

GameMaster's Workshop:
Food and Farming in
Fangaerie and its Environs

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*Compliments and Regards to Master Trader Ilik
Vandorsson, Keyholder of the Agarsta Wharf
Company and Minister-Without-Portfolio to the
Mercantile Committee, greetings from his son,
Framblegorz.*

Dearest Father,

In keeping with your suggestion of late last year that I travel, most frugally, about our nation whilst on holiday from university, I have spent the last two months or so engaged in a whirlwind tour of the north and eastern parts of our Hagaan League and the surrounding lands. I am happy to report that aside from a few blisters and saddle sores, I have returned unscathed from my adventure.

While I am certain that only a minimal recounting of my travels would satisfy the demands of courtesy, I have elected to include with this letter a set of observations that I believe would be of interest to you and helps to justify the not-inconsiderable sum that my beloved parents expend for my education.

I confess, father, that I began my excursion in a fashion that was as most unlike your advice as possible. After squandering a sizable sum on drink and entertainments, I found myself in Barsuk, in need of monies with which to continue my trek. To this end, I fell in with a band of itinerant merchants who had resolved to travel through the southeastern corner of our nation as a way of circumventing certain tariffs and duties that are customarily levied upon entering Krandaeneer.

Please give my regards to your lovely wife, my mother, as her face has probably gone quite pale at this point. As you probably disapprove of my choice, I allow that had I been less intoxicated, I probably would not have gone. Alas, I had already crossed the border by the time my stupor had cleared. We safely passed through the border, for it is not as heavily guarded as we are led to believe and from there crossed easily into Krandaeneer, for much the same reason.

I doubt very much that we traveled more than a handful of leagues through Daurkhaid, as we traversed that land in but two days. However, that tiny sliver through which we did pass raised many questions, to which, as a scholar-in-training, I am resolved to seek answers. How, you might ask, did a short jaunt through hostile territory awaken my academic hunger, when two years of study had not? Well, my good father, I shall discover this to you immediately.

In passing through Daurkhaid, I noticed, quite by accident, the abominable condition of the peasantry. Here in Fangaerie, we often think of our commons as obtuse; but by comparison with the serfs of Daurkhaid, our lower classes would seem to be wealthy geniuses. The most common form of dwelling that we passed was a low, thatched-roofed mound made of mud and grass. I dare not even afford these tiny constructions the name of hovel, for to do so would be an insult to proper hovels everywhere.

Few of the farmers we met were willing to converse; but I noticed that each one of them was underfed, showing bones and ribs through the holes in their miserable rags. I asked one elderly man what he had for breakfast, to which he inquired what breakfast was. I obligingly informed him and the poor fellow responded that he rarely ate in the mornings so that he might have food for mid-day, when he found it hardest to work.

A careful discussion with the man led me to believe that his daily ration of food was about a dozen ounces of cold grain porridge, cracked by his wife and soaked in a clay pot from the nightfall of one day until the lunchtime of the following day. He seemed puzzled by the notion of supplemental foodstuffs, replying that fare such as meat, cheese and vegetables was usually reserved for festivals and was provided by the local authorities. I should like to add that I was surprised to learn that this grizzled old man was only thirty-eight years of age. By his estimation, only one man in his village was older.

This encounter and a few others like it, led me to ask why the common folk of one land might be so radically different from those of a nearby nation, less than a day's walk away. What misrule, what ignorance, what foolishness, could lead to such utter degradation of the peasantry in the face of clear evidence that better results can be achieved? To answer these questions, I have analyzed my knowledge through the lenses of commerce, in which you have instructed me many years ago. For more by beloved father, I have undertaken to make the domestic economy of the folk of our own nation and that of its neighbors. Not only is such an exploration worthy of academic merit; but I believe that my results will be helpful to even such a skilled merchant as yourself. To this end, I have included a draft copy of my findings on food. I will consider your response and perhaps undertake to explore the nature of our entire economy from its very basic starting points.

I look forward to seeing my parents in the autumn, most likely a week or so after this letter arrives. Until then, my fondest thoughts are with my family.

*Deepest regards,
Framblegorz*

On The Causes of Prosperity and Ruin Between Nations: Farming, Eating and Their Impact Upon the Commons, by Framblegorz Iliksson.

My upbringing as the son of a successful and respected merchant has left me with a sense of the comparative wealth of persons and places. In my travels, I have become even more acutely aware of the vast differences in economy between one place and the next. As a contribution to the science of trade and to the prosperity of my beloved nation, I herein endeavor to examine the very basic unit of our economy- food.

This paper compares the farming and eating habits of the common folk here in the Hagaan League with those of our neighbors, most especially Daurkhaid, Krandaneer and Abosoria. I have, wherever possible, visited the peasantry in question, even going so far as to enter Daurkhaid to discover the fate of the serfs there. This comparison alone makes this work of substantial importance in our ongoing standoff with this hostile neighbor to our north.

Here amidst the Seven Sisters, our lower classes are most fortunate; though, to hear their rabble-rousers tell it, they are oppressed beyond imagining. Not so! I have personally seen the faces of an oppressed peasantry and they are far leaner, dirtier and sicklier than the faces of the poorest beggars in Fangaerie.

Even the lowliest peasant in our nation dwells in a simple cottage built of wattle-and-daub upon a timber frame. Many live in homes of wood or stone. While most roofs are thatched, many, especially in towns, are made of tile, slate, or split wood. The homes are quite similar in Abosoria, though fewer stone houses were seen. Most dwellings have a stone, or even brick, fireplace and windows that can be opened for ventilation and light. I have even seen a few farmsteads in both countries with small glazed windows in or near their front door to allow visitors to present themselves. This introduction of glass into the lives of our commons is perhaps the clearest example of the prosperity they enjoy.

By contrast, a serf in Daurkhaid lives in a tin-plate, dismal, heap of a hole. Said dwelling is a shanty, crudely constructed out of a wretched mix of mud and straw, known simply as "cob". Their roofs are of moldy thatch, out of which grows a mess of weeds and the occasional herb. These "homes" have no doors or windows, no fireplaces and little, if any, furniture. A simple opening in the front allows for egress, light and ventilation. What little cooking is done is often performed outside and in crude clay pots.

Krandaneer's peasants live somewhere between these two extremes. While most peasants in the kingdom dwell in cob or half-timbered buildings, these buildings are larger, more carefully constructed and generally more serviceable. Again, the roofs are thatched, but many

houses have log, cob, or stone fireplaces. Even the poorest farmer seems to have a smoke hole and fire pit for use in heating or cooking and all but a few homes appeared to have doors and a window or two with shutters.

I had thought to include our other neighbors in this discussion, but it has been pointed out to me that Meletians or Meletii are largely nomadic. Furthermore, our western borders are rather mountainous and populated by certain elder races and the monstrous Orkin tribes. As a result, I have declined to comment on them. I am told that Polst and Shadluria each boast a standard of living similar to Krandaneer, while peasants living in Ara'Kandeesh might know a life more closely related to our own commons, though lacking in material goods. Sadly, I have been unable to visit these lands to confirm what I have heard.

This established, I wish to begin exploring the root causes of these wildly differing lifestyles. As Vrodkaa Immersdotter commented in her Treatise on Land Management, a society "works for its stomach". While this author does not hold entirely with her findings, this pearl of wisdom seems to strike at the heart of our basic question. How then, do the farming and eating practices of these lands differ, and in what way do these differences affect the lives of the people?

Land Ownership

The first major difference I have discovered lies in the area of land ownership and the division of farmsteads. In Daurkhaid, the basic unit of land, the "virgate" is purely organizational, bearing little or no relationship to the actual area of the terrain. In speaking with the serfs of Daurkhaid, I had the opportunity to perform hasty surveys of several farm plots. While Hraaknar of Westfold defined an old Raagean virgate as being roughly equal to thirty modern acres, the plots I surveyed ranged from five acres up to forty, with most falling at about twenty tillable acres. Interestingly, this practice seems to be the result of a promise on the part of the Sorcerer King to provide each peasant with a virgate of land. The effect of this confusing and outmoded term is to confound easy comparison of the productivity of one village with another.

In Abosoria, the basic unit of land is also an organizational term, the "ferling", or quarter virgate. It was the power of the Krandaneerian crown standardized the ferling and virgate about two centuries ago. The area of a ferling is now just short of eight of our acres, with a virgate being roughly thirty acres. Because the ferling is still primarily a unit of organization, it lacks the granularity needed to make fine distinctions between farmsteads, but the standardized value does permit general comparisons far more readily than in Daurkhaid.

Abosoria uses a mercantile system of land measurement very similar to our own. It is said that a nobleman who was preparing to rent land just outside the city of Kaffa conceived the mercantile concept around the year -400 TR. The noble wanted to break up a particular

Bees and honey appear to be common throughout Abosoria except on the coast, which is markedly hotter and less hospitable to apiculture. The main body of the kingdom is still warm by comparison to the Hagaan League, but not so much as the large plains of Krandaneer. Grains abound, as do potatoes and hard winter squashes. Wheat is the preferred grain, with barley following. Flour milling seems to be more advanced than to the north, probably because brisk trade has permitted towns to afford better quality stones from farther away. I have even heard of one mill that boasted stones from the Rurdur stoneyards! Milling is largely a wind-powered task here, while animals or homemakers provided the labor in Krandaneer. The tall, gently circling sails of an Abosorian windmill are a welcome sight at the end of a long day, for one knows that a village cannot be far off.

Peasant, Abosoria

Abosorian Peasant – Human NPC: HF 1, EP 15, 0-level human, Str 10/52, Dex 10/26, Con 11/05, Int 10/30, Wis 10/55, Cha 12/21, Com 11/13, AL N, AC 10, MV 12", HD 1/2+1, HP 26, SZ M, # AT 1, D 1-2 (No Pen.), ML 11, TOP 11, Crit BSL: Def AC -4, FF 5, Age 29, Height 5' 9", Weight 145 lbs. (Statistics represent the national average)

Skills: agriculture 100, farming 35, general laborer 100, animal handling 20, current affairs 15, mingle 25, fishing 25, bartering 70, haggle 25, bargain sense 10, forestry 10, singing 10, botany 30. 50% chance of rolling on the Common Skills chart.

Possessions: Servicable clothing, 20 gp worth of equipment.

Languages: Abosorian (55%), Forcuran (30%), Old Forcuran (5%), or Hagaan (10%). 85% speak Common, the merchants' tongue

In Abosoria, the peasant often breaks his fast with a porridge, much as in Krandaneer, but said porridge is frequently supplemented with fresh or dried fruit, yogurt and butter, honey or jellies and even eggs and bacon. Shortly after mid-morning, a light second breakfast "log breaker" of ale or beer, fruit and cheese is often consumed on days of heavy labor.

Luncheon occurs later than in the other lands, usually shortly before the day becomes hottest and usually consists of a cooled soup or stew, ale or beer and small rolls of bread called "puff apples". The origin of the name is unclear. Most of the peasantry seems to rest for an hour or so after luncheon.

The evening meal is most often eaten shortly before sundown in the warmer months, shortly after in the cooler months. This meal usually has some form of meat or egg dish, often a hash or stew, which is served as an

accompaniment to bread, a fluffy porridge called "pilaf" and various vegetables. In all, an Abosorian farmer seems to consume well over thirty-five man-hours of food, with consumption of forty or even fifty common on holidays or days of heavy work, such as plowing time.

Crops of Abosoria		Field Price (CP)*		
Produce	Availability^	Pound	Peck	Bushel
Barley	90%	1.3	18.0	64.9
Maize	90%	1.0	14.8	53.1
Oats	90%	1.2	17.5	63.2
Wheat	90%	1.7	24.5	88.3
Flax Seed	90%	0.7	10.4	37.6
Hemp Seed	80%	0.7	11.0	39.4
Beet	50%	0.7	10.5	37.9
Carrot	60%	0.7	9.5	34.2
Onion	80%	0.5	7.4	26.8
Potatoes	90%	0.5	7.8	28.1
Turnip	60%	0.8	11.1	40.1
Beans	60%	0.8	11.2	40.5
Cabbage	70%	0.5	7.8	28.1
Greens	80%	0.6	8.5	30.5
Peas	60%	0.8	11.2	40.5
Squash, Winter	60%	0.6	8.0	28.9
Apples	35%	0.9	12.8	46.1
Apricots	25%	1.2	17.4	62.5
Brambleberries	55%	1.7	23.8	85.8
Bushberries	50%	1.5	22.0	79.1
Cherries	20%	1.8	26.4	94.9
Grapes	20%	2.0	28.3	102.0
Peaches	25%	1.2	17.4	62.5
Pears	15%	1.8	25.0	90.0
Plums	20%	1.5	21.9	78.7
Strawberries	60%	1.6	23.2	83.7
Butternuts	25%	0.8	11.1	40.0
Chestnuts	20%	0.9	13.2	47.6
Hazelnut	15%	1.2	16.8	47.6
Hickory Nuts	20%	0.9	13.2	47.6
Pecans	15%	1.2	16.7	60.1
Walnuts	25%	0.8	11.0	39.5

^Availability is the likelihood of a given type of produce being grown in a particular village.

*Field Prices are for purchases made at the farm of origin during harvest season. Prices in the off-season or farther from the farm are more expensive. The produce purchased is unprocessed, i.e.- whole kernel grains, fresh fruit, etc.

EXCERPT

Crops and Crop Diversity - Fangaerie

Turning now to our beloved Seven Sisters, I have found a considerable similarity in lifestyle with the farmers of Abosoria. However, I note that the peasants of our eastern neighbor are not so well supplied with tools, skills and livestock as our own. On the surface, very much seems to be similar. We grow roughly the same types of crops and our fields appear only marginally more fertile than theirs. Indeed, the produce yields of Hagaan fields are fairly much like those of Abosorian farms. I had thought that our position close to the Praxter Dwarves might be the source of our commons' tools and skills, but alas, I was wrong.

Crops of Fangaerie		Field Price* (CP)		
Produce	Availability^	Pound	Peck	Bushel
Barley	90%	1.1	15.8	57.0
Maize	90%	1.0	14.1	50.7
Oats	90%	1.1	15.4	55.3
Wheat	90%	1.6	22.7	81.7
Flax Seed	90%	0.6	9.3	33.3
Hemp Seed	70%	0.7	9.8	35.4
Beet	60%	0.6	8.7	31.2
Carrot	70%	0.6	8.0	29.0
Onion	90%	0.5	6.4	23.1
Potatoes	90%	0.5	6.9	25.0
Turnip	80%	0.7	10.0	36.2
Beans	80%	0.6	8.6	31.1
Cabbage	80%	0.5	6.6	23.9
Greens	90%	0.5	7.5	27.1
Peas	60%	0.7	9.5	34.2
Squash, Winter	90%	0.4	6.0	21.5
Apples	50%	0.6	9.1	32.7
Apricots	15%	1.2	17.4	62.5
Brambleberries	60%	1.6	23.4	84.3
Bushberries	45%	1.6	22.9	82.4
Cherries	20%	1.7	24.3	87.4
Grapes	25%	1.4	20.2	72.7
Peaches	25%	1.2	17.4	62.5
Pears	20%	1.2	17.6	63.3
Plums	25%	1.2	16.6	59.7
Strawberries	50%	1.7	24.7	88.9
Butternuts	25%	1.0	14.9	53.6
Chestnuts	60%	0.5	7.8	27.9
Hazelnut	15%	1.6	22.4	80.8
Hickory Nuts	20%	1.2	17.7	63.8
Pecans	15%	1.6	22.3	80.4
Walnuts	25%	1.0	14.7	53.0

^Availability is the likelihood of a given type of produce being grown in a particular village.

*Field Prices are for purchases made at the farm during the harvest season. Prices in the off-season or far from the farm are more expensive. The produce purchased is unprocessed - whole kernel grains, fresh fruit, etc.

GM's Option - NPC skills and new skill suites

Roll 1d100	Common Skill(s)*	Modifier
01-20	Farmer Skill Suite	
	Agriculture	+50
	Farming	+20
	Rope Use	+50
	Stonemasonry	+15
	Weather Sense	+30
21-30	Herder Skill Suite	
	Animal Handling	+25
	Animal Lore	+50
	Rope Use	+50
	Slaughter: Livestock	+40
41-45	Forester Skill Suite	
	Botany	+20
	Forestry	+50
	Plant Identification: Holistic	+30
	Woodland Lore	+30

46-50	Huntsman Skill Suite	
	Fishing	+30
	Forage For Food (Temperate)	+40
	Forestry	+30
	Hunting	+25
	Identify Animal By Tracks	+50
	Set Snares	+40
	Weather Sense	+30
51-55	Folk Musician Skill Suite	
	Percussion Instruments	+45
	Singing	+40
	Stringed Instruments	+40
	Wind Instruments	+40
56-60	Potter Skill Suite	
	Alchemy	+10
	Fire-Building	+50
	Pottery	+50
	Stonemasonry	+20
61-65	Cook Skill Suite	
	Brewing	+20
	Culinary Arts	+50
	Fire-Building	+45
66-70	Salesman Skill Suite	
	Bargain Sense	+30
	Bartering	+50
	Current Events	+20
	Haggle	+20
	Local History	+30
71-75	Smithhand Skill Suite	
	Blacksmith Tools	+30
	Fire-Building	+45
76-80	Rough Carpenter Skill Suite	
	Carpentry Tools	+45
	Forestry	+50
	Rope Use	+50
	Sawing	+10
	Shaping Working Tools	+50
	Skinning	+45
	Slaughter: Game Animal	+30
	Slaughter: Livestock	+40
86-90	Sewing Skill Suite	
	Seamstress/Tailor	+30
	Weaving	+30
91-100	Roll on Table 6 – Special Skills	

*If the skill rolled has a prerequisite, the NPC gains the prerequisite skill at 50% plus the relevant ability score.

