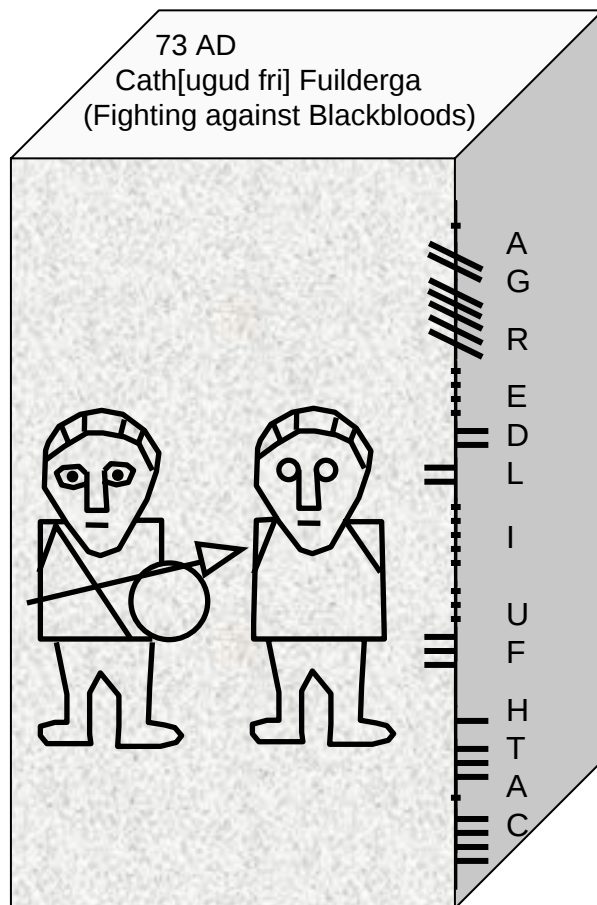
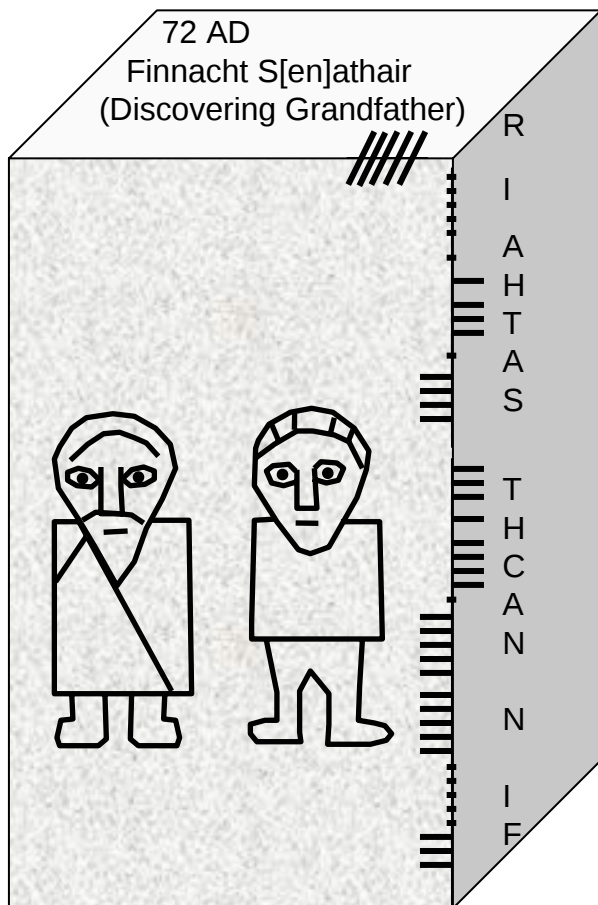
Ballyshannon sword hilt.



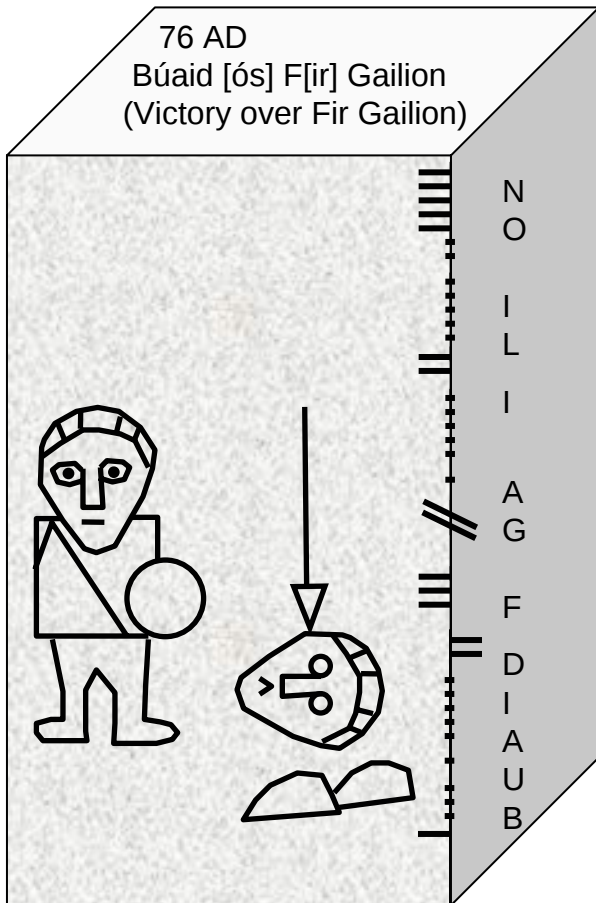
“Gingerbread” apostles on high cross at Moone.

Ogham letters used
(based on *Book of Ballymote*)

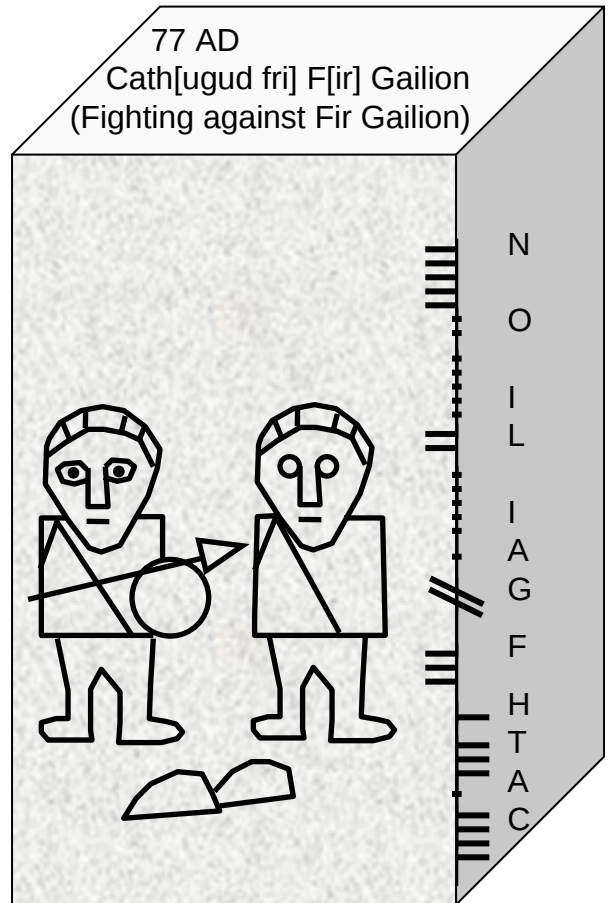
•	A
—	B
≡	C
≡≡	D
•••	E
≡≡≡	F
≡≡	G
—	H
•••	I
≡≡	L
≡	M
≡≡≡	N
•••	O
≡≡≡	P
≡≡≡≡	R
≡≡≡	S
≡≡	T
•••	U



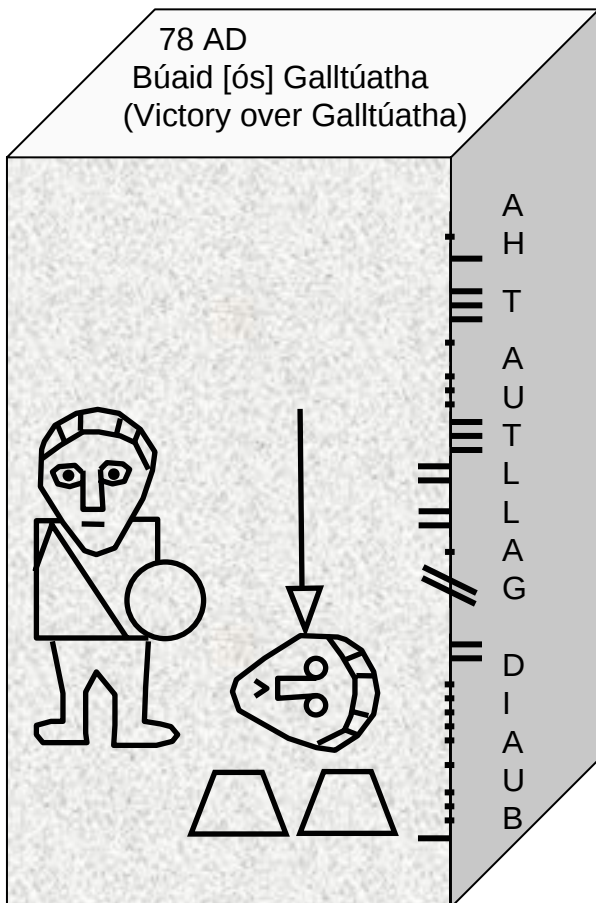
76 AD
Búaid [ós] F[ir] Gailion
(Victory over Fir Gailion)



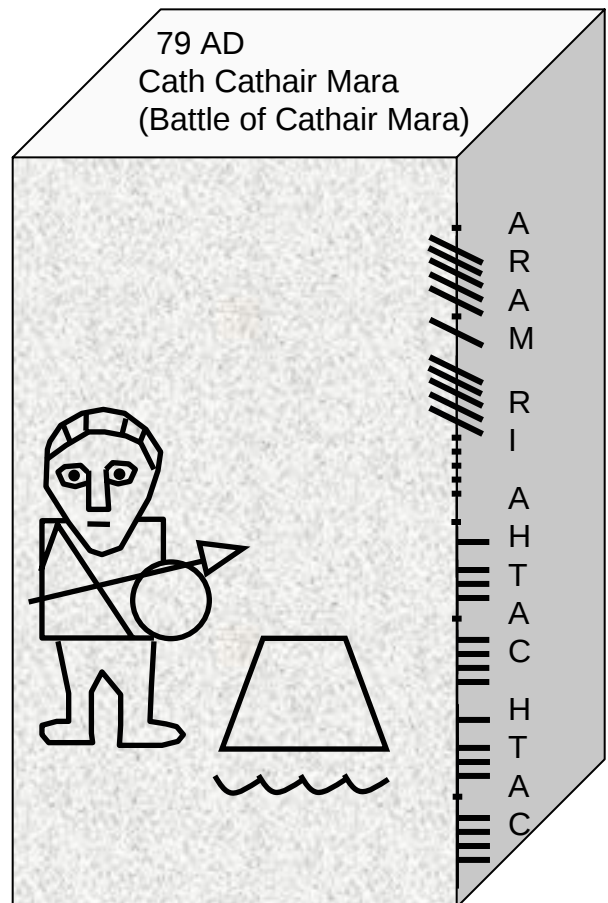
77 AD
Cath[ugud fri] F[ir] Gailion
(Fighting against Fir Gailion)

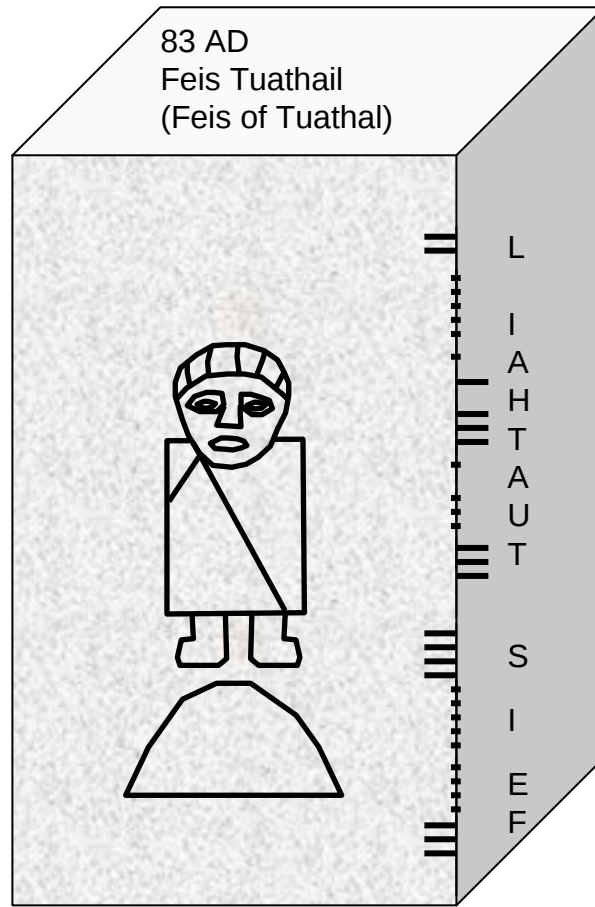
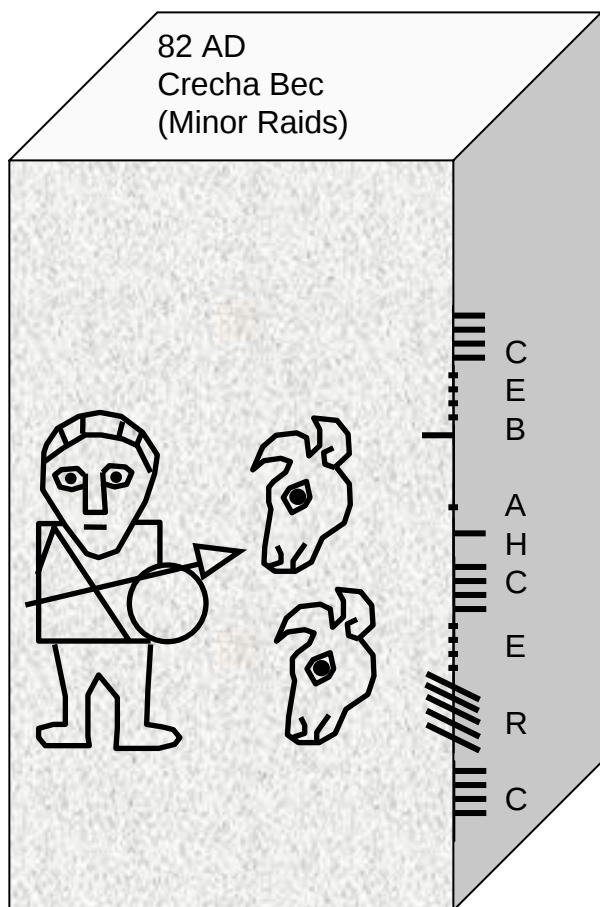
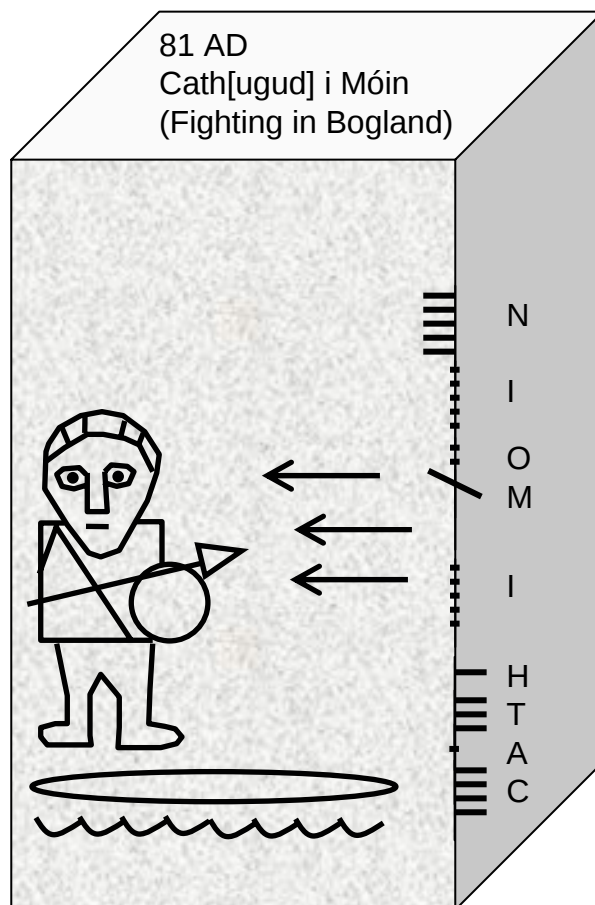
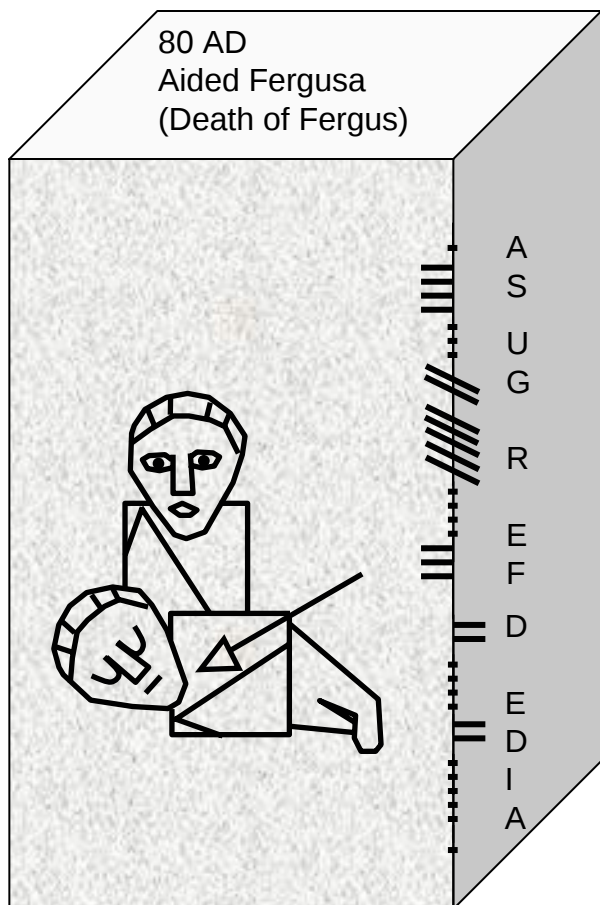


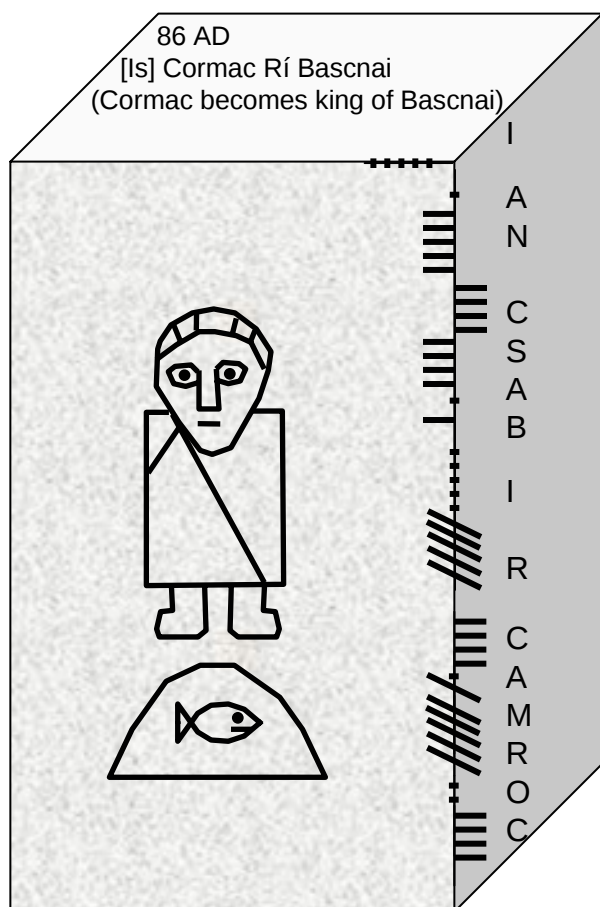
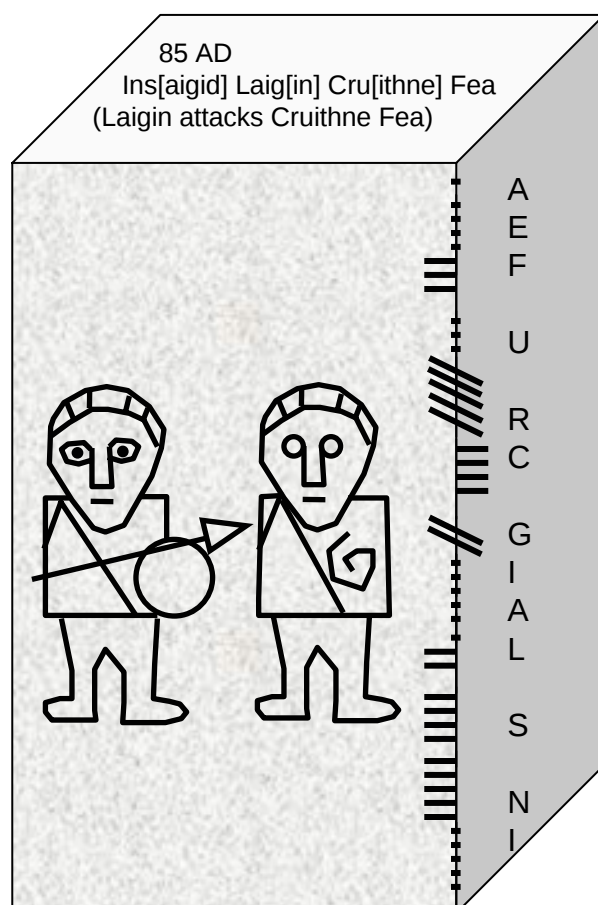
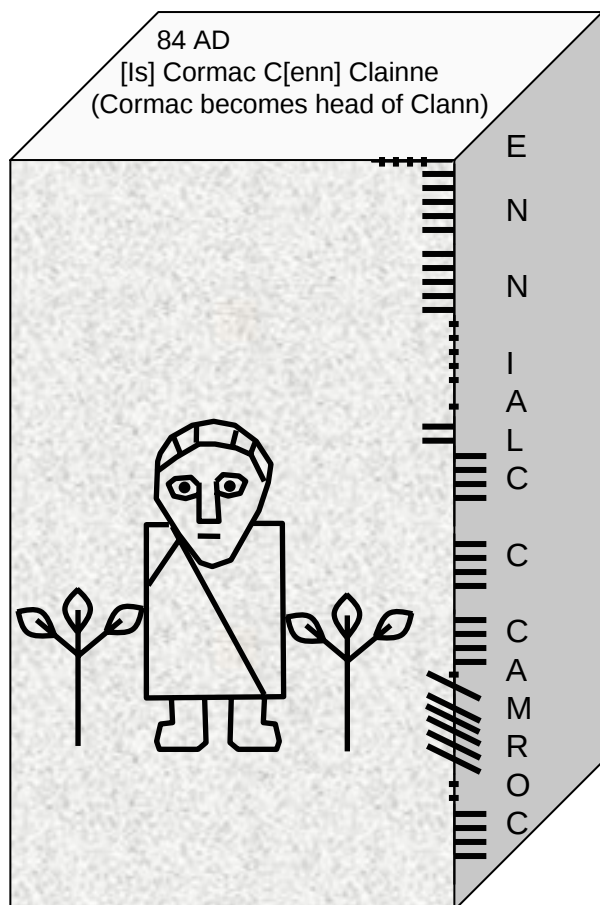
78 AD
Búaid [ós] Galltúatha
(Victory over Galltúatha)



79 AD
Cath Cathair Mara
(Battle of Cathair Mara)







Tuathal Techtmar

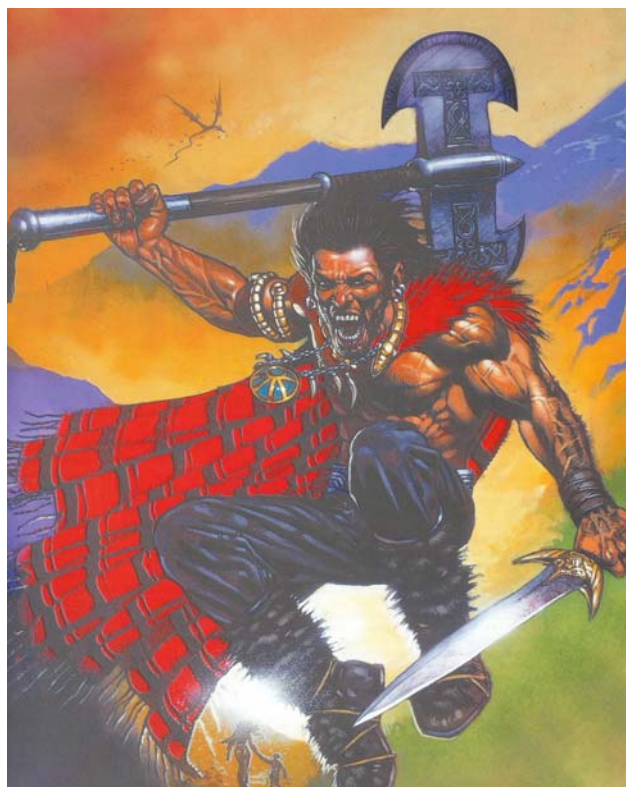


Tuathal Techtmar,
the exiled Prince of Temuir



One of Tuathal's
Honor Guards

A warrior of Ulaid
who supports
Tuathal



Éllim the Usurper



Éllim & concubine



Ligair Lámfada,
captain of the "Blackbloods"

Dairbre mac Lulaig
(Ligmuine noble;
ruler of Fir Brega)



Battle of Achall, 75 AD

Éllim's
charioteers
clash with
Tuathal's
Honor Guard



The mass
battle at the
Hill of Achall



The aftermath



The Battle of Temuir, 75 AD



Laigin warriors
moving out to join
Tuathal at Temuir



Zealous allies of
Éllim charge into
the fray

85 AD: Tuathal's Pillars

As an elaborate expression of Tuathal's view of the Five Provinces, he has his craftsmen erect five pillars at Temuir.

