

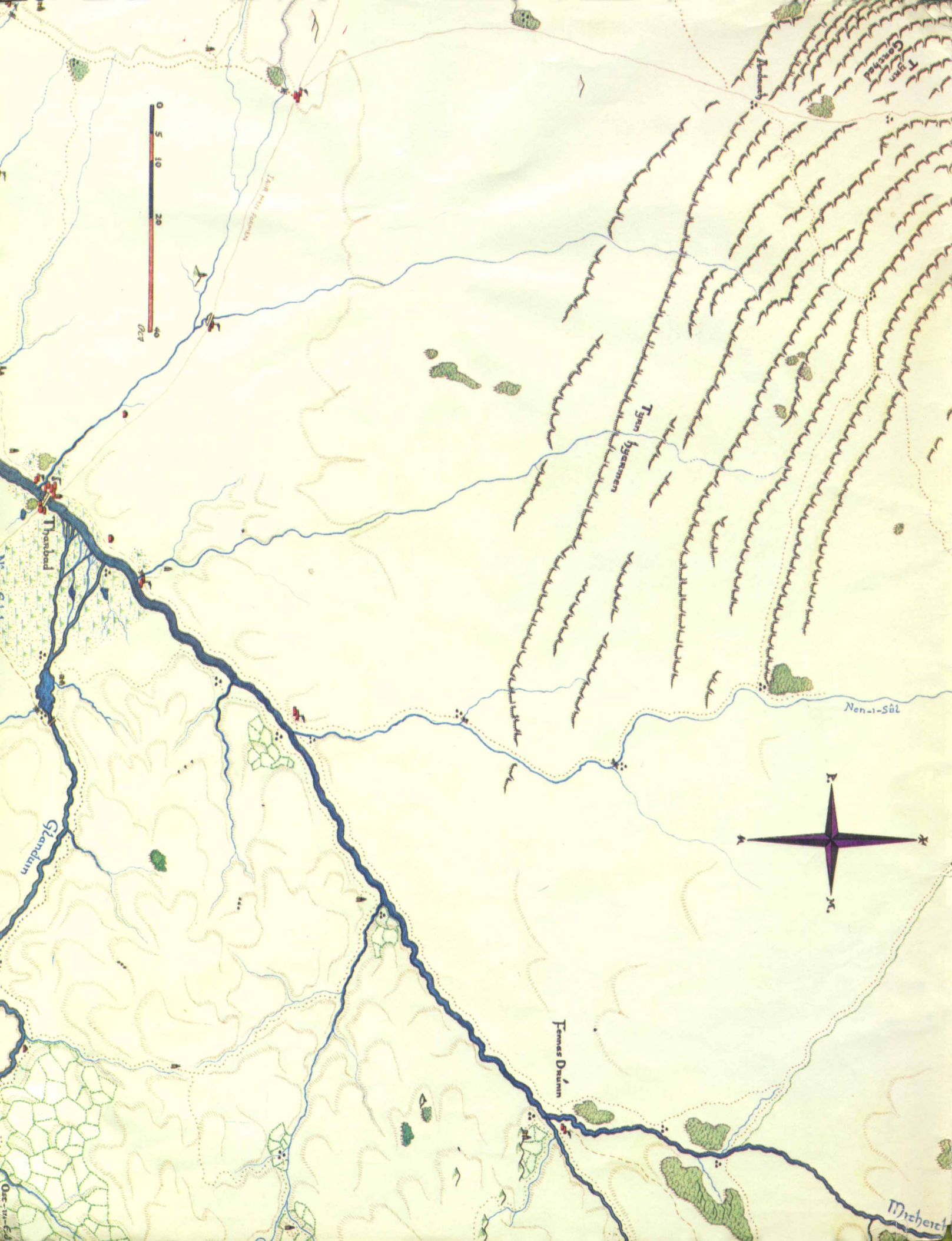
THIEVES OF THARBAD™

A Fantasy Role Playing adventure module from

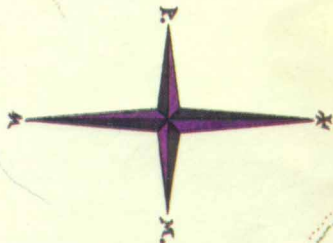
J.R.R. TOLKIEN'S MIDDLE-EARTH



Based on THE HOBBIT™ and THE LORD OF THE RINGS™, this package details the major trading city west of the Misty Mountains, a city teeming with cutthroats and thieves. Rescue the Princess of Cardolan's stolen tiara and help break up the complex smuggling ring. Produced and distributed by IRON CROWN ENTERPRISES, INC.



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Tjyn
hyarman

Non-1-Söl

Fennes Dræm

Glandun

Michech

Tjyn
hyarman

Thieves of Tharbadtm

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1.0 GUIDELINES

Fantasy role playing is akin to a living novel where the players are the main characters. Everyone combines to write a story which is never short of adventure. Players help to create a new land and weave strange new tales.

This series is designed as a tool for gamemasters who wish to run scenarios or campaigns set in J.R.R. Tolkien's Middle-earth. The adventure modules are complete and ready-to-run studies of very specific areas, and are intended to be used with a minimum of additional work. Each has statistical information based on the *Middle-earth Role Playing (MERP)* and *Rolemaster (RM)* fantasy systems. The modules are, however, adaptable for use with most major role playing games. Creative guidelines, not absolutes, are emphasized.

Professor Tolkien's Legacy

Each module is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Rational linguistic, cultural, and geological data are employed. Interpretive material has been included with great care, and fits into defined patterns and schemes. ICE does not intend it to be the sole or proper view; instead, we hope to provide the reader the thrust of the creative legacy and the character of the given area.

Remember that the ultimate source of information are the works of Professor J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth. These modules are derived from *The Hobbit* and *The Lord of the Rings*, although they have been developed so that no conflict exists with any of the other sources.

1.1 DEFINITIONS AND TERMS

The following abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

Abbreviations are listed alphabetically within sub-categories.

Game Systems

MERP *Middle-earth Role Playing* *RM* *Rolemaster*

Character Stats

Ag Agility (<i>RM</i> and <i>MERP</i>)	Me Memory (<i>RM</i>)
Co Constitution (<i>RM</i> and <i>MERP</i>)	Pr Presence (<i>RM</i> and <i>MERP</i>)
Em Empathy (<i>RM</i>)	Qu Quickness (<i>RM</i>)
Ig Intelligence (<i>MERP</i>)	Re Reasoning (<i>RM</i>)
It (In) Intuition (<i>RM</i> and <i>MERP</i>)	SD Self Discipline (<i>RM</i>)
	St Strength (<i>RM</i> and <i>MERP</i>)

Game Terms

AT Armor Type	Lvl Level (experience or spell level)
bp bronze piece(s)	MA Martial Arts
cp copper piece(s)	Mod Modifier or Modification
Crit Critical strike	mp mithril piece(s)
D Die or Dice	NPC Non-player Character
DB Defensive Bonus	OB Offensive Bonus
D100 Percentile Dice (01-100 results)	PC Player Character
FRP Fantasy Role Playing	PP Power Points
GM Gamemaster	R or Rad Radius
gp gold piece(s)	Rnd or Rd Round (10 second period)
ip iron piece(s)	RR Resistance Roll
jp jade piece(s)	Stat Statistic or Characteristic
	tp tin piece(s)

Middle-earth Terms

A Adûnaic	Kh Khuzdul (Dwarvish)
Be Bethleur (Silvan Elvish)	LotR <i>The Lord of the Rings</i>
BS Black Speech (Morbeth)	Or Orkish
Cir Cirth or Certar	Q Quenya
Dn Daenael (Old Dunael)	R Rohirric
Du Dunael (Dunlending)	Rh Rhovanion
E Edain	S Sindarin
El Eldarin	S.A. Second Age
Es Easterling	Si Silvan Elvish
I.A. First Age	T.A. Third Age
F.A. Fourth Age	Teng Tengwar
H Hobbitish (Westron variant)	V Variag
Har Haradaic (Haradrim)	W Westron (Common Speech)
Hob <i>The Hobbit</i>	Wo Wose (Drúedain)
Kd Kuduk (ancient Hobbitish)	

1.12 DEFINITIONS

A few crucial concepts are described below. The majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* are found in the text proper.

Arnor: (S. "Land of the King" or "Royal Land") Sister land of Gondor, it is the northern Dúnedain kingdom founded by Elendil the Tall in S.A. 3320. Its settlers were the Faithful who fled the sinking of the island continent of Númenor. Much of these folk have blended with the local Eriadoran peoples. Arnor incorporates most all of Eriador, but splits into the three companion kingdoms of *Arthedain*, *Cardolan*, and *Rhudaûr* in T.A. 861. It is overrun by the host of the Witch-king of Angmar in T.A. 1974, and is henceforth known as the "Lost Kingdom."

Arthedain: Last Kingdom of the Dúnedain of the North. As of T.A. 1700, it is the only surviving unit left of the lost Kingdom of Arnor.

Cardolan: (S. "Red hill land") The southernmost kingdom of the three divided kingdoms formed in T.A. 861 by the division of Arnor. Cardolan was effectively destroyed as a kingdom when the royal line was exterminated in T.A. 1409, but the fiefs within lingered on for many more years.

Dunlendings: A rugged race of Common Men who, for the most part, migrated out of the White Mountains in the Second Age. Descendants of the Daen Coenis, Dunlendings have a medium or stocky build, sparse brown hair, and tanned or ruddy complexions. Men average 5'10"; women stand around 5'6". Mostly mountain-dwellers or hill-loving herders, they are known by various names: *Dunmen*, *Dunnish Folk*, *Dunlanders*, the *Hillmen of the White Mountains*, etc.

Dúnedain: (S. "Edain of the West;" sing. *Dúnadan*.) These High Men are descendants of the Edain who settled the western island continent of Númenor around S.A. 32. The Dúnedain returned to explore, trade with, colonize, and later conquer many areas along the western, southern, and eastern coasts of Endor during the Second Age. Unfortunately, their hubris and desire for power led them to attempt an invasion of the Valar's Undying Lands (Valinor). As a result, Eru (the One) destroyed their home island in S.A. 3319. Those called the "Faithful" opposed the policies and jealous Elf-hatred that prompted this "Downfall!" The Faithful were saved when Númenor sank and sailed east to northwestern Middle-earth, there they founded the "Realms in Exile," the kingdoms of Arnor and Gondor.

The term Dúnedain refers to the Númenoreans and their descendants in Middle-earth, groups which possess considerable physical and mental strength, longevity, and a rich Elven-influenced culture. *Adûnaic* is their native language.

Eregion: (S. "holly-region") Also known as Eredoriath, this is the name given to the land between the rivers Glánduin and Bruinen, first settled by the Noldor in S.A. 750. It did indeed have many holly trees, true to its name.

Gondor: (S. "Stone-land") The great Dúnedain kingdom that lies west of Mordor and north of the Bay of Belfalas. It includes a number of regions: (clockwise from the north) *Calenardhon* (Rohan after T.A. 2510); *Anórien*; *Ithilien*; *Lebennin*; *Belfalas*; *Lamedon*;

Rhudaûr: (S. "east forest") One of the three kingdoms formed in the split of Arnor, Rhudaûr had few Dúnedain, and soon fell under the sway of the Witch-king.

Rohan: (S. "Horse-land") Calenardhon after T.A. 2510. Called The Mark, it is a region granted to the Rohirrim (a semi-nomadic Northman race) in return for their aid against the Balchoth and their oath of loyalty to the Kings and Stewards of Gondor. Rohan's chief town is *Edoras*.

Tharbad: (S. "crossing way") A major metropolis in southern Eriador, the largest city in Cardolan. Tharbad was constructed early in the Third Age by Númenorean engineers and architects.

1.13 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.



1-100 Stat	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102 +	+35	+7	20 +	17 +
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	—
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	—
2	-20	-4	4	2
1	-25	-4	4	2

1.14 CONVERTING HITS AND BONUSES

— When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.

— The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc's *Dungeons and Dragons*®, simply double the number of hits your characters take or halve the hit values found in this module.

1.2 BASIC COLOR AREA MAP KEY

- (1) 1 inch = 20 miles
- (2) Mountains = 
- (3) Hills = 
- (4) Mixed forests = 
- (5) Pine forests = 
- (6) Hedgerows, brush, and thickets = 
- (7) Primary rivers = 
- (8) Secondary rivers = 
- (9) Streams = 
- (10) Intermittent watercourses = 
- (11) Glacier and iceflows = 
- (12) Mountain snowfields and snowy regions have no coloring
- (13) Primary roads = 
- (14) Secondary roads = 
- (15) Trails/tracks = 
- (16) Bridges = 
- (17) Fords = 
- (18) Cities = 
- (19) Towns = 
- (20) Manor houses, inns, small villages =  
- (21) Citadels and huge castle complexes = 
- (22) Small castles/holds/towers/keeps, etc. = 
- (23) Monasteries = 
- (24) Observatories = 
- (25) Barrows, cairnfields, and burial caves = 
- (26) Caverns and cave entries = 
- (27) Buttes and plateaus = 
- (28) Lakes = 
- (29) Dunes = 
- (30) Extremely rough terrain = 

- (31) Deserts = 
- (32) Shoals = 
- (33) Reefs = 
- (34) Ruins = 
- (35) Swamps and marshlands = 
- (36) Jungles = 
- (37) Dry or periodic lakes = 
- (38) Steep ridge faces and downs = 
- (39) Marsh villages = 
- (40) Watchtowers = 

2.0 INTRODUCTION

The crystal goblet caught the firelight, and dispersed it to the corners of the room, as Cirimir son of Earendur, the Gondorian legate, twirled it in his hand. It was finely made, a work of art like everything that came from the renowned glassworks at Fornost Erain in Arthedain, Cardolan's friend and sometime rival to the north. Goblets like this one graced the tables of the Shipwrights of Mithlond, the queen's board in Fornost, and the rough camp-table of King Ostoher on the Downs, where the Cardolanian army camped this night, ever vigilant against further attacks by the terrible host of Angmar.

Such a simple pleasure, dining with finely crafted tableware. It was almost funny in a way, that when the King went north to meet the onslaught of the Witch-king's realm on the borders of Cardolan, special provisions, placesettings, linen napkins, and his own crystal goblet went north with him. Reports (such as actually reached Tharbad; leagues to the south) indicated that there had already been desperate fighting in the devastated area of Bree-land where the North Highway crossed the East-West road. Still, the way in which Cardolan and Arthedain had become accustomed to constant war, both with the Witch-king's realm and with each other, made Cirimir wonder to himself whether the men of the North were even aware of the full repercussions of their victory or defeat. Neither had yet succumbed to Angmar like their sister kingdom, Rhudaur, which was now no more than a puppet state; when the dark realm attacked, they had always dropped their differences and marched together to oppose it. But in the absence of that threat, the two northern realms always fell to bickering, drawing swords on one another over some tiny stretch of land. Even during the reigns of the current kings, Ostoher of Cardolan and Arveleg of Arthedain, peacemakers both, the tension and the threat of dissension was omnipresent.

Cirimir was no one's fool. He knew of the worm-tongued dissemblers who came in fair guises to the courts of Arthedain and Cardolan, just as they had come to the King's House in Rhudaur. He knew who they served, and he knew how their efforts made the Witch-king ever more effective. They were in Minas Anor as well, perhaps hoping to turn brother against brother in Gondor.

The light burgundy color of the goblet tinted the legate's hand the color of blood, as he held it and gazed into its depths. A sudden chill breeze worried at the curtains.

Cirimir stood, goblet still in his hand, and walked to the window to close it. He looked out across the sprawl of Tharbad, and northward at the wide stone highway that stretched, dimly moonlit, into the distance. Somewhere, beyond the shadowy hills barely discernible near the horizon, the armies of Cardolan and Arthedain waited for another assault by the Witch-king's army.

Suddenly, he noticed a rider moving along the highway at great speed, the half-shrouded moon dimly reflected in the horse's accoutrements and the mail of the rider, visible as his cloak swept back in the wind.

A rider? At this hour?

The legate forgot about the breeze that had chilled him, and set the goblet on the window-ledge. His attention was completely on

the swift-moving rider approaching the North Gate of the city. It was clear that the horseman was no ordinary traveller, for he passed quickly through the refugee settlements across the river. The gate was opened for him at once; without slowing, he spurred his steed along the avenue toward the Royal House.

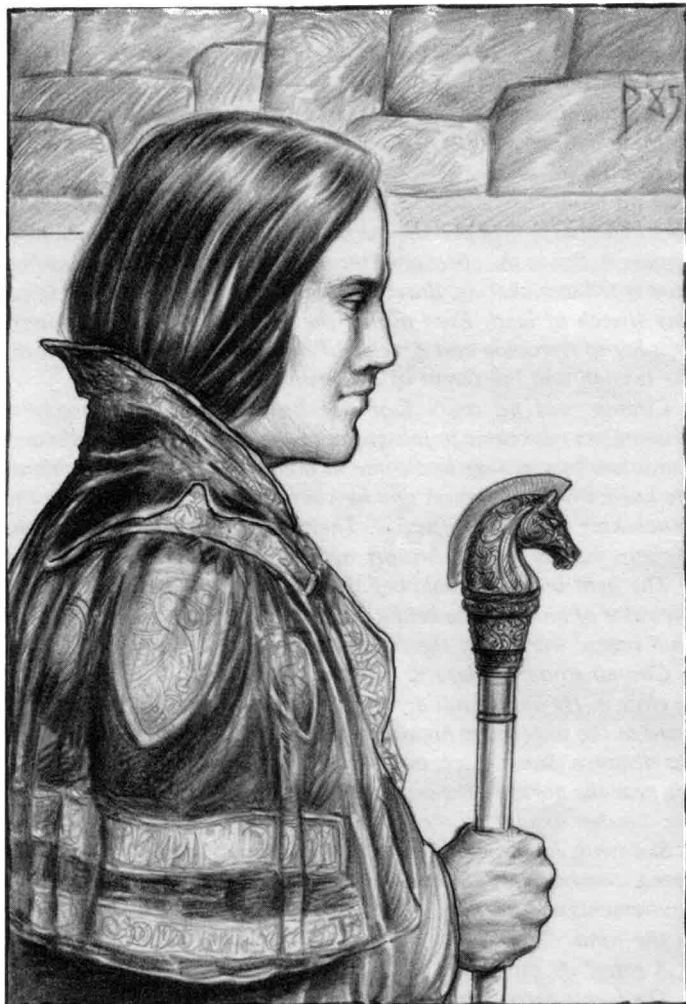
The rumors flew thick and fast in the rider's wake. While Ciramir stood at the window, a clerk reported the news to him, even as it was being echoed in the street below: the army was destroyed, the King and his sons had perished — and there were not even enough Cardolanian soldiers to bury them. Arthedainians and Lindon elves had placed Ostoher in his barrow. The Witch-king had been defeated, but at a terrible cost: Tharbad, already crammed with refugees, would soon be flooded with thousands more. And if any part of the Witch-king's army had survived intact, it would soon come to the gates of the city.

And if not? Then there would be war as well. Arthedain would try to capitalize, if it could, on the terrible destruction wrought on Cardolan, which now had no king. And, if rumors were to be trusted, had only a sixteen-year-old girl as an heir.

Odd, Ciramir thought to himself, for it to be so chill in Urui.

Though a watcher by nature, Ciramir knew that now was the time to act, and if there was any substance to what he had heard, he had to act quickly. Turning away from the window, he strode toward the door of his study.

A corner of his robe caught on the crystal goblet as he walked across the room, and pulled it along. It hung, teetering on the edge of the sill for a long moment, and then crashed to the stone floor, shattering beyond recognition or recovery.



CIRAMIR, LEGATE OF GONDOR

2.1 A HISTORY OF CARDOLAN

When the Faithful escaped the wreck of Númenor late in the Second Age, they sailed over the Sea and came to Middle-earth, founding the two “Realms in Exile”: Gondor in the South, and Arnor in the North. As is told elsewhere, these realms participated in the war of the Last Alliance against Sauron at the close of that Age.

For more than eight centuries afterward, the northern realm of Arnor was ruled by the heirs of Elendil and Isildur. The eighth King of the Northern Line, Eärendur, died in 861. In that year, owing to dissensions among his sons, the realm of Arnor was divided into three: Arthedain, Cardolan, and Rhudaur. In Arthedain the Dúnedain were the strongest and most numerous, while in Rhudaur they were few. Due to the influence of the Witch-King's realm of Angmar, Rhudaur gradually turned to evil, and became a bitter rival to its western neighbors. Although Arthedain and Cardolan skirmished frequently, they invariably joined forces in the face of a greater threat from Angmar. For its part, Arthedain was able to defend itself against a combination of the two other realms, but rarely took the offensive against one or the other for more than a season at a time.

Angmar first began its overt aggression during the reign of King Argeleb of Arthedain, in the latter half of the 14th Century TA. Argeleb had asserted a claim to lordship over all of Arnor, from Hollin to the River Lhûn, but the other kingdoms had resisted; the Witch-King hoped to take advantage of this dissension among the Dúnedain, and attacked the Weather Hills. The kingdoms of Arthedain and Cardolan set aside their disagreements and repulsed the host from Angmar; Arthedain fortified the Weather Hills, especially the area around Amon Sûl, in order to protect the *palantír* in the Tower there. During much of the rest of Argeleb's reign, Arthedain contended with Rhudaur for possession of those hills, while Cardolan remained neutral. In 1356, Argeleb was slain in battle with Rhudaur, and his eldest son, Arveleg, ascended the throne at Royal Fornost, ushering in what would prove to be an era of great friendship between Arthedain and Rhudaur.

In 1381, King Minalcar of Cardolan died, and was succeeded by Ostoher. Unlike many of their predecessors, both Ostoher and Arveleg were level-headed and statesmanlike, realizing the danger of the Witch-king's realm and of the dissension between Arthedain and Cardolan. During the latter part of the 14th Century TA, both realms undertook projects of fortification, as well as logistical improvements such as the building of new roads. Ostoher improved the quality and the training of his standing army, and increased the size of levies required of the Hiri in time of war. During the early part of his reign, Cardolan solidified its footing — both against the threat of Angmar and any change of heart on the part of Arthedain.

Sauron's purpose in sending his Lord Nazgûl north to found Angmar had been to pose a threat to the Arnorian Kingdoms, not only militarily, but through subversion and political maneuvering. It had accomplished its goal admirably during the first few centuries of its existence. Arnor was sundered into three realms; two were natural rivals, while the third had fallen almost completely under the sway of the Witch-King's realm. The Orc tribes near Mount Gundabad, at the northernmost end of the Misty Mountains, had come under Angmar's banner; Trolls inhabited the Ettenmoors and the Angle, driving out many Men and also some of the Periannath. Other evil things began to multiply, some ranging as far west as the Weather Hills and Eredoriath. Though Arthedain and Cardolan held those areas from the 1360's until the time of the great invasion, the most potent threat these creatures posed lay in their ability to strike isolated areas such as single-family farms, frontier shell keeps, and traveling parties on the road between Bree-land and the valley of Rivendell. Life on the eastern frontiers of Arthedain and Cardolan became an experience in fear and hardship, while the few caravans that travelled eastward from the Grey Havens and the Blue Mountains were either

small enough to escape notice, or huge and well-protected against any attack.

While the greater portion of the western army was driven back west of the Weather Hills, the tower of Amon Sûl (S. *Weather-top*) was surrounded, assaulted, and razed to the ground. Only later did a trembling messenger come to Carn Dûm to tell the Witch-king that the *palantir* had been rescued and brought to Royal Fornost by the retreating army. How the Palantir slipped through the siege remains a mystery to this day, for it was a prize the Lord of the Nazgûl desired greatly.

One on one, both the Dúnedain and Westron soldier was far superior to his easterner opponent; yet the number of easterners — Easterlings, Hillmen, Orcs, Olog-hai, and others — and the ferocity with which they fought — staggered the armies of Arthedain and especially Cardolan. They were driven westward across ravaged Bree-land to the Barrow-downs. In the heat of deep summer, the armies made their final stand, and in the end were victorious, destroying utterly the invading Angmarim host, though at great cost, including the entirety of the male line of Cardolan's royal house.

2.2 A HISTORY OF THARBAD

Tharbad was founded in the Second Age by Tar-Aldarion as an inland port for his fleet to use while exploring the interior of Middle-earth. Therefore, for the first few thousand years of its existence Tharbad was a prime example of the civic planner's art. Its broad avenues, public parks and well laid out streets were the envy of other northern cities, for Tharbad was built by the Númenoreans at the height of their power. However, the years have not been kind to Tharbad. Years of neglect, war and overpopulation have altered the street plan except for the governmental and royal quarters, and the Cardolinians themselves would be the first to admit that they lack the knowledge necessary to maintain fountains and parks.

Although much grandeur remains, most sections of the city have fallen into decay and now house folk of questionable honesty. When all this is added to the vast numbers of refugees who have fled the rest of the kingdom and set up a shantytown, Tharbad could not be termed a great city in 1409.

However, the old quarters of the city remain roughly as they were. The city as a whole can be divided into four areas, with smaller subdivisions according to the inhabitants or businesses conducted within: north of the river, south of the river, west of the great causeway and east of the causeway.

1. North of the river - this section of Tharbad began some 600 years ago when glassblowers of Fornost made their way south. The Fornost guild had been split over competition between the rival houses of the Calimiri and the Rathlori. The losers, the Calimiri, migrated to Tharbad and asked the city fathers for land in the city for their own quarter. A series of dikes had already been established on the north bank of the Gwathló and was expanded to afford the artisans some form of protection in case of attack. This would allow them to stay with their furnaces and homes. West of the road are warehouses and dwellings for the glassblowers' families. On the road itself is a large toll gate, both to keep outsiders out and to give the city government badly needed revenue. East of the road are the glassblowers' furnaces, display galleries, shops frequented by the artisans on their lunch break, and their Guildhall. Outside the dikes and the toll gate is the refugee town, consisting of hastily constructed shacks and drainage ditches. This shantytown is horribly overcrowded with peasants who fled the Witch-king and his army and cannot return to their homes due to the devastation wrought by the various armies. Disease is rampant in the shanty-town, and has begun to invade the glassblowers' homes as well.

2. South of the river - this section of Tharbad was expanded to accommodate the Gondorians who maintained the causeway and the road. It has become a de facto foreigners' quarter, with foreign merchants west of the road, the Gondorian legate's home and garrison east of it, and a toll gate set up across the road as on the north bank. Unlike the north bank, this part of Tharbad has expanded in an organized fashion beyond the dikes. Gondorian soldiers' families live there, as do various shopkeepers catering to them.

3. West of the road - the island was the core of the original city, laid out by Tar-Aldarion's engineers. Since the ships could not pass by the causeway, this was the site of most trade and shipping. The section at the very end of the island is given over primarily to warehouses and docks and all the businesses that sailors love to patronize when on shore leave: brothels, clothing shops, taverns, tattoo parlors and the like. This area of the city is also home to various gangs and crimelords, and corruption is rife. Periodically, the Mayor announces a crackdown and has a few prominent madams and con artists arrested, but within a few weeks it's business as usual. Farther up the island is a much more respectable section, home to the merchants and their families. It conforms to the old street pattern, with several public squares suitable for rich merchants' daughters to take the air, and even a few fountains in working order.

4. East of the road. This section of Tharbad offers the greatest contrasts. On the west side of the road itself are the townhouses of the Hiri and the king, as well as luxury shops, governmental buildings and the townhouses of the very wealthiest merchants. Just behind King's Row, as the natives have called it, are the common folk of Tharbad: the servants, common artisans and petty tradesmen who actually keep the city running. Their quarter has been altered since Cardolan's glory days, with sidestreets and alleys appearing whenever a block was subdivided to include more dwellings. At the easternmost end of the island lies the poorest quarter of all Tharbad, a decayed cluster of streets and buildings frequented mainly by thieves, poor Dunlendings, common prostitutes and all manner of desperate folk. There are a few warehouses, but they mainly store goods for the common tradesmen and are virtually unused by the great factors of the western quarters of Tharbad.

3.0 THE LAND AROUND THARBAD

3.1 GEOGRAPHY

By the end of the Second Age, Cardolan had been almost totally deforested in the shipbuilding programs of the Númenoreans and Gondorians, thus rendering the plains and hills of the region a wasteland. In the next millenium, however, with settlement by Arnorians and the passage of time, Cardolan and Minhiriath had developed into classic midlatitude grasslands, except for the remaining wooded pockets of the Old Forest and the Eryn Vorn. There became several significant geographical subdivisions that will be noted below:

3.11 NORTHERN UPLANDS

This region is characterized by the hills of Tyn Gorthad and Tyn Hyarmen to the west, the Old Forest forming the far western boundary. The uplands turn to plains country south and west of the hills up to the Great South Road, the Girithlin Highlands, and the Gwathló watershed to the south. This includes the plain of Eredoriath up to the bank of the Mitheithel in the east. The light woods of the hill country consist largely of broadleaves, with considerable ground cover. Precipitation is moderate, the heaviest rainfall coming in autumn.

Cold snaps are frequent during this period, especially in Eredoriath. Moreover, in the last few years the region has been victim to brief bouts of extreme cold and unusually heavy snow falls similar to Rhudaur, if to a lesser degree. Some say this is the chill hand of the Witch-king reaching further south. Either because of this deteriorating climate or due to depletion from continual wars, Eredoriath is more thinly populated with every passing year.

3.12 GIRITHLIN HIGHLANDS

The province of Girithlin and parts of surrounding areas include a highland region of considerable size. This land consists of a wide rising plateau, with a mean height of some 600-900 feet above sea level. Here there is very little forest cover, and as a result, the myriad streams beginning here and emptying into the Baranduin and the Gwathlo create erosion which is sometimes rather severe. Here the tall grass that characterizes the northern plains grows more stunted than in the lowlands, as do what trees remain on the plateau. The highland is not ecologically stable enough to permit full-scale agriculture, so much land is used for pasture (thus making the Highlands the main dairy region of the country). Prevailing winter northeasterlies and Norui tornadoes tend to make life in Girithlin even less of a bargain.

3.13 GWATHLO BASIN

The streams that flow eastward from the hills of Tyrn Hyarmen and the plateau of Girithlin form a great alluvial watershed through the provinces of Calantir and Tinare into the Gwathló Valley. This rich, silt-fed land comprises possibly the best farmland in all Eriador, and in the days of Arnor was that kingdom's granary. Rainfall from the wet winds blowing up river from Belegaer measures from thirty to forty inches per year, though quoting averages is dangerous: there is one dry year in every four, and a drought year one in every twenty. At present the valley is rich and fertile. However, rainfall has been declining of late, and the land has sustained one thousand years of farming, and is vulnerable to high winds throughout the region unbroken by few trees or any major mountains. Erosion is already a problem, and Cardolan may become a dust bowl if the factors in any given year all are negative.

3.14 SOUTH COASTAL LOWLANDS

The gradually sloping lowlands beyond the Girithlin plateau, Ethir Gwathló, form another potentially fertile land called by the Dunlendings *Saralainn*. This region is well fed by stream and rain, and is once again the beneficiary of eroded Girithlin soil. So far, the few inhabitants are descendants of the ubiquitous fisher-folk. *Saralainn*'s weather is quite warm, but moderated by offshore winds. Hurricane season is from the months of *Gwirth* to *Lothron*. Prevailing winds are from the south and southeast.

3.2 FLORA

Plant life in Cardolan does not substantially differ from that found in the rest of Eriador. Herbs naturally found in these lands include Kelventari, Arlan, Rewk (in Eryn Vorn), Thurl (in Eryn Vorn), Arpusar, Yaran, Suranie, Uraana; and Zagansar in Girithlin and the Downs. Outside the few heavily wooded areas, most of the region is covered with tall plains grass. In cultivated areas this grass is replaced by wheat and barley in the north, and corn in the south. Orchards abound in this fertile land. Cardolan also boasts a few plants, herbs, and wildflowers that are relatively unique to this region:

IUS

A Dunlending-named flowering plant. Blooms are mauve and appear after the first warm days of spring on low gorse-like brush. The flowers when ground and mixed into a paste produce a poison much like nightshade in its effects.

SAILCHA

A small, rare violet springtime blossom thought to bring good luck to those who find and wear them. Sailcha are found during *Gwaeron* in the south of Cardolan, and during *Gwirth* in Girithlin and the north. Morale of those bearing the blooms increases by +10, and all RRs and defensive bonuses also increase in the bearer's favor by +5. These effects last until the flower withers (between 3-7 days).

EORNA

A hardy grain, much like barley, which is strong enough to be successfully grown as a winter crop. It is normally cultivated in the plateau region and in Eredoriath.

AVHAIL

Avhails are sweet, yellowish fruit that grow wild in the *Saralainn* on bushes. Resembling cherries and tasting like port, the fruit is ripe five months a year, is perfectly edible off of the bush, and stores quite well. It is considered by the Dunlendings to be an unmatched hangover remedy, and is also ironically the main ingredient in the popular and potent fermented beverage *biotaille*.

3.3 FAUNA

3.31 PREDATORS

WOLVES

Wolves are often encountered (in packs of 10-20, and occasionally more) in the hill country of the Downs or on the Girithlin plateau. They rarely venture onto the plains or lowlands, though the Winter of 1410 is an exception to this rule. Called by the Dunlendings *Mac-tire*, their primary prey consists of highlands pronghorns, the Fiara, and the Goral. At present, a number of Wargs, survivors of the Witch-King's army, are also present in Cardolan, and have taken over leadership of several large wolf packs which have now added humans to their list of targets.

MADRATINE

This cat/fox hybrid can only be found in heavily forested regions, such as the Old Forest or the Eryn Vorn. It has a small foxlike body, reddish brown in hue with white mask and ears, and hunts various small game, rodents, and birds.

GLUTAN

The ferocious Dunland wolverine, fortunately dying out, is found in the lower Gwathlo valley. The Glutani have tremendous tenacity and power for their size (averaging two feet long), and a single Glutan can easily send one or two wolves to their ancestors. There is a current bounty on Glutani of 25 gp/head, but it is rather seldom sought after these days, the price not considered to be worth the dangers.

3.32 REPTILES

Cardolan in general and Southern Cardolan in particular has a flourishing reptile population, with several venomous species which are by far the largest animal source of human fatalities. Over 50 species of poisonous and mildly poisonous snakes have been identified. Three representative examples follow:

NATHAIR

This plains snake is roughly six feet long, with a cream colored body overlaid with a dark diamond pattern, and a thick triangular head. The Nathair angers easily, and will vigorously defend itself rather than flee a confrontation. Its venom is rather toxic (lvl 6); symptoms include swelling, weak pulse, shock, and wide discolorations.

NATHRACH

The Nathrach is an aquatic snake, preferring pools, marshes, and lakes. Nathrach may be found in distressing profusion in Nin-in-Eilph

north of Tharbad. The snake is distinguished by brown bands on a rust colored body, and measures from three to five feet long. Contrary to popular belief, the serpent does not normally strike in water; most victims are on dry land or a marsh island when they stray into a snake run. The venom is not very toxic (lvl 2), and causes bleeding, bruises, and swelling.

COIREAL

This small (2'-6") inoffensive snake inhabits forests and heavy copses, and can be readily identified by the bright yellow bands on its glossy black body. It is generally docile and will avoid people — most bites happen to idiots who pick up the “pretty snake.” Its venom, however, is one of the most lethal natural poisons (lvl 10) in Middle-earth! Symptoms appear in one to four hours, resulting in all but certain death from paralysis.

3.33 OTHER ANIMALS

PRONGHORN

An antelope-like creature found in Cardolan's high plateau country. Pronghorns stand four feet at the shoulder, with a distinctive white rump. Named in Dunael *Astabanhe*, they are very curious by nature and like to investigate disturbances, but can outrun horses and thus are not easily captured.

GORAL

Golden-brown bighorn sheep, often found in the lower plateau areas and sometimes domesticated for various purposes.

Other animals commonly found in Cardolan include Fiara (*Du., deer*), opossums, gophers, Caru (*Du., elk*), ferrets, and many varieties of rodents and birds.

4.0 THE INHABITANTS

4.1 THE DÚNEDAIN

The descendants of Númenor have lived in and governed Tharbad and its environs since about SA 2000. Though their lifespans and numbers have significantly declined in the North over time (by the end of 1409, there are fewer than 1000 men and women of pure Dúnedain blood left in Cardolan), they remain majestic physical specimens, tall and strong, and born to rule. They, along with mixed-blood Lesser Dúnedain, provide the bulk of Cardolan's army officers and crack troops, village and provincial leaders, and finest craftsmen. The Dúnedain in Cardolan have taken great care to maintain many of the cultural, religious and political traditions of Númenor (e.g., celebration of High Festivals, a Council of the Sceptre), though *Sindarin* has replaced Númenor's *Adúnaic* as the normal tongue (most also speak *Westron*, and a fair portion have some familiarity with *Dunael*).

4.2 THE DUNLENDINGS

These ruddy, dark-haired men and women form the vast majority of Cardolan's inhabitants. Unlike the hill peoples of Dunland itself, these folk have been acculturated to “civilized society”, and make their livings as farmers, herders, or simple craftsmen (especially of wood, clay, or stone). They also comprise the peasant levies that represent the bulk (though hardly the heart) of Cardolan's fighting force. For the most part, the Dunlendings live in general harmony with the ruling Dúnedain; they can be extraordinarily resistant to any sort of change, however, and have at times revolted against new royal policies or taxes. Though more likely to read and write than many of their kindred, most Cardolanian Dunlendings still rely on oral traditions, and many are persuasive orators. They speak their own evocative tongue (*Dunael*), of which several different dialects prevail; most also speak the common *Westron* tongue as well.

4.3 NORTHMEN

Most of these hearty, often blond-haired and bearded folk initially came to Cardolan from Rhovanion to serve as mercenaries in the former's wars with Arthedain and Rhudaur (oft-times fighting against their own kindred). Many later stayed on as settlers, mostly in the border provinces of Tyrn Gorthad and Eredoriath, though some with more urban backgrounds came to Tharbad as well and often prospered. They are skilled in both weapons use and weapon-making, and are often very knowledgeable in the arts and lore of the wilderness. Less affected than the other inhabitants of Cardolan by the Great Plague, some of the Northmen present during that period will turn to outlaw ways to survive, while others take on unofficial leadership roles in Tharbad and other settlements.

4.4 THE BEFFRAEN

These wandering tribes of hunter-gatherers are said to be related to the Woses (though like orcs the Beffraen are deathly afraid of the powers of the stone Púkel-men built by true Drúedain). They have inhabited the area near the mouth of the Gwathlo since the time of Tar-Aldarion, and are adept at boating and wood lore. Initially, they were awed by the splendor of the Númenoreans, but became hostile when the latter's wanton tree-felling began to devastate their hunting grounds. For a time they were driven south into Enedwaith, and still primarily inhabit the south bank of the Gwathlo; but they are often encountered in southern Minhiriath (particularly the Eryn Vorn) as well. They preserve an abiding hatred for the descendants of Númenor, and will attack and raid traveling parties or ships whenever an opportunity presents itself; fortunately they are disorganized and ill-armed, and most of their assaults have done little permanent damage. Beffraen tribal groups normally contain 40-80 people, led by a chieftain or *klag* who is selected by a strange religious ceremony in which all the members of a tribe sit around a great fire, partake of a locally grown narcotic herb, and collectively conjure up an image of their new leader. Like the Woses, the Beffraen possess deep-set, reddish-tinged eyes that glow in the dark, and have powerful night-vision. They speak their own tongue, which is virtually incomprehensible to outsiders. A rare few may also speak a minimal amount of *Dunael* or *Westron*. They are rumored to practice both animal and human sacrifice.

5.0 POLITICS AND POWER

5.1 THARBAD AND CARDOLAN IN 1409-1412 POLITICAL OVERVIEW

Cardolan is a successor kingdom to Amor and by extension to Númenor, and is organized in a similar manner. It is ruled by a hereditary monarch, determined through patriarchal primogeniture; until now, the kingdom has never had a ruling Queen.

While the King's authority is theoretically absolute, in practice he shares actual power with a number of “Hiri” — landholding barons, charged foremost with the defense of their portion of the realm. The patents of Hirdom have become hereditary over time, though each new heir to a Hirdom must be formally confirmed to the title. Hiri are also responsible for peacetime administration of their provinces, for physical upkeep of bridges, roads, fortifications and the like, for undertaking public works, for collecting the King's and their own taxes, and for adjudicating civil disputes. Their suggestions and petitions to the King are heard in the Council of the Sceptre, though the Council officially acts only in an advisory capacity. Cardolan presently has seven Hirdoms — Girithlin, Calantir, Tinare, Feotar, Tyrn Gorthad, Eredoriath, and Ethir Gwathlo. The King may also at any time create a new seat on the Council; King Ostohor appointed his Chancellor, Nimhir, a member in 1403.

The death of the King and his sons at the Barrow-downs created a vacuum in the official line of succession, and presented a thorny problem to the Kingdom. Two days after the news of the King's death reached Tharbad, Chancellor Nimhir acted to fill this vacuum by declaring himself Regent of Cardolan, acting in the name of the sole remaining heir to Cardolan's royal house, the Princess Nirnadel. His motives in this action were simple and relatively pure; by acting quickly and forcefully, civil war — or worse — could be prevented, enabling the kingdom to focus on the critical problems confronting its recovery. (In addition, the move also kept the throne beyond the reach of the hiri, many of whom had treated the Chancellor poorly in the past). At a hastily-summoned meeting of a greatly reduced Council of the Sceptre two weeks later, Nimhir received confirmation from two of the three surviving hiri - Hir Tinare and Hir Calantir. The third Hir, Mablung Girithlin, voiced strong opposition to this move, asserting that the dangers of the times called for a forceful, military-oriented leader (like himself). Being outvoted, however, the Hir took no public action, and returned to his mountain hold (presumably to brood). The Regency is also supported by the current leader of the remaining military force, Captain Tardegil, who is personally loyal to the royal house of Cardolan, and Ciramir the Gondorian legate, whose goals place his support behind anyone who can maintain order in the city and help ensure continuation of the northern realms against the aggressions of Angmar.

With almost half of the summer harvest destroyed or rendered inaccessible by wild animals and brigands, Cardolan (and especially the city of Tharbad) faces a starvation crisis in the fall and winter of 1409. The fertile hirdoms of Tinare and Ethir Gwathlo, the least touched by the war, become the targets of a grain tax collected by "mobilization units" consisting of a mix of army regulars and new recruits. In Hithui, the Regent also dispatches an embassy to Gondor, seeking aid. Regardless of the effectiveness of these efforts, Tharbad and the surrounding countryside will suffer a winter filled with disease (including such afflictions as pellagra, ricketts and scurvy) and discontent (as those without resources attempt to seize them from those who do). Thousands more will die, and only a relatively mild winter will prevent further attrition.

In late *Gwaeron* 1410 the supply ships arrive from Gondor, and the army, swelled by new recruits who want to be sure of their next meal, will act quickly to prevent riots on Tharbad's quays. The Regent will resettle a group of troublesome refugees as colonists in Minhiriath; attempt to resettle Tyrn Gorthad and Feotar as insurance against a possible Arthedanian expansion; and employ his enlarged army to clear central Cardolan — especially the North Highway, of bandits and marauding beasts. He will also be kept busy balancing the various suitors for Princess Nirnadel's hand, who include the sons of the three hiri, and King Araphor of Arthedain. In 1411, Nimhir will face a new challenge, when one of the bandit leaders who still hold sway in much of the northern countryside declares himself the new hir of Eredoriath. Throughout the entire period, Cardolan's scattered forces will also be attempting to guard their frontiers against the possibility of further assault from Angmar (or Arthedain). The outcome of these various ventures, along with the fruits of the labors of Angmarim spies and Arthedanian *agents provocateur* in Cardolan, can have a great effect on the Kingdom's future.

Normally, the people of Tharbad worry little about politics, but since the death of the king matters have changed considerably. Now all conversation centers around the stability of the government, the next ruler, etc.

5.11 PROMINENT PERSONS

TARDEGIL, ARMY CAPTAIN

Captain Tardegil is a Dúnadan distantly related to the Royal House. He is a much-scarred and grizzled veteran of wars against the Witch-king's realm as well as against Cardolan's "elder brother", Arthe-

dain. Occasionally scorned by younger officers behind his back, none dare mock him to his face, for he is still expert in wrestling and fist-fighting (as well as some less gentlemanly forms of combat). He calls his scars and wounds "badges of honor", accumulated mostly in the line of duty (including the long pinkish scar on his neck, from the dagger of an Arthedanian regular during a brawl in the King's Rest Inn in Bree shortly before the outbreak of the most recent war).

Prior to the Battle on Tyrn Gorthad, Tardegil and a small contingent of regulars were posted to Thalion, to guard the King's House and the North Highway against a possible incursion by Angmarim hordes in case the army were encircled or defeated. Though it was, in effect, a concession to such as the late Hir of Feotar, who claimed that the Captain was too old to lead troops in battle, Tardegil accepted the post, choosing three hundred picked men personally loyal to him and erecting defenses near the small crossroads town. When news of the King's death reached Thalion, he immediately offered his allegiance to the Princess Nirnadel.

Regardless of the political situation, he remains loyal to the Royal House and to the Princess, whom he holds dear. His only other overriding motivation is to guarantee that his troops are fed. During the winter of 1409-10, his troops will be scavengers as thorough as any in the countryside, stopping just short of banditry; the real power his "army" represents, along with his mistrust of politicians and his loyalties to abstract ideals, make him a very dangerous and unpredictable force in an unstable political environment. His forceful personality commands the personal loyalty of the men who serve under him, though he would be driven to rage to learn that any of them had been bought.

Other prominent military figures in the post-war period include Captain Guilrod, commander of the 100 man garrison stationed in Tharbad; Talremis, a smallish, feisty half-Dunadan who is currently acting as Tardegil's quartermaster; Amrith, the most proficient of the army's surviving scouts; and Captain Asgon, high captain of the Cardolanian navy.

PRINCESS NIRNADEL

Princess Nirnadel is the late King Ostroher's only living child. She is a grave young woman of sixteen years, well-educated and fully aware of her position as a pawn in the current political situation. She idolizes her "favorite Uncle" Nimhir, and hopes that he will consider her future happiness when he selects a husband for her. Nirnadel is still physically immature, with her late mother's grey eyes and dark hair. She is truly concerned about the suffering of her people, and constantly enrages Nimhir and her personal bodyguards by slipping out to the Houses of Healing to lend assistance.

In many ways Nirnadel is a cipher; she could become an able queen if married to a considerate husband, or withdrawn and embittered if given to a careless or cruel man. Her only close friend is her old nurse Anariel, a loyal if not overly bright woman in her sixties who regards all men (save Nimhir) as threats to her charge.

MABLUNG GIRITHLIN (HIR GIRITHLIN)

Girithlin, a middle-aged Dúnadan, rules the lands along the Baranduin River. His ancestors are the proud Eldanar family, which is buried on the Barrow-downs. Mablung Girithlin himself is a burly man, once as strong as three lesser men, now gone somewhat to fat; despite this, he remains prideful and arrogant. He is the only surviving Hir who was present at the disastrous battle on Tyrn Gorthad in Urui 1409, and he believes that the troops were badly led in battle by the King and his captains, though he does not openly say so outside of his own halls. Girithlin's assertion of his right to the crown is based on his descent from the next-noblest strain of the Men of Arnor; he hopes to further legitimize that claim through a marriage of his house to that of Nirnadel, but sees little hope of this while the Regent stands in his way. Though many believe his angry return

to his halls meant that he was withdrawing from the political affairs of Cardolan, nothing could be further from the truth. He has placed spies in Tharbad to monitor the activities of Nimhir and his government, and will seek to befriend the refugee spokesman Lamril.

Girithlin is extremely paranoid. He mistrusts the Chancellor and Hir Tinare, and dislikes the Arthedanians; he believes that the Elves of Lindon were willing to let all of Eriador fall to Angmar, intervening only when it became apparent that their safety might be threatened too.

Falathar Girithlin, Mablung's eldest son, is a sounding-board for his father's views and policies, but hopes to become independent of him as soon as possible. Hir Girithlin's brother-in-law Barahir is an old drinking companion of Mayor Minastan. He is one of the few people Hir Girithlin trusts, and acts as a go-between and informant.

DUIN TINARE (HIR TINARE)

Tinare is an atavist, a prime specimen of the men of Westnesse. He is younger than Girithlin, handsome and of noble bearing, skillful at arms and well-schooled in lore, yet also able to not seem prideful in his public and private dealings.

Tinare's harvest in 1409 remains largely unaffected by Angmarim depredations, and Hir Duin will make the apparently noble gesture of offering all the surplus from his own vast land holdings to the army. In fact, this gift (and others, privately given) will effectively purchase the loyalties of approximately one hundred soldiers, mostly stationed in Tharbad, to use against Hir Girithlin, the Chancellor, Arthedain, or anyone else who threatens his lands or personal ambitions.

Hir Duin has pressed the suit of his eldest son, Ostomir, as husband and consort to the young Princess. Like his father, Ostomir is of princely bearing, and excels in everything he does. Likewise, Hir Duin's two other surviving sons and three daughters are fine examples of Dúnadan lineage.

CELEPH CALANTIR, HIR CALANTIR

The Hir of Calantir is old, gnarled and twisted by the years. His face is ravaged by pox scars, he has scarcely any hair, and has grown thin and fragile. His stubbornness and senility have both grown at breakneck speed in recent years. He and his sons have done more to offset the small population of Cardolan than any family in the land, scattering heirs throughout his, and others', realms. He is willing to support the political ambitions of the Chancellor, as long as the army keeps Orcs and bandits away from his bed. He has six surviving sons and eight daughters, and no less than a half-dozen will be found attending him at any time, anxiously waiting for him to become history.

NIMHIR, CHANCELLOR AND REGENT

Nimhir is a Dúnedain retainer of the Royal House of Cardolan. His father Vinyarion was, for many years, Steward of the Thalion estate, a post which fell to Nimhir upon the elder's death. In 1398 King Ostohér summoned Nimhir to Tharbad, to serve as an advisor, and in 1403 made him a full member of the Council of the Sceptre. This last elevation made the Hir of Tyrn Gorthad and the Hir of Girithlin especially jealous of Nimhir's influence over the King; a civilian, hardly trained to arms, he was (they felt) hardly worthy of the charges placed upon him. While the Chancellor has always held the Royal House of Cardolan in the highest esteem, he has chafed at the ill treatment he has received; since he feels himself to be an ardent patriot, he does not consider it out of place to take advantage of his close relationship with the Princess "for the good of the country."

Nimhir is by no means a leader of men, neither a warrior nor a great orator. Nonetheless, he is proving a firm and decisive ruler, never wavering in making a decision, nor vacillating after that decision has been made; he understands the responsibilities of power and the con-

sequences of his actions. While he is not selfless enough to ignore personal gain in maintaining his position, he does attempt to put the good of the country and the welfare of the Princess Nírnadel first.

CIRAMIR, LEGATE OF GONDOR

Ciramir is a well-travelled, cultured diplomat. He is kindly and gentlemanly, but shrewd, and well-versed in the intricate politics of the north. He was a sailor in his youth, and participated in the seaward defense of the great haven of Umbar when it was besieged by (presumably cruel) Haradrim in 1379. Not destined to be a warrior, as he is quick to admit, he was able to find a new career as a diplomat, serving with distinction at Lindon, Fornost, and the Court of Gondor before his assignment to Tharbad in 1407. He dislikes Tharbad, perhaps comparing it in his mind's eye with the great cities of his homeland and Arthedain, but has not allowed this to affect his work.

Though he is a representative of a foreign power, Ciramir possesses great influence in city affairs, and his support is crucial in the internal political struggle in Cardolan. The troops and engineers that he commands are a valuable resource, much coveted by every pretender to the throne. Ciramir's support for the Regent is based solely on his belief that a ruler with direct ties to the Royal House (even an underage Princess) has the best chance of keeping the Bridge and North-South Road (which are critically important to Gondorian trade) open and clear; his allegiances may quickly shift if events seem to prove this assumption false. Within the limits of diplomacy and prudence, Ciramir is forthright and honest; he cannot be bought.

MINASTAN, MAYOR OF THARBAD

A Dúnadan, Minastan was crippled by a wound dealt him in a previous war between Arthedain and Cardolan. He was awarded the post of Mayor of Tharbad in 1396 by King Ostohér. Over the years, he has come to realize that the fetid air from the Nin-in-Eilph seems to breed thieves, ruffians and ne'er-do-wells, and restricted the activities of his small City Watch to simply keeping the worst of them off the Bridge and away from the wealthier sections of the city.

With the vast influx of refugees into Tharbad, Minastan has been forced into a more active role, using the Watch to guard the quays and the storehouses of the city against food-riots and to control the vociferous and volatile mobs. Years away from the military have increased his timidity (and his waistline); though possessed of strong opinions, including an ardent dislike of Arthedain, Minastan is no longer effective as a public speaker or a crowd-mover. His capabilities as Mayor are strongest in the administrative area, dealing with the guilders of the city and the trade delegations from Fornost, Lindon, the Blue Mountains and Gondor.

LAMRIL

Lamril originally lived in the small town of Tharaman, where he followed his father's trade as a blacksmith. His eloquent speaking voice would have been forever confined to conversing with his neighbors and apprentices by the village forge, but the imminent danger of a force of Orcs — or worse — forced the villagers to flee to the relative safety of Tharbad. This sudden change has thrust him onto the stage of history, as he has become a champion of the rights and needs of the homeless refugees. Partly to take advantage of his great popularity among the refugees, and partly to get him out of Tharbad, the Chancellor Nimhir will place Lamril at the head of the colonization effort in Minhiriath in the spring of 1410.

At first, Lamril will speak out for the rights of the displaced refugees with no thought for personal gain. But every speaker with the power to move an audience has a little megalomaniac growing inside him, and Lamril is no exception. Lamril is a simple, unsophisticated man of Dunnish blood; he is unsubtle and could fall easy prey to manipulators, including the Chancellor, Arthedain, any of the Hiri, or even Angmar. He is stubborn and easily insulted, a

physically imposing specimen, and probably the perfect choice to lead a wilderness colony subject to the dangers of wild animals, saboteurs, brutal weather, and barbarous fisherfolk.

OTHER IMPORTANT FOLK

Dirhavel the alchemist and Brethil the Mariner are determined to aid Chancellor Nimhir in rebuilding the nation [Dirhavel by tacit support and his silima experiments, Brethil by volunteering the Tindomerel for the grain mission]. Ancalime, richest madam in the city, does not care one way or the other, for business is steady no matter what the economy. Lothiriel the jeweler and Eilwen the innkeeper have given way to despair, and hope merely to survive long enough to see the spring and some relief for their families. Firiell of the Houses of Healing recognizes the poor morale of the city and alleviates it by distributing the Houses' excess supplies, but has enough to do herself heading off the epidemic on the North Bank. Last of all, Hoegwar the spy and the disreputable pair of Thordil and Brego rejoice in the present turmoil. Hoegwar's mission seems well on its way to success, while Thordil and Brego have found that many girls are so desperate for food that they will join the slavery network without any coercion at all.

5.12 MILITARY FORCES

Cardolan's army, prior to the great war of 1409, numbered roughly 400 mounted *Requain* (knights), 2500 regular infantry and mercenaries, and some 15-16 thousand minimally-trained spear levies. Also, each Hir possessed a mounted retinue and bodyguard, as follows: Tyrn Gorthad 100, Eredoriath 160, Feotar 140, Calantir 150, Girithlin 140, Tinare 110, and Ethir Gwathlo, 80. Fully 80% of Cardolan's army perished in the fighting around Weathertop and in the last desperate defense of the Barrow-downs; the personal troops of the Hiri suffered proportionately. Only those of the southern Hirdoms, and the few troops left under the command of Captain Tardegil near Thalion, survived in any significant numbers.

Consequently, one of the most urgent concerns for Chancellor Nimhir is maintaining the army as a cohesive unit — loyal, fed, and in the field — and to increase its size as rapidly as possible. Recruitment, however, is not as formidable as it might seem, since army regulars are among the few citizens who are relatively guaranteed of receiving regular meals in the months ahead. Furthermore, Nimhir has commandeered nearly every able-bodied horse in the kingdom for army use.

Cardolan also possesses a small navy, consisting of six light galleasses, employed primarily in coastal defense and river patrols. Four of these ships are normally berthed at Talsir, with the remaining two at Tharbad; all six survived the war intact.

5.2 CARDOLAN AND THARBAD AT OTHER TIMES

The period 1409-12 has been chosen as the setting for this adventure module because, for Cardolan, it is a time of great tumult; for the Players, however, it is a time of opportunity. Consequently, any discussion of Tharbad and Cardolan's later history may be greatly affected by what happens during this time. Nonetheless, the following discussion of likely future events is provided in order to help GMs establish a perspective for developing adventures in this region in other eras.

Up through the summer of 1412, the Regent Nimhir succeeded in moving the remaining resources of the kingdom delicately across the chessboard that was Cardolan. He skillfully played suitors and Hiri against each other, until his bitter enemy, the Hir Girithlin, made his bid for power. Girithlin attempted to kidnap Princess Nirnadel and force her to marry his son Falathar, making his claim to the throne a fait accompli. It is not known whether this bizarre plan was inspired or aided by the agents of the Angmarim spy Hoegwar. Whatever its source, the attempt was worse than a failure: it resulted



DIRHAVAL, THE ALCHEMIST

in the death of both the Princess and the Regent, and plunged the nation into a bloody civil war between the supporters of Girithlin and Tinare (GMs may choose for themselves the outcome of this conflict). When the dust finally settled, the Gondorian Legate placed the support of the Southern Kingdom behind the new ruler, hoping (again) that its support would discourage further rebellion and ensure continued maintenance of the causeways and the North-South road.

During the next twenty years, this designee (who adopted the title of Canotar, or high commander) was able to maintain stability in Cardolan on a superficial level, as no new uprisings of significance occurred. The colonization efforts begun in Nimhir's brief reign were also successful, expanding Cardolan's political borders and providing important new sources of foodstuffs and trade items (as alum was discovered in the Saralainn in 1423). Nonetheless, the loss of the last true heir of the King's line had a subtle yet profound effect on the people and Hiri of Cardolan, undermining their loyalties to ruler and kingdom. By 1420, most Hirdoms had become loath to contribute more than token assistance to any effort that did not directly benefit them, and tax collection had become an arduous effort frequently requiring the support of troops or hired mercenaries. Furthermore, much of Tyrn Gorthad, Feotar and Eredoriath remained only marginally resettled and restored, with many indigenous predators (both man and beast).

The extent to which Cardolan had become dependent on the aid of Gondor became even more apparent during the 1430s, when evil events further weakened the kingdom's coherence. The Gondorian Legate's Guard (who had often been "loaned" to the Kanotar for important security assignments) was recalled in 1434 at the outset

of Gondor's bloody Kin-strife, and Ciramir (who for so many years exerted genteel patriarchal influence over Cardolan) was forced to become a supplicant himself, requesting (and grudgingly receiving) a commitment of 300 troops. The Angmarim agents in Tharbad, sensing a golden opportunity in this loss of strength, stepped up their efforts, fomenting tax revolts in both Calantir and the Saralainn. Lamril, acting on the basis of dream sendings and sensing the discontent in the land (though misreading its source until too late), declared himself to be "the true voice of the people". He marched on Tharbad at the head of an unruly mob consisting of pitchfork-wielding farmers, local militiamen from the Saralainn, Dunlending mercenaries angered by cuts in their promised wages, and a small mysterious cadre of magic-users led by a powerful, secretive Mage named Gaurthring (who was himself in league with Angmar). This force was stopped and dispersed short of the city, after considerable bloodshed on both sides. During the battle, Lamril discovered Gaurthring's evil designs. But before he could act he was slain by the treacherous Mage, along with a large fraction of the able-bodied men of the Saralainn — which thereafter fell under the political sway of the southern Hiri.

In the summer of 1439, an emissary from the Gondorian usurper Castamir arrived in Tharbad. Instead of offering quiet counsel like his predecessor (who had been forced to flee into exile in Arthedain), the new Legate demanded substantial annual tribute for Gondor's continued friendship. The Kanotar attempted to meet this demand by enacting a set of new tolls and tariffs; the Hiri of Tyrn Gorthad and Girithlin responded by declaring themselves independent of the Kanotar's authority, and were able to maintain that independence despite Castamir's donation of two hundred Variag mercenaries (who were destroyed as they attempted to rend, rape and pillage in the name of Gondor). Even the overthrow of Castamir and the return of the aged Ciramir from exile could not alleviate the alienation of these wayward provinces. While the Hiri would concur that the danger posed by Angmar was of greater importance than their personal differences, they would no longer swear allegiance to the Kanotar.

From this time forward, Cardolan became primarily a geographical rather than political designation. By mid-century the "kingdom" of Cardolan was no more than a loose association of largely autonomous provinces. Campaigns set in this period should depict it as a dangerous place indeed, with the northern provinces still a frequent target of Angmarim raids, the Saralainn returning in great part to a wild state, and Tharbad itself sinking further under the sway of the devious and dishonest. Though a Council of the Sceptre still existed in name, it seldom convened and even more rarely could agree on a common course of action. The Kanotar's holding, even with the return of token support from Gondor, was reduced to Tharbad proper, Calantir, and whatever other Hirdoms whose temporary favor he could cajole or purchase.

During this period, one of the few matters that could bring the Hiri temporarily under one banner was the repeated attempts of King Araphor of Arthedain to reunite Arnor under his rule. An expeditionary force sent into Cardolan by Araphor in 1455 was the first of several such ventures he undertook during his long reign (which ended in 1589). The postures of the combatants varied considerably from war to war, and some Hirdoms actually fought for Arthedain during some of these conflicts. Araphor learned quickly (and painfully), however, that his alliances with the Hiri of northern Cardolan were built on mud and quicksand, usually disintegrating at the first opportunity for selfish advantage. While the Cardolanian states were able to ultimately repel all of Araphor's advances, every skirmish further reduced the already few Dúnedain in the north.

The Great Plague which swept through Eriador in 1636-7 was more devastating to Cardolan than to any other region. Tharbad had always been as much a breeding-ground for disease as for thievery, enhanced by the swampy environs of Nin-en-Eilph; the germ, once carried in-

to the city, spread rapidly downriver. More than 85% of Tharbad's inhabitants, and almost 80% of the population of Minhiriath, died in the months that followed. The Plague mysteriously wreaked its greatest ill against the Dúnedain, and scarcely more than a handful of that race survived, fleeing north to Arthedain. Other survivors, however, continued to inhabit Tharbad and other settlements in Cardolan undisturbed for hundreds of years thereafter, though in a state of much reduced splendor.

The Old South Road continued to be an important trade route until the death of King Arvedui of Arthedain and the failing of the last of the Northern Kingdoms in TA 1974. Nonetheless, the disappearance of any sort of central government or army from Cardolan meant that those who ventured beyond the walls of the few isolated settlements became prey for highwaymen; and Tharbad, fallen into ruin except in the old south quarter of the city, became a teeming den of thieves, rustlers, pirates, unscrupulous traders and merchants, and ne'er-do-wells of all description.

After the fall of Arthedain and the termination of the royal line of Gondor, traffic along the north-south route declined greatly. The road itself was no longer maintained and fell into ruin in many places. The people of Cardolan still maintained commercial contact with the men of Bree, however, and in later years with the new Kingdom of Rohan. Local tales assert that a number of doughty warriors from the area of Tharbad participated with distinction in the many battles between the Rohirrim and the Dunlendings that occurred between TA 2699-2759 (though it is far from certain which side they fought on).

Tharbad became completely deserted in the time of the great floods in TA 2912, when the Gwathló overflowed the now decrepit causeways and bridge and rushed through the once proud city. The last of its residents were forced to depart in great haste, leaving behind a washed-out ruin. The lands around the city lapsed rapidly back into wild fens, filled with snakes, alligators, and other swamp creatures. In the latter days of the Third Age, history indicates that spies of Saruman, the Black Riders of Mordor, and Boromir of Gondor all made the treacherous passage through Tharbad, which by then consisted solely of the crumbling ruins of the causeways, ruined buildings on dwindling mounds, and a dangerous ford formed by the ruins of the bridge (where Boromir's horse was lost in the crossing). It is likely that others also made this crossing during this time, carrying messages north or south, or sifting through the last remains of a once-great city for something of value left behind from an earlier age.

6.0 THARBAD

The greatest of Cardolan's man-made works is the city of Tharbad, first erected in the Second Age by the men of Númenor. Grand efforts were required to build the elaborate dikes and drainage ditches that protect the city from the surrounding fenlands. Two bridges with long causeways connect the main thoroughfare of the city to the Old South Road. A pair of tollgates guard passage into the city from this well travelled trade route. They are manned 24 hours a day by watchmen who turn away undesirables and exact tolls. The charge is usually 2sp per person, plus a surcharge for any significant merchandise that might look saleable.

Traffic on the Gwathló tends to be heavy and river traders are assessed a tariff on various goods which pass through the docks. At times, these taxes can be high but may be avoided altogether by purchasing a license from Hallas the Harbormaster for 10gp; it is good for one year.

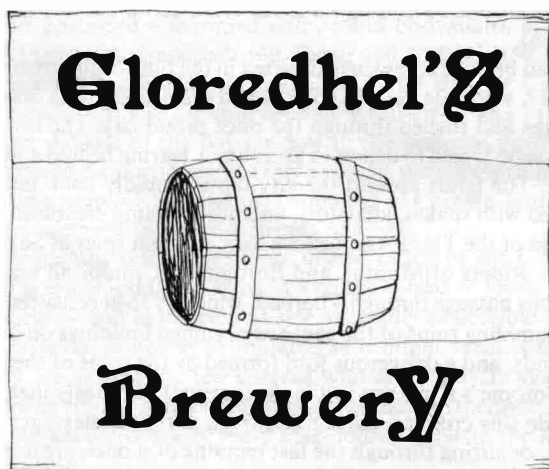
CLIMATE

Like most of Cardolan, the climate of Tharbad itself is moderate. Summers are seldom unbearably hot but the humidity can be bothersome. The snowfalls of winter are never heavy and have difficulty

accumulating in the marshes and swamps, which rarely freeze over. North winds can be quite damaging, particularly to the relatively unprotected island portion of the city. The Gwathlo has been known to rise considerably, especially during the spring rainy season. Recently, frequent flooding has contributed to the number of abandoned buildings and dilapidated docks along the river. These areas have proven likely haunts for the lowlife whose presence is only obscured by the dense fog that lifts and settles daily in Tharbad.

THE CITY WATCH

The watch is a group of about 225 footmen who patrol the city, concentrating on the bridge and the dikes facing west. They carry sword and shield, and wear light armor. The peasant uprisings have strapped the watch's resources, for they must protect travellers from the angry mob surrounding the tollgate. Because of this the Watch's presence in Tharbad is little more than symbolic at best, for if a major crime takes place there is little they can do about it. People attempting to enter Tharbad can expect little or no help from the Watchmen unless they look well-off. There is a 40% chance on average that any party's entrance will be used as an excuse for the peasants to attack the gate and enter the city. If this is so, the peasants will attack the PC's as well. The refugee shantytown is also being watched for another reason: a band of highwayman are using it as a cover. When any person or party is within three miles of the city, there is 60% chance of an ambush or attack from behind.



6.1 PLACES OF INTEREST

The following is a sampling of the many shops, inns and other places of interest in Tharbad. It is by no means complete, but is intended to provide a cross-section of the town's inhabitants.

North Bank

- N1. Glassblower: House of Calimiri
- N2. Calimiri Warehouse
- N3. Home of Meldir Calimiri
- N4. Home of Arlend Calimiri
- N5. Glassblower: Kerylan's Fine Crystal
- N6. Home and Warehouse of Kerylan
- N7. Glassblower: Wolfrain
- N8. Inn: The Traveller's Rest
- N9. Greengrocer: Liam the Grocer
- N10. Stable: Beregond the Honest's
- N11. Haedoriel the Bard
- N12. The Trader's Bazaar
- N13. Shantytown
- N14. Smith: Andril's Sword and Scythe
- N15. Tavern: The Royal Arms
- N16. Annon Forn: The North Gate

South Bank

- S1. City Jail
- S2. Emerdan's Trade Goods
- S3. Public Baths
- S4. Houses of Healing
- S5. Gothrol the Carpenter
- S6. Gloredhel's Brewery
- S7. Ibal the Cobbler
- S8. Dirhavel the Alchemist
- S9. Bank of Cardolan
- S10. Smith: Marroc the Weaponsmith
- S11. Gondorian Embassy
- S12. Barracks
- S13. Annon Harn: The South Gate

Dockyards

- D1. Stable: The Winged Hoof
- D2. Inn: Sign of the Orc's Head
- D3. Tavern: The Golden Anchor
- D4. Inn: The Starry Crown
- D5. Harbormaster's Office
- D6. Orieg the Tailor
- D7. Baran the Carpenter
- D8. Evrendir's Shipyard
- D9. Brothel: Faelivren's Place
- D10. Brothel: Velima's Ambrosia
- D11. The Rose Tattoo
- D12. Chandler: The House of Girion
- D13. Tavern: The Broken Oar
- D14. Kasselrim the Rope Maker
- D15. Shipper: House of Celemir
- D16. Anvelig the Chandler
- D17. Warehouse
- D18. Brethil the Pilot
- D19. Lorindel the Pilot
- D20. Dorlas the Pilot
- D21. Rannor the Pilot
- D22. Nimengel the Sea Captain
- D23. Naval Wharf and Barracks
- D24. Trader: House of Finwarin

Thieves' Quarter

- T1. Shipper: Thordil & Brego
- T2. Pawnshop: Morwen's Exchange
- T3. Silmarien's Used Clothing
- T4. Orchaldor the Baker
- T5. Talegi the Seeress
- T6. Fortress Ruin
- T7. Beggars' Alley
- T8. Hospice Square
- T9. East Side Docks

King's Row

- K1. King's House
- K2. Townhouse of Hir Ethir Gwathlo
- K3. Townhouse of Hir Tinare
- K4. Townhouse of Hir Girithlin
- K5. Townhouse of Hir Calantir
- K6. Townhouse of Hir Eredoriath
- K7. Townhouse of Hir Feotar
- K8. Townhouse of Hir Tyrn Gorthad
- K9. Mayor's House
- K10. City Offices
- K11. Tavern: Andril's Sword & Shield
- K12. Smith: Hammer and Anvil
- K13. Tailor: Serinde's Originals

- K14. Surion the Surgeon
- K15. Moradan Songmaster
- K16. Brothel: Silken Veils
- K17. Weaver: Webs of Delight
- K18. Lothiriel the Jeweler
- K19. Palace of the Guilds

Commoner's Quarter

- C1. Midwife: Almiel Vanatari
- C2. Archives
- C3. Lawyers: Amdir and Asgon
- C4. Erelion the Scholar
- C5. Scholar: Calion Marvana
- C6. Butcher: Gorlim the Axe
- C7. Erestol the Weaver
- C8. Hoegwar's Outfitting Shop
- C9. Brothel: Lover's Delight
- C10. Hydril's Livery Stable
- C11. Mablung the Shipper
- C12. Vorondil the Smith

Merchant's Quarter

- M1. Ragnir the Notary
- M2. Silvershop: Mithril Crown
- M3. Brothel: Artan's House of Delight
- M4. Apothecary
- M5. Halfred the Weaponsmith
- M6. King's Crown Tavern
- M7. Barkwell's Tannery
- M8. Nomrel the Cartwright
- M9. Urthel the Painter
- M10. Bricklayer
- M11. Barrister
- M12. Weavers
- M13. Caravanmaster
- M14. Moneylender
- M15. House of Anvelig
- M16. House of Imindor
- M17. House of Wilrith

N2. Calimiri Warehouse.

N3. Home of Meneldir Calamiri.

N4. Home of Arlend Calamiri.

N5. Glassblower: Kerylan's Fine Crystal, across the street from Calamiri's shop, is its chief rival. Its glass is of slightly cheaper quality, and tends to be more brightly colored.

N6. Home and warehouse of Kerylan, his wife and five sons.

N7. Glassblower: The shop of Wolfrain, a journeyman artisan, was recently sacked by one of the angry peasant mobs; he is just getting back on his feet, thanks to aid from Arlend Calimiri.

N8. The Traveller's Rest: This inn caters to incoming traders; it can accommodate up to 40 overnight guests, and offers average fare and occasional entertainment. It too has been the target of attacks by angry mobs demanding food.

N9. Greengrocer: Liam, a Northman merchant, has been able to keep his steadiest customers reasonably well supplied with fresh produce, despite the citywide shortages. It is widely rumored that he has underworld connections along the docks.

N10. Stable: Beregond the Honest's Livery rents out and sells good quality horses and carriages, though his current stock is much depleted due to heavy army "requisitions".

N11. Bard: Haedoriel the street singer works market squares and tavern commonrooms in this area, and is a good source of gossip.

N12. Trader's Bazaar: Tharbad, being limited in area, was never able to make room for a farmer's market in the central city. Over the years, the local farmers adopted the custom of bringing their crops to the open field beyond the North Bank tollgate for sale, and many of the city's common goods merchants responded by setting up their own stalls in this area during harvest time, creating a festive atmosphere. Since the war, the Bazaar remains active, but agents of the Regent buy up all the food brought in and remove it to the city's storehouses under armed guard. The area has been stormed several times by desperate refugees from the shantytown that adjoins these grounds; the area is now under heavy guard by the City Watch (though this has barely controlled the rioting).

The refugees are angry and desperate; riots have taken place when the farmers have arrived to sell their food, because Nimhir's men buy all the food and remove it to the city under armed guard. Nimhir realizes that tempers are growing short and has responded by increasing the number of guards, but has left orders that no one without money may enter the city gates unless there is an emergency of some sort. This has worsened the situation, for now the peasants are demanding better treatment and threaten to revolt. Beggars line the road by the gates entering the city looking for money or food, and the guards have orders to protect only those who look as though they can afford to enter the city, that is, the "respectable"

N13. Shantytown: This tiny strip of land teems with well over two thousand refugees who lacked sufficient capital to obtain some sort of lodging within the city proper. Some of its inhabitants have given up hope, and many are ill, but others are angered by their ill treatment and willing to fight to their last breath. Though Lamril, the acknowledged leader of the more dissident refugees, had lodgings in the Commoners' Quarter, he voluntarily spends many of his nights here. Pulg, a Dunlending ex-mercenary and the most violent of the instigators, lives in the shantytown, and he and his followers are not above taking food or items of value from their ailing brethren or new arrivals.

The shantytown is also being used as a cover for a small band of highwaymen. See the adventure **Ambush North of Town** (section 8.4) for details.



6.2 NORTH BANK

N1. Glassblower: The House of Calimiri is the oldest and still the best glassblowing establishment in the city. It supplies the best taverns in town, the royal family, and other Cardolanian nobility. Meneldir Calimiri, current scion of the clan, is one of the city's most respected elder statesmen, known by his peers as a hard bargainer. His eldest son, Arlend, has immense talent as a craftsman, but is also a hot-tempered firebrand who has become a vocal opponent of Nimhir's policies of conciliation toward the leaders of the refugee mobs. He recently attempted to take matters into his own hands, confronting Lamril outside the Royal Arms tavern; the smith dealt him a sound thrashing that he has not forgotten.

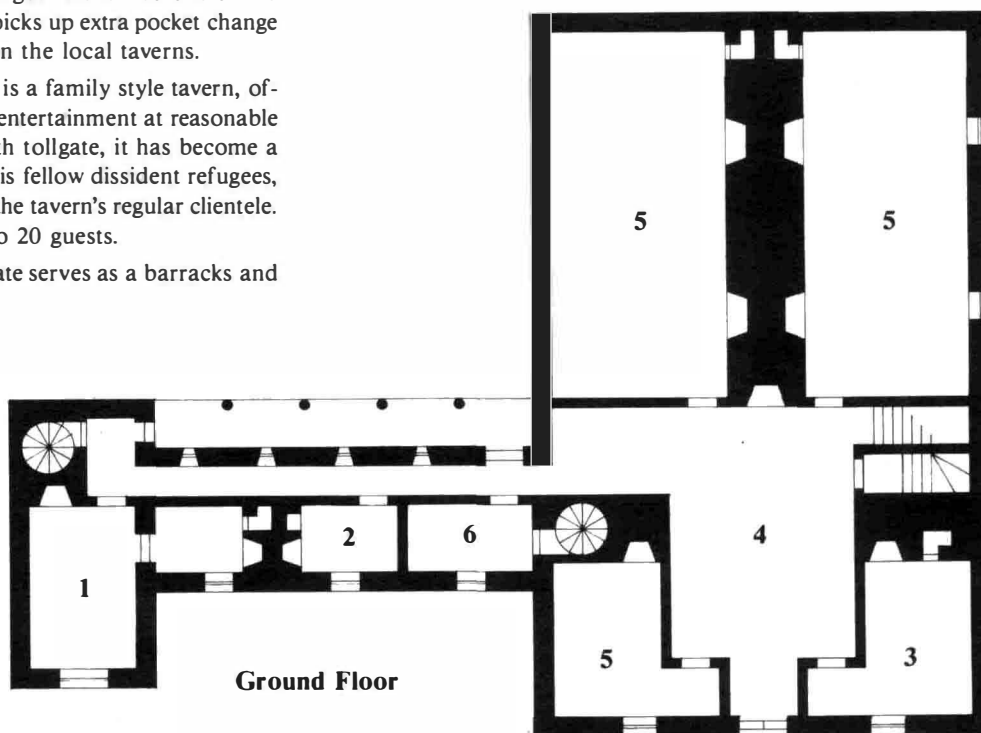
N14. Smith: Andril's Sword and Scythe is a smithy that produces chain armor and weapons as well as tools. His wares are plain but serviceable, and well worth the price charged. He is also one of the strongest men in all Tharbad, and often picks up extra pocket change by engaging in arm-wrestling contests in the local taverns.

N15. The Royal Arms: The Royal Arms is a family style tavern, offering decent food (when available) and entertainment at reasonable prices. Due to its location near the north tollgate, it has become a common meeting place for Lamril and his fellow dissident refugees, creating a number of nasty run-ins with the tavern's regular clientele. The Arms can also accommodate up to 20 guests.

N16. Annon Fom: The covered north gate serves as a barracks and toll station.

HOUSES OF HEALING

1. Master Healer's Chambers
2. Cookroom
3. Storeroom
4. Common Lounge
5. Ward
6. Attendants' Chamber
7. Private Ward



6.3 SOUTH BANK

S1. City Jail and Courthouse: Run by Eardil, Minister of the King's Justice. The jailer is Mardil, a veteran of the last war with Arthedain. The jail can accommodate 75-125 prisoners.

S2. Emerdan's Trade Goods: This small shop on Rath Dúnadan deals in non-perishable goods, mostly unusual foreign items Emerdan buys on consignment from transient merchants. He caters to the Gondorian garrison, and since he is something of a gossip, is usually up on the latest news.

S3. Public Baths. Tharbad's public baths were constructed in Númenorian times, and are kept scrupulously clean by a client guild of the Houses of Healing (see below) devoted to that purpose.

S4. The Houses of Healing. The Houses themselves, located directly on the Gwathlo, are operated by Firië Halatani, a young Dúnadan of noble blood. She is kin to the Hir-clan Tinare, and was trained to serve in the House in accordance with the old tradition that "the hands of a King are the hands of a healer". Unmarried, Firië is a rarity: a blonde Dúnadan — her grandfather married an Elf of Lindon, thus accounting in part for her beauty and her healing gifts. King Ostroth ordered her to accompany the army to the Barrow-downs to tend him and his sons. Although she could save neither King nor princes, her talents nonetheless healed many worthy knights on that dark day. One, Valandil, now wishes to wed her and take her far from the diseased city to his lands in Girithlin. However, Firië refuses to leave until she has been able to counter the plague that has crept through the commons and parts of the North Bank. She hopes to introduce a cure into the city's water supply. In the meantime, the Houses themselves are nearly filled to overflowing their 150 person capacity.

S5. Gothrol the Carpenter: Gothrol is a kindly gentleman who is the victim of his own philanthropy: his prices are so low that he lives from hand to mouth. He is no master craftsman, but he does a good day's work at a fair price.

S6. Gloredhel's Brewery: It is said that Gloredhel makes the best ale west of the Misty Mountains. His prices, at least, indicate that this is so. Rumors abound that other things than ale float down the Gwathlo in his barrels as well.

S7. Ibal's Shoes: Ibal sells decent leather and cloth shoes and shoe-polish from this storefront on Rath Ohtari. His prices are a bit high, but he maintains himself through an exclusive contract for Círamir, the legate of Gondor.

S8. Dirhavel the Alchemist: Above the entrance is a sign depicting a glowing *palantír*. Dirhavel himself is of nearly-pure Dúnadan blood and looks it, for he is nearly ninety years old and is still in his prime. A man of noble lineage and keen mind, Dirhavel is well-versed in the books of lore and magic of ages past. He is quick-witted, habitually wears blue or violet, and loves the stars so dearly that he is rumored to be of Elven blood (though he denies it).

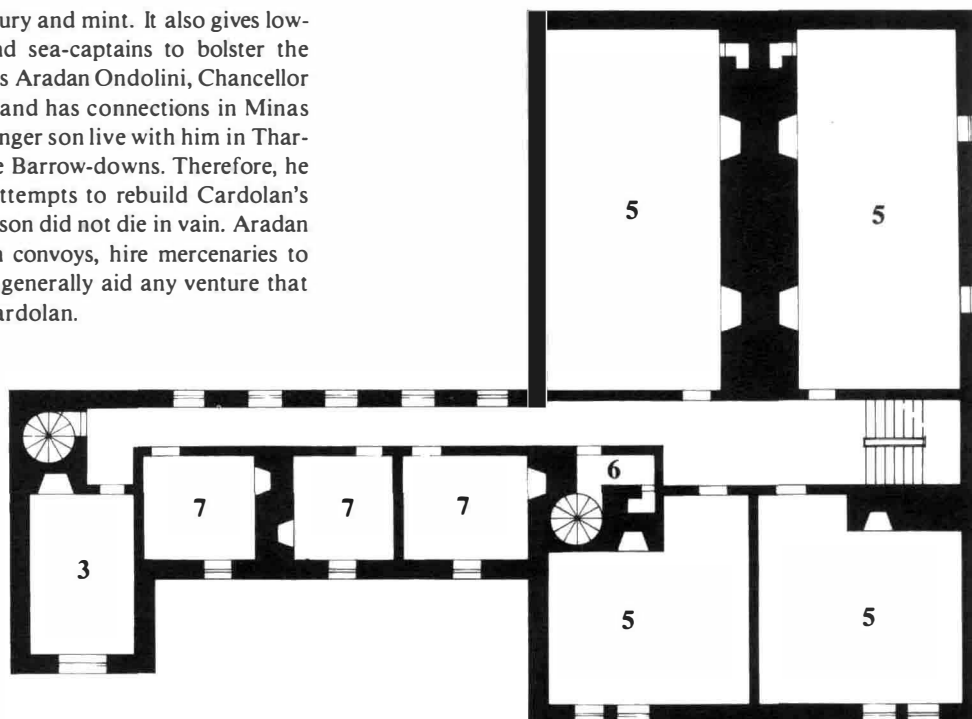
Currently, he is seeking to rediscover the lost formula for *silima*, first synthesized by Feanor to create the Silmarils. By doing this, Dirhavel hopes somehow to aid the cause of Cardolan against the evil of the Witch-king. Thus, he will occasionally hire small groups of adventurers to seek out rare and precious ingredients (e.g. fine sand or crystal, powdered *laen*, etc.) to complete this great work.

In his shop on the South Bank nearly any type of drug or simple can be found, from coinén to *mithril*-dust. A sampling is provided below. (*prices are per ounce; per dose of herb*)

Aratan	10 bp	Mithril Dust	400 gp
Coinén	200 gp	Rewk	3 sp
Darsurion	6 sp	Suranie	6 sp
Dinceleb	100 sp	Tarnas	350 gp
Kelventari	5 gp	Ur	1 gp
Megillos	12 sp	Yaran	3 sp

S9. Bank of Cardolan: The state treasury and mint. It also gives low-interest loans to local merchants and sea-captains to bolster the economy. Its head at the present time is Aradan Ondolini, Chancellor of the Exchequer. He is 84 years old and has connections in Minas Anor and Osgiliath. His wife and younger son live with him in Tharbad; his elder son and heir died at the Barrow-downs. Therefore, he will support the government in its attempts to rebuild Cardolan's economy as a way of insuring that his son did not die in vain. Aradan will loan out money to finance grain convoys, hire mercenaries to protect re-colonization projects, and generally aid any venture that appears to be designed to restore Cardolan.

First Floor

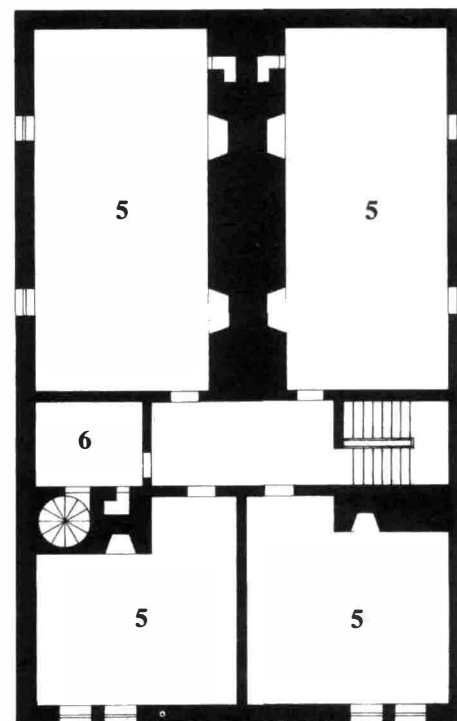


S10. Marroc the Weaponsmith: Marroc's shop produces adequate weapons, primarily custom designs for the Gondorians and their northern mercenaries. Specialties are spears and daggers. This dark fellow, of Dunlending blood, is rumored to augment his income by fencing stolen goods, and pawning various items for foreign soldiers. Marroc prefers iron goods of all types, for he can quickly reforge them so that they cannot be identified. His shop is dingy and poorly-lit, and he has been known to use this to his advantage in dishonest dealings. He occasionally works for Hoegwar (C8), the Angmarim spy, since his Gondorian clientele makes him a superb source of information about the south.

S11. Gondorian Embassy/House of Cirimir: This townhouse is an ornate structure, in the Gondorian style. The lowest floor is for receiving visitors, and also houses the six honor guards from the garrison assigned to the Legate's person. The second floor is the official embassy, divided into offices and storage areas. The upper story is the actual residence of the Legate; Cirimir has decorated it with memorabilia of his long and distinguished career.

S12. Barracks of the Gondorian Garrison: This group of connected buildings houses the 125 soldiers of the Gondorian garrison, who traditionally share constabulary duty with the City Watch on the South Bank and the island. It is a well-fortified enclosure, and its inhabitants are elite soldiers, highly trained and difficult (though not impossible) to bribe. The garrison building also contains approximately three months' supply of dried food, although this is not a fact Cirimir would wish revealed.

S13. Annon Harn: Covered south gate contains the toll station and barracks.



Second Floor

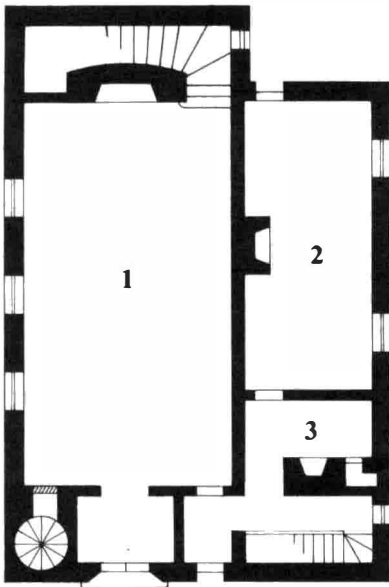
6.4 THE DOCKS

D1. The Winged Hoof: This stable rents out spavined beasts to sailors too drunk to know the difference, at outrageous prices.

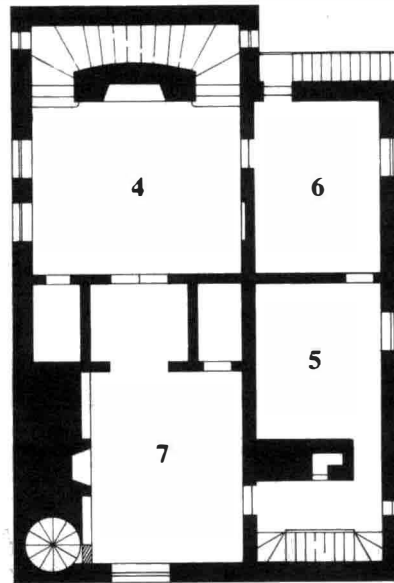
D2. Sign of the Orc's Head: The worst tavern/inn in Tharbad is a true dive, with atrocious food and drink, very healthy bedbugs, and great brawls. Its proprietress, a slattern known as Bereth the Fat, would sell her grandmother for a couple of coppers (indeed, her

grandmother is far more attractive than Bereth). A common hangout of many of the area's thieves.

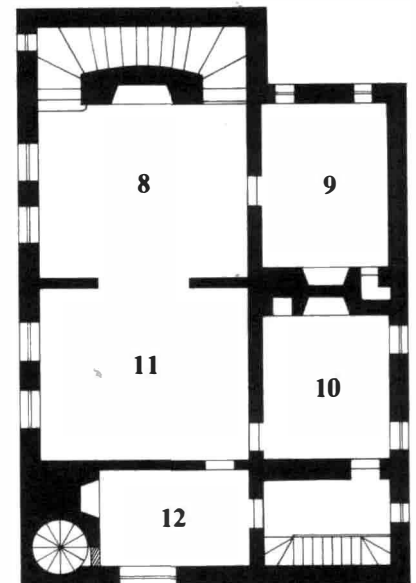
D3. The Golden Anchor: This inn is the preferred lodging place of many visiting ship's captains. Its common room is usually crowded and filled with song; the air of its back room is thick with the pungent smoke of the local narcotic swampweed *tartiella*.



Ground Floor



First Floor



Second Floor

GONDORIAN EMBASSY and HOUSE OF CIRAMIR

- | | |
|------------------------|---------------------|
| 1. Hall | 7. Legate's Chamber |
| 2. Guards' Quarters | 8. Drawing Room |
| 3. Cookroom | 9. Bed Chamber |
| 4. Presence Chamber | 10. Kitchen |
| 5. Assistants' Chamber | 11. Dining Room |
| 6. Archives | 12. Study |

D4. The Starry Crown: The major place of lodging in the dock area, catering mainly to sailors and the occasional small-time travelling merchant. As such, it is a fairly rowdy place, with sturdy furniture to protect against damage during a brawl. In better days it served all meals, and provided lodging; now, however, the cuisine consists mainly of stale bread and the occasional hunk of "mystery meat". The inn is run by Eilwen, a youngish (35) woman of mixed blood. She is small, brown-haired and normally quite pretty, but the lack of food and customers in the last few months have left her haggard. Her husband Undil died at the Barrow-downs and left her the sole support of their young sons and infant daughter. The Starry Crown has 10 triples, 10 doubles and 5 singles, so that it is among the largest inns in Tharbad. The inn sign is unusual, for it depicts the Elenildmir, or Star of the North worn by the High Kings of old. Eilwen normally pays no attention to politics, but no Angmarim will find a welcome at her inn.

D5. Harbormaster's Office: Hallas the Harbormaster and his four assistants collect all duties owed to the city and Crown by incoming vessels; they are only "a little" corrupt. They also keep a record of all vessels in port and the lodgings where their captains can be reached.

D6. Tailor: Orieg the Tailor sells cheap, ready-made clothing, primarily to sailors on leave.

D7. Carpenter: Baran is a ship's carpenter who does fair work for a low price, when he is not asleep on the job.

D8. Shipyard: Evrendir's yard constructs new vessels (about 2 per year) and performs major and minor repairs.

D9. Brothel: Faelivren's Place offers companions for sea-weary sailors and is known for its willing young ladies and fair prices.

D10. Brothel: The most outstanding feature about Velima's Ambrosia, on the other hand, is that it is fortunately ill-lit.

D11. The Rose Tattoo: A true artist with a needle, Rose Periwinkle's works have a 35% chance of improving the AP of the man (or woman) they adorn by 5.

D12. Chandler: The House of Girion is among the oldest chandlers in the city (this is the fifth Girion), supplying outgoing vessels with rope, casks, sailcloth and other stores. The current Girion, a ruddy blond Northman of about 50, is one of the shrewdest businessmen in Tharbad; he has invested successfully in the House of Finwarin and a number of trading ventures, and is quite well off. He will deal with anyone, no matter how shady their reputation, and is always on the lookout for new profit making opportunities.

D13. The Broken Oar: A tavern run by an old salt named Arleg, who has a mean temper and a good hand with a knife. Its regular clientele consists of sailors and dockworkers, who have a reputation for rowdiness. The fare served is stew and watered down ale, grog and whiskey. Outsiders tend to be viewed with suspicion, but those willing to buy a few rounds can often learn a great deal about dockside activities.

D14. Rope Maker: Kasselrim, a Dunlending, operates a rope walk on Girion Wharf and supplies the chandler with his output. He also masterminds the largest ring of pickpockets in the city.

D15. Shippers: The House of Celemir is a trading and shipping firm



MARROC, THE WEAPONSMITH

of great age and stodginess, which has many business dealings with Pelargir and Southern Gondor. Its aging patriarch, Gerondo, is a vocal opponent of both Nimhir and the Gondorian heir Eldacar.

D16. Chandler: Anvelig is a moderately successful chandler with a reasonable selection of items; his primary income is smuggling, however, and currently is making huge profits on a black market food operation, smuggling in crops from the downriver area around Talsir.

D17. Abandoned Warehouse: This broken down building will be used as a hideout by the extortion ring described in Section 8.1.

D18. Sea Captain: Brethil the Old is a crafty, experienced captain who first sailed with Cardolan's navy over 70 years ago; though he seldom goes to sea anymore, he is still widely regarded as the best and most reliable pilot in Tharbad. He currently owns and manages a fleet of three ships (the swift three-masters Tinmdomerel and Tolfalas, and the slower cog Mindeb) that make trade runs to both Gondor and Arthedain for several of the city's major merchant houses (both local and Gondorian). He has suffered great personal hardships in his life (his eldest son Turin was captured and cruelly tortured by the Haradrim, and two other sons died in the recent war), and has committed himself to aiding the Princess Ninradel's Regent. He regularly employs the services of three other competent pilots - Garzel (known around the docks as "Red Cap"), Dagir Niall, and Halwen Fur.

D19. Pilot: Lorindel Lintheen is primarily a river pilot, leading ocean-going ships to Tharbad's docks. He also makes occasional smuggling runs for Anvelig the Chandler.

D20. Pilot: Dorlas Borlinte is a competent though conservative ship's

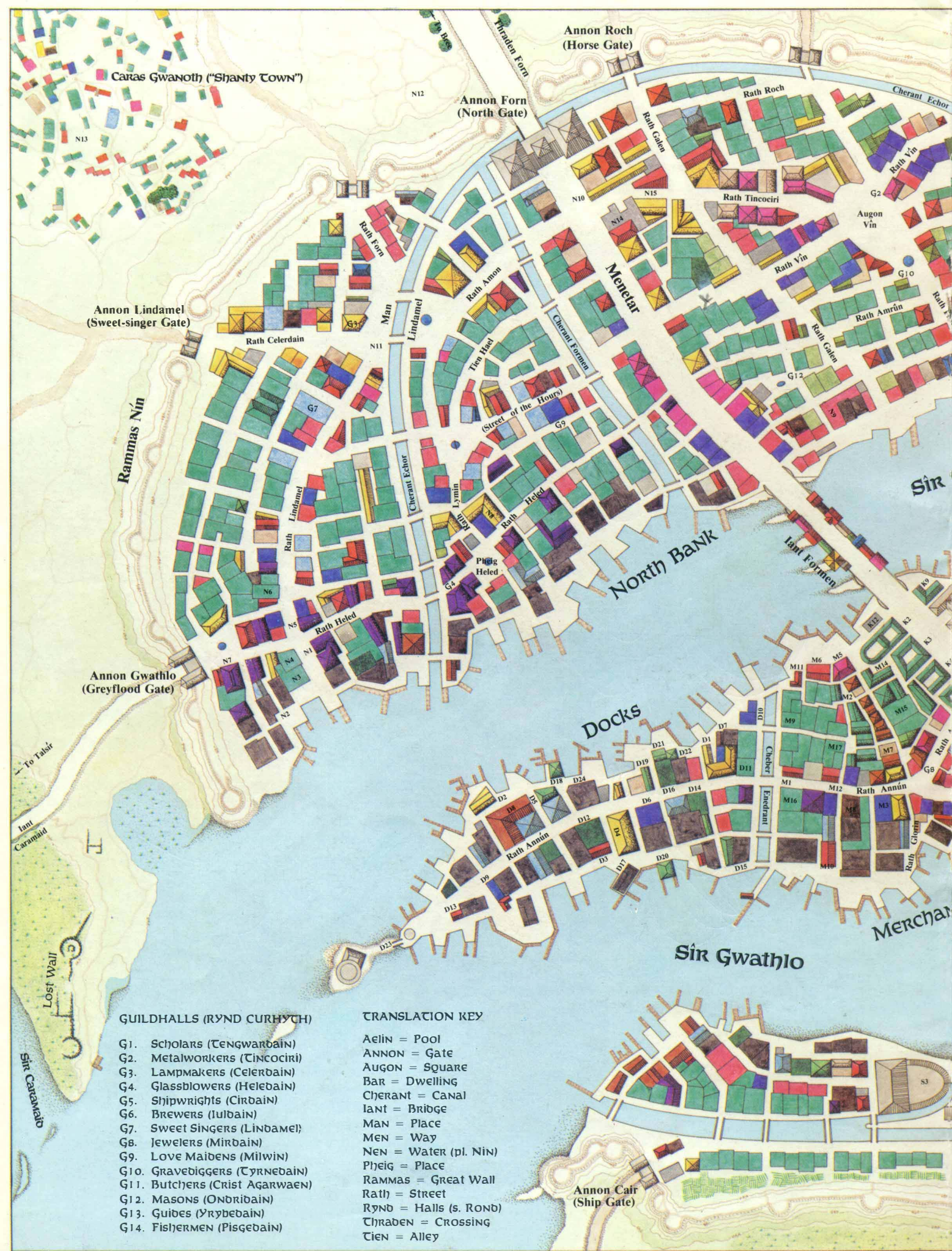
captain who once worked exclusively for the House of Finwarin but now freelances.

D21. Pilot: Though his vessel Westron Hope is well-scarred (and some sailors say jinxed), Rannor the Red is actually a very good pilot with a taste for high risk ventures. He can be quite a martinet, however, and has barely avoided mutinies on a couple of past occasions.

D22. Sea Captain: Nimengil, brother of Beregond the Honest (N10), is a handsome pure Dúnadan who casts an impressive figure behind the helm of his three-masted Firebird. In fact, however, he is an inept pilot for whom the simplest voyage is a great adventure.

D23. Naval Wharf and Barracks: Two of the navy's six galleasses will usually be anchored here.

D24. House of Finwarin: Ranking among the greatest of the merchant houses of Tharbad, it was founded some 230 years ago by Finwarin the Lucky, who traded extensively with the Elves of Lindon and Gondor and thus developed a reputation for goods of high quality. The current head of the family is Findegil, called the Foolish when his back is turned. Findegil — though merely twenty-nine years of age — is a sound businessman except in one area. He is so enamored of anything Elvish as to seem ridiculous. He wears a cloak "woven from the wool of Elvish sheep," even though the Elves typically do not work with wool, and cuts his hair in the "Elvish fashion", even though he has never seen an Elf. He prays incessantly to Varda, and hopes one day to fund an expedition to find the remains of Númenor. He has spent much of his own money and stores feeding the poor, but no one expects him to be rational when it comes to hard times; he believes that the Elves will come to aid Cardolan and gazes out







MORWEN OF THE HOUSE OF EXCHANGE

his window in hopes of seeing Círdan and Elrond coming to save Tharbad.

6.5 THIEVES' QUARTER

T1. Thordil and Brego's Shipping: Middle-aged, squarely-built and strong, Thordil was a fair sailor until an accident at sea took off his left leg. Thordil therefore took to supplying ships and arranging for mail-deliveries. He lives in this house in the poorest quarter of Tharbad, and rents an office in the customs-house (D5) with his partner Brego, an ex-smuggler from the south. Together, they sell goods of fair quality and high price, excellent cause for their current poverty. Brego claims to have repented of his youthful crimes, but most are unconvinced. It is rumored that Thordil and Brego also run a thriving white slavery network. Thordil is unmarried; Brego has a wife somewhere in Khand or Harad and sends her money from time to time — in the meanwhile, he has had a succession of mistresses closer to hand in the city.

T2. Morwen's House of Exchange: This pawnshop is run by an ancient (110) woman of unknown ancestry. It perches uneasily in the top floor of a tenement in the most vice-ridden section of town, and literally anything can be found here. Morwen herself will not knowingly fence anything or deal with criminals, but is old enough to be fooled by a clever tongue and a quick hand. She ekes out a living selling such goods as come her way, owning a bit of cash, more trash, and little food. She also hates Arthedain as much as Angmarim, for her last male relative was killed during an incident between Cardolan and Arthedain twenty years ago.

T3. Silmarien's Used Clothing: To the eyes of the world, the used clothing shop would be better situated in the dankest sidestreet by the docks. It is small, drafty and ill-lit, and most fear to enter its door. However foul its seeming, it is said that those who have gone there seeking aid in a good cause have been helped. The proprietress appears to be a tiny, bent woman who could easily date from the days of Elros Tar-Minyatur. Very few see the tall and sternly beautiful woman who emerges at night to slip across the causeway and enter Dirhavel's alchemy shop. She is Silmarien the Mage, a woman who arrived at Tharbad some fifty years ago and assumed the guise of a crone to protect herself from her enemies. Of an ancient Rhudauran family, Silmarien saw her family lands fall to the Shadow. She has sworn vengeance upon the Witch-king and all his works. In addition to supplying those few in Tharbad who dabble in magic and aiding those in need, Silmarien has joined her learning to the alchemical skills of her lover Dirhavel in his search for silima. If Dirhavel succeeds, Silmarien hopes to use the crystalline substance to trap the light of Eärendil and direct it against the Witch-king.

T4. Orchaldor the Baker: Orchaldor's bread is stale and overpriced, but he does a brisk business in the fall and winter of 1409. There are rumors of something besides beef in his meat pies.

T5. Talegi the Seeress: Following ancient tradition, old Talegi performs card and palm readings (50% chance her auguries are proved correct), while her deft-fingered son Hiiri lightens the purses of unwary customers. The undersized Hiiri (nicknamed "mouse") at 17, is also the leader of a gang of young pickpockets who roam the streets of Tharbad. They rarely do violence, and tend to steal only from the very rich.

T6. Fortress Ruin: Built in Arnorian times, this old structure has fallen into disuse and is now home to a gang of thieves led by Barnur One-Eye. The Tharbad Watch has made numerous attempts to suppress this group, which preys on the down-on-their-luck, but the labyrinthine warrens of the Thieves' Quarter have thus far daunted these efforts.

T7. Beggars' Alley: For a few coppers any of a dozen ill-clothed, scabrous refugees will provide news and rumors, give directions, or tell tales of lore and history. 35% of this wisdom is utter nonsense, 30% is true but irrelevant to the user's inquiry (perhaps it answers someone else's question) and 35% is absolutely true and accurate.

T8. Hospice Square: Before the influx of refugees, numerous low establishments were located in this area, but business was bad enough in the spring and summer that nearly all have closed, becoming instead homes to squatters, refugees who were able to enter the city before security was so tight, or who have simply run out of funds. The only open hospice is the Traders' Luck Inn, a gambling house frequented by Barnur and his gang, and occasional "slummers" from other parts of town who have money to lose.

T9. East Side Docks: Years ago, these docks fell into disuse, as the customs inspectors grew more vigilant under the then-new Mayor, Minastan. Recently the rotting boards have given way, collapsing into the shallow morass along the shore; passersby will notice a foul reek coming from the swamp — and stories have it that worse things come from the swamp on foggy nights.

6.6 KING'S ROW

K1. King's House: Occupied by Nimhir and Princess Nirnadel whenever they are present in the city. The Council of the Sceptre meets in its Great Hall.

K2. Townhouse of Hir Ethir Gwathlo: Usually shut for the winter.

K3. Townhouse of Hir Tinare: Normally occupied by Ostomir Tinare.

K4. Townhouse of Hir Girithlin: Normally occupied by Mablung's aide Barahir, and during 1409-1410 by Falathar Girithlin.

K5. Townhouse of Hir Calantir: Normally occupied by any number of the hir's prolific brood, and often undergoing repair.

K6. Townhouse of Hir Eredoriath: Currently occupied by Thangar, cousin of the former hir (believed perished in the fighting).

K7. Townhouse of Hir Feotar: Sulgar, former aide to the family of the hir (all killed in the fighting), has thrown the house open to some of the more influential refugees from that province; over 50 of its unhomed citizens currently crowd within the walls.

K8. Townhouse of Hir Tyrn Gorthad: Currently abandoned; given the depopulated shambles the province has become, it is not at all clear when it will be reopened.

K9. Mayor's House.

K10. City Offices: Tharbad's bureaucracy is surprisingly small and fairly efficient (though hopelessly inadequate to handle the burdens placed on all city systems by the influx of refugees).

K11. Tavern: The Sword and Shield is a high-class, expensive eatery, particularly noted for its wine cellar.

K12. Smith: The Hammer and Anvil is run by Khadak, seemingly a short, ugly man but actually a displaced Umli. His work is superb, and his prices are high.

K13. Tailor: Serinde's Originals produces custom-made clothing, and will even custom weave fabric for its clients. Its works are often exquisite, and can only be afforded by the very wealthy.

K14. Healer: Surion the Surgeon is skillful, but is also expensive and very pompous. He will refuse to treat any patient who he considers of insufficient social station.

K15. Bard: Moradan Songmaster, a Gondorian formerly attached to Ciramir's household, he now makes a good living entertaining the nobles and merchants of Tharbad. A fine musician and high tenor with the best voice in the city, he performs at parties, weddings, and celebrations. He is a particular favorite of Findegil (M24), for he knows much about Elvish songs and lore.

K16. Brothel: The Silken Veils is an ultra-rich brothel with a reputation for exceptional service and discretion.

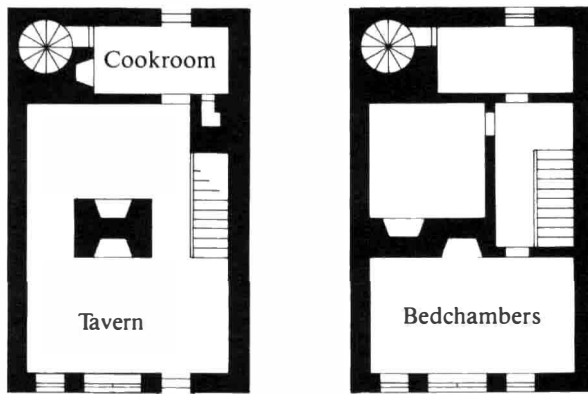
K17. Weaver: Webs of Delight sells specialty fabrics (linens, silks and satins), and performs special weaving and dying jobs on commission for Serinde.

K18. Jeweler: Lothiriel, an aged woman of mixed Dúnadan-Northman blood, is a craftsman of great renown, whose works have graced the necks of the late Queen, and Princess Nirnadel. She sees a grim future for Cardolan, however, and is selling her current stock at greatly reduced rates to provide her nephews Cirith and Turin with a stake for a move to Arthedain. Her one remaining wish is to finish a sapphire and *mithril* tiara she was preparing on commission for Ostohir, and present it to Princess Nirnadel. Rumors of this item have already reached the underworld, however.

K19. Palace of Guilds

SILMARIEN, THE MAGE





TYPICAL MERCHANT'S HOME and SHOP

6.7 COMMONER'S QUARTER

C1. Midwife: Almiel Vanatari prides herself on being the most skillful midwife in Tharbad. She trained at the Houses of Healing, charges little and will make house calls at any time of day or night.

C2. Archives: The Númenoreans placed great stock in knowledge, and kept copious records of their days on Middle-earth. Though much of this information has been rendered nearly illegible with weathering and the passage of time, many items of potential value remain enshrined here. Only members of the Scholars' Guild or persons obtaining authorization from the City Offices (no simple feat) may use these facilities, however.

C3. Attorneys: Amdir and Asgon are identical twins who also share the same trade. They handle legal work for shippers suing other shippers for unfair competition, and other civil suits brought before the Court of the Sceptre, and will draw up wills for a modest fee.

C4. Scholar: Erelion the Young specializes in herb-lore and natural remedies. His knowledge is much in demand these days.

C5. Scholar: Calion Morvana is recognized as the greatest local scholar of languages and Númenorean history; unfortunately, she is now somewhat senile. During her lucid spells (40% chance), she can translate fluently any of 10 languages (Quenya, Sindarin, Adúnaic, Haradaic, Kuduk, Khuzdul, Nahiduk, Black Speech and Umitic).

C6. Butcher: Gorlim the Axe runs a low priced butcher shop. His meats are of decent quality — when available.

C7. Weaver: Erestol the Weaver makes woolen blankets and cloth. Selection is limited, but quality is acceptable and prices are low.

C8. Hoegwar's Outfitting Shop: Hoegwar specializes in selling outfitting equipment such as backpacks, canteens, camping equipment and supplies for adventurers going out on long expeditions. He also carries a limited assortment of travellers' foods like waybread, jerky and dried fruit. His prices are reasonable, and his merchandise is known for its longevity and reliability. Also, Hoegwar is the best-known farrier in Tharbad.

However, all is not what it seems. The shop serves as a front for Hoegwar's other activities, namely spying for Angmar. He set up the shop with the idea of having a business that the government would use from time to time, and he has been successful in this. Due to the good quality of Hoegwar's wares, the government outfits its scouts and soldiers from his stock. He has been able to establish contacts with different officials on Nimhir's staff, such as Cirion the steward and Hir Girithlin's son Falathar. He does so by telling them that he cannot be ready at a moment's notice to outfit government men, and so must be the first to know of troop movements and mobilization. He also gleans information from customers by eavesdropping on conversations, or inquiring as to why a government scout seems upset

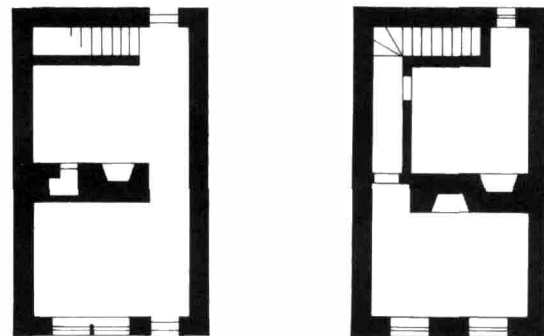
about his mission - "surely it can't be that bad." Hoegwar then sends the information to Bree via his assistant Bravile.

C9. Lover's Delight: This is a place where "unattached men" may go to obtain female companionship for the evening. Its owner is Maleriel, a woman who started as an employee of a similar business. The years were less than kind to her, however, and soon she found herself arranging work for others; shortly after this she opened her own shop. Since the end of the war business has boomed, so that Maleriel has had to take on three more girls, and has hired two mercenaries to serve as bouncers. Even so, her two story house has become a place of constant merriment, starting in the late afternoon and continuing until quite late in the evening. Lover's Delight now employs sixteen girls, who each have a small room on the top floor. Maleriel and the bouncers live on the first floor, next to the kitchen. Also, there is a parlor, used as a waiting room by customers at night, and as a living room during the day.

C10. Hydril's Horse & Tail: Before the war Hydril's shop sold reasonably priced, well-bred horses. When the fighting started the government bought all his stock, as well as all related equipment (tack, grain, etc.). Hydril promptly sold his livery stable and has lived the good life ever since. He was born and raised in Tharbad and does not want to leave. Right now Hydril is looking either to buy a shop of some sort or go into business with a partner. He has a reputation among the other merchants as an honest and hardworking man with much knowledge about dealings in Tharbad.

C11. Mablung the Shipper: Mablung arranges mail service for the common folk and outfits the occasional trade or passenger trip upriver.

C12. Vorondil the Smith: Vorondil forges everything but weapons, does good quality work and charges a fair price.



TYPICAL ROWHOUSE

6.8 MERCHANT'S QUARTER

M1. Ragnir the Notary: Ragnir is duly appointed by the Mayor to seal and witness wills, affidavits and the like. He knows a great deal of useful information, but is supremely discreet.

M2. Mithril Crown: The Mithril Crown, run by Irimon, sells exquisitely crafted works of, yes, *mithril* (including some of Dwarven make) at incredibly inflated prices. The shop caters to the well-to-do, and specializes in betrothal pieces.

M3. Artan's House and Baths of Delight: Originally operated by Artan the Fair, a northwoman of exceptional beauty. Her daughter An-calime currently offers the services of 15 superbly trained courtesans. The adjoining building offers "erotic" unisex baths. Mayor Minastan is a frequent customer of this establishment (which, curiously, has never been raided).

M4. Apothecary: Herbs of Quality has a good selection of locally available herbs, especially medicinal varieties, at fairly high prices. Its proprietor, Aladil, is sometimes called to the houses of the hiri

to diagnose their various minor ills.

M5. Halfred the Weaponsmith: Halfred, the smith to the Royal House for the past two decades, lives just behind King's Row; he forged the swords and armor of Ostohor and his sons, and his works are known as the best in Cardolan. At present, he is somewhat worried about his future, however, for his patron is lost and much of his former clientele has also perished in the war. Anyone wishing to purchase quality weapons for a bargain price would be well advised to buy from Halfred now.

M6. The King's Crown Tavern: a family operation, this is run by Elgwain and Arma Grelive and their five children, and is located on King's Row. The tavern caters mainly to merchants, and is known for its secluded booths allowing patrons to talk without fear of being overheard. Food and drink are varied; the kitchen when food is available, can serve anything from tea to the rarest delicacy, and from a traveler's meal of bread and cheese to a seven course feast. Prices are high but the service and quality are well worth it.

M7. Barkwell's Tannery: This emporium offers prepared hides and a modest selection of leather goods of no great distinction. In mid-1410, the establishment will become a smoking ruin (see 8.1, the Extortion Ring).

M8. Nomrel the Cartwright: Nomrel deals with both the wealthy carriage-owners on King's Row and the common tradesmen of the South Bank, constructing and repairing surreys, chaises, brewery-wagons and delivery-vans with equal skill and ease. He is not the only cartwright in the city, but he is certainly the best known; his prices vary from reasonable to outrageous depending on the task. To those not already weary of the tale, he will describe how his father built the coronation carriage of King Minalcar a century ago (which now molds in the Thalion estate's carriage-house).

M9. Painter: Urthel works in both oils and water-colors, rendering portraits and still-lives. Lately this trade has fallen off, forcing him to earn a meager living by another sort of painting — houses, walls, and ceilings. He considers himself an artist, and is hoping to earn enough to move to Minas Tirith.

M10. Bricklayers: Brothers Beleg and Balan Haldarie have frequently been called upon to build secret storerooms, false walls, and so forth (especially in recent months since the food shortages have begun). They would be happy to talk about their efforts, if anyone ever thinks to ask.

M11. Barrister: Herucalmo Galadhelion, an experienced lawyer, pleads both civil and criminal cases, and offers legal advice from his office and any tavern he happens to be in. When in his cups, he will also offer his views on politics (he is a strong supporter of the claims of Hir Girithlin).

M12. Weaver's Quarter: Conditions in this highly competitive section of the foreigners' quarter varies considerably, from the small, highly specialized Weavers' Craethall, which weaves cloth-of-silver and cloth-of-gold for export to Arthedain and Lindon, to the mills near the south tollgate that employ child labor for 16-18 hours a day. Those seeking work can find it here. As a rule, the weavers are very conservative, and have not been at all sympathetic to the plight of the refugees or the entreaties of their spokesmen. The more violent of those spokesmen (e.g., Pulg and Wilrith) would like to take revenge on some of their shops.

M13. Caravanmaster: Klavig, a lean and very dark skinned Dunlending, organizes and sometimes leads overland trade caravans. He has a good reputation, and is often seeking to hire experienced guards or drivers.

M14. Moneylender: Those who are unable to obtain financing from the Bank of Cardolan may seek out one of the several moneylenders

who occupy the sidestreet known as the Rath Glorin (S., "*Street of Gold*"). Jellek is one such man, a stoop-shouldered, squint-eyed fellow who will lend sums of up to 500 gp at usurious interest rates (60% a month or more). He sometimes employs local warriors to seek out and "persuade" his borrowers to pay up.

M15. Home of Anvelig: The chandler's residence is sometimes the destination of unsavory looking late night visitors who appear out of place in this well-to-do area.

M16. House of Imindor: A very successful Arthedain merchant, Imindor throws lavish parties (even in these hard times) and gives the false impression of having close connections with the royal household of Araphor.

M17. House of Wilrith: A dealer in semiprecious stones, Wilrith was traveling in northern Cardolan when the forces of Angmar struck, and barely escaped with his life. He has become an instigator of revolt among the city's refugees, to the shock of many of his neighbors — and some of the refugees themselves, who find his somewhat plump, dandified appearance incongruous in their midst.

7.0 ADVENTURE GUIDELINES

This section provides some helpful Gamemaster notes which relate to running adventures in the Cardolan area, particularly in and around Tharbad. The GM should read over these guidelines before studying and selecting one of the adventures in Section 8.0.

7.1 SELECTING AN ADVENTURE

Section 8.0 is devoted to specific adventure sites and is organized according to locale. The principal floorplans and NPCs are described, as are a number of sample plot lines. All are accompanied by a story and suggested adventure, although a GM might opt for a different course of action. A difficulty factor has been assigned to each plot.

Gauging An Adventure's Dangers

The GM should take a look at the strength and experience of the PCs involved in the game and choose an adventure which provides a challenge, but is not too difficult.

7.2 CHOOSING A TIME PERIOD

Those GM's desiring a simple adventure may not be concerned with the particular period of the temporal setting. They can, however, enjoy more flexibility and add more of their own designs by choosing a time outside of the scope of those mentioned here.

7.3 SUGGESTIONS ON RUNNING ADVENTURES

Once you're acquainted with the general background material found in Sections 2.0 through 6.0, look over the statistical summaries outlined on the tables in Section 9.

Then, get to know the nonplayer characters (NPC's). Read what the city shop descriptions and the Master NPC Table (Section 9.1) have to say about the principal NPC's in an area, and try to think as that sort of person would.

Look over the layouts of the complexes and note where traps, guard points, and weak points are located. Even if a room does not have an occupant indicated, consider the possibility that someone may be there when player characters break in.

7.4 ENCOUNTERS

The city of Tharbad is a bustling trade center, overpopulated and riven with the day-to-day strife which affects any urban area. The GM should be sensitive to the possibilities which are uniquely available in a town setting. We suggest the GM determine the possibility of an encounter regularly.

7.5 USING TRAPS, WEAPONS, AND SPELLS

The layout sections include frequent references to traps and locks. To speed play, the following cross-references are provided for GMs using *MERP* or *Rolemaster*:

In order to compute the success or failure of attempts to disarm or unlock these mechanisms, simply have the acting PC roll, add his appropriate bonuses, and subtract the difficulty factor assigned to the lock or trap. Then refer to the *MERP* table MT-2, p. 79 (or *RM: Character Law*, Sec. 15.32).

Results of Fall/Crush attacks and animal attacks can be determined using *MERP* tables CST-2 and AT-5 or AT-6, all at p. 70 (or *RM: Claw Law*).

Weapon attacks can be computed using *MERP* table CST-1, p. 72 and AT-1 through AT-4 at p. 71 (or *RM: Arms Law*).

The nature of spells and spell attacks can be determined using *MERP* Sec. 7.1, p. 58-69 (or *RM: Spell Law*).

8.0 ADVENTURES IN AND AROUND THARBAD

The city of Tharbad, located at the junction of the great south road and the river Gwathlo, is a major trading center and travel stop-off point of Middle-earth. Merchants and supply caravans travel this route south from Arthedain and Bree down the greenway towards the Gap of Rohan and Gondor. Others, river travellers, carry goods up from the coast to far places along the Misty Mountains. It is here that the Bruinen and Glanduin join to form the wide Gwathlo which meets the sea.

It is only natural that at such a joining of travelways that a city would form, and Tharbad has swelled through the years into a substantial town. While not a grand city like Annuminas or Minas Tirith, it is a bustling riverport and overland trader's stop-off. Tharbad is an old city, and the great avenues and towers of the Dúnedain have long since been shrouded in more recent (but certainly lower quality) construction. The streets have grown narrow and overhung, and the expanded sections do not have the luxury of underground sewage.

But, such as it is, Tharbad is an exciting place: a melting pot of a number of different cultures, a city on the edge of the final upheaval of a realm. Opportunities abound for adventurers, mercenaries, traders and spies. And of course, preying on them all are thieves of every kind.

8.1 THE EXTORTION RING (An Adventure)

Time: TA 1410

Requirements: None, though Scouts/Thieves, Mages, or Animists could prove particularly useful.

Aids: None beyond Nomrel's initial information.

THE TALE

While wandering the streets of Tharbad, a heavysset, reasonably well-dressed man, obviously nervous, walks up to the party and introduces himself as Nomrel, a local shopkeeper. He then offers to buy them a mug of ale at the nearest tavern. Once served, Nomrel will indicate that he is looking for help with a "delicate problem". If the players express interest in aiding him, he will continue his story:

"Several shopkeepers in the central district, including myself, have recently been contacted by a group of ruffians who call themselves the Gurth Rodyn, and have demanded weekly payments of money or goods in return for "protecting" our shops. At first, I did not take these demands seriously. Then, Barkwell's tannery and leather shop was

burned down, and word was passed that this was an example of the disasters that could befall "unprotected" merchants. The gang told me they would return on Orgilion (Saturday) for their first payment. I have not and will not pay such extortion, but I have no wish to lose my shop either. If you can find and eliminate these blackguards before Orgilion, I will gladly pay you 50% of the money they are demanding. What do you say?"

If the players accept Nomrel's proposition (his price can be haggled up, grudgingly, to a maximum of one month's protection fees), the merchant will tell them everything he knows about the gang's operations:

1) The gang has contacted at least five other establishments: The Mithril Crown, Herbs of Quality, Ibal's Shoes, Findigil the merchant, and Serinde's Originals. Nomrel believes that some of these shops are already paying out protection money.

2) The gang's bagmen always make their appearances early in the morning (though the day of the week varies). Three men — two tall, one small, all cloaked and hooded — enter the shop; one of the taller men conducts the transaction while the other two wait by the door, hands on weapons. When finished, the trio disappear quickly down an apparently prearranged escape route.

3) The gang's negotiator, who was once called Merwai by the other tall bandit in Nomrel's earshot, often reeks of alcohol.

GM's Note: Should the party decline Nomrel's offer, he will apologize for wasting their time and quickly depart. Within moments, however, he will return with a city guardsman, and accuse the party of stealing his purse. If the PCs do not escape, they will be dragged off to jail for 3-4 days, keeping them out of the way so that they cannot leak any of the information given them while Nomrel hires someone else. If the players succeed in convincing Nomrel that they have "changed their minds" about helping him, he will drop his charge, but will only pay them 1/2 the previously indicated fee).

THE GANG

The identity of the leader of the extortion ring would be a great surprise to Nomrel — for it is none other than Barkwell (presumed killed in the fire) himself. The tanner has for years envied the finer clothes and lifestyles of his wealthier neighbors, and has decided on a unique means of redistributing their riches into his own pocket. He has selected the group's targets, and thought up the clever touch of torching his own shop as a means of convincing the shopkeepers of their ruthlessness, but otherwise leaves all the planning of daily operations in the hands of his second-in-command, Thrangull the dwarf. Thrangull is a sadist, pure and simple, who enjoys the opportunity to watch the shopkeepers squirm in torment even more than the booty they obtain (no common feat for a Dwarf). He is also a masterful designer of mechanical traps and explosive devices (explosives being virtually unheard-of in Middle-earth; Dwarves are the only race capable of making even the crudest variety), and an expert on poisons. There are three other human gang members: Merwai, a dissipated but still wily ex-mercenary who acts as group spokesman; Orcare, a common thug with broad shoulders but little wit; and Werlar, a former highwayman and an excellent archer. They are a curiously mismatched assortment of individuals, assembled by Thrangull's iron will. Without him, they would likely fall apart from internal bickering and an "every man for himself" attitude in short order.

The gang's hideout is a broken-down warehouse along the docks. The front part of the building is in imminent danger of collapse due to rotting timbers, and any attempt to enter the boarded up doors and windows on this side may engineer such a collapse. The rear of the building, which faces onto a long disused and similarly decrepit dock, is still in decent shape, and the thieves enter and leave through

the double doors (kept bolted from the inside by Barkwell, who never leaves the premises). Thrangull is also almost always present when not actually making collections; the three humans, however, often go out on the town in the evening (see below). There is usually (75% daytime, 60% evening, 95% night) a gang member on guard duty, surveying the scene from the vantage of a half-boarded window on the warehouse's upper floor; a short bow and several of Thrangull's bizarre and elaborate devices and traps are also much in evidence. The guardroom upstairs is equipped with a sounding horn enabling the guard to alert the other gang members of potential danger without leaving his post. The back door, bottom floor, and steps to the upper level are a veritable maze of traps (six in all, as shown in the floor plan — indeed, the place is such a hornet's nest that Orcare has inadvertently set off two of these traps himself during the past week, leaving him at about 1/2 normal strength). There is also a hole in the building's floor providing the gang with a "last resort" escape route into the water below (the water is about 4 feet deep here, and the hole itself can also be trapped by the last departing thief).

Items present in the hideout include bedrolls, a week's worth of provisions (salted fish, bread, and kegs of ale), and miscellaneous personal gear. Barkwell also has a small number of prized possessions (leatherworking tools, a pewter flagon, a saddle and harness) rescued from his shop and house before the fire. Thrangull's possessions include a variety of interesting oddments, such as fuses, unused poison, and delicate metalworking tools (though the chest containing these items is of course also trapped with a poisoned hasp). The group's booty to date (consisting of about 400 gp worth of cash and assorted goods that have not yet been fenced by Werlar) will also be present, though the gang members carry much of the money on their own persons).

The encounter with Nomrel should occur about midweek, leaving the PC's 48-96 hours to complete their assignment. The players may employ a variety of strategies in attempting to complete their task. They can approach the other targets of the extortion ring to obtain more information or aid (including additional reward money). Alternatively, they can attempt to locate the gang member known as Merwai, in hopes of trailing him or gaining his confidence. Finally and most straightforwardly, they can simply stake out one or more of the target shops, hoping to encounter the gang and either attack them directly or tail them to their hideout. Each of these options is further detailed below.

THE TASKS:

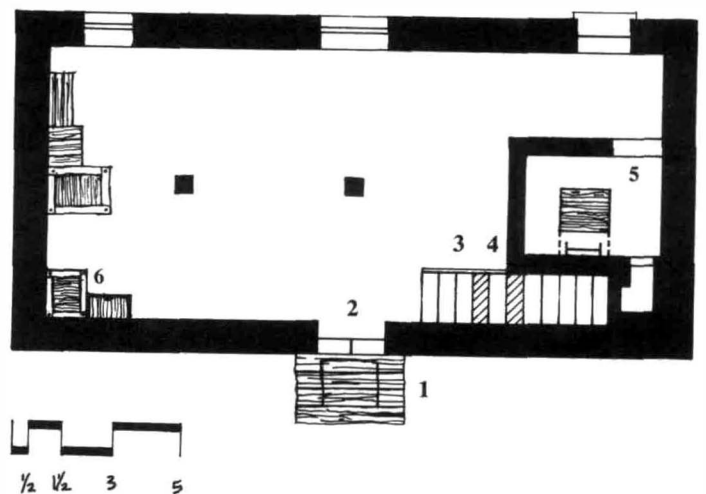
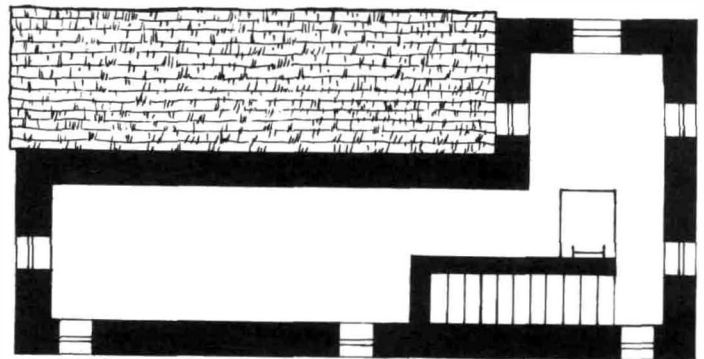
Interrogating Other Merchants:

If the PCs attempt to talk to the other merchants identified by Nomrel as extortion ring targets, they will receive the following reactions:

Irimon, owner of the *Mithril Crown*, (M2) will react hostilely to any inquiries about his business or personal affairs. He will order the PCs to leave his shop if they persist in their queries, and brandish a dagger at them if they do not leave. He has made up his mind to accede to the gang's demands, and will actively try to prevent the party from taking any action that might bring about reprisals against his shop.

Aladil, proprietor of *Herbs of Quality*, (M4) will deny any knowledge of what the group is talking about. He is obviously very frightened, however, and will not discourage the party if it offers to keep an eye on his shop.

Ibal of *Ibal's Shoes* (S7) will be cautiously friendly toward the group. He will confirm Nomrel's description of the group's modus operandi, and will add that he noticed a fourth hooded man lurking on a rooftop across the street just before the three gang members entered his shop. If cajoled properly and convinced of the party's competence, Ibal may agree to let the PCs set up an ambush for the gang in his shop.



"ABANDONED" WAREHOUSE

1. In front of the door is a trap door in the dock which is of medium difficulty (+0) to detect. The trap door can be activated by a lever inside the warehouse. When dropped, the victims will fall through a 5' x 5' hole and down 7' to the water below the dock. In the river bed beneath these shallow waters (3'), are several sharpened spikes. This trap's unlucky victims receive a +5 Fall/Crush attack and 1 - 5 +50 dagger attacks.
2. Door bolted from inside. Trip wire, hard (-10) to perceive, is at ankle height inside.
3. Fourth stair from the first floor is purposely weakened, sheer folly (-50) to notice. If subjected to ‡50 pounds it breaks, delivering a "C" unbalancing critical.
4. The sixth stair up is also weakened, sheer folly (-50), to detect. Again, weights ‡50 pounds breaks the step. This mishap will require a Very Hard maneuver to avoid falling down into a small, half filled sewer 15' below which will deliver a +10 Fall/Crush attack and deposit the victim into the river.
5. This is a standard door but has a hidden hatch for shooting at unwelcomed guests.
6. The location of a crossbow trap. The large packing crate in the corner holds the actual trap which is triggered by opening a smaller chest to the side. The trap itself is Hard (-10) to detect but Medium (+0) to disarm while the small chest contains nothing of value. Anyone standing in front of the chest when opened takes a +40 Heavy crossbow attack.

Findegil the merchant (D24) will be only too happy to talk at length about the terrible scoundrels who have threatened him, and will advance a number of theories about their possible identities and ways they could be caught. Unfortunately, the "information" he provides will be practically useless. Findegil will discourage any offer of active protection, but is unlikely to notice if the players stake out his establishment anyway.

Serinde of *Serinde's Originals* (K13) will eagerly agree to match the reward offered by Nomrel for the gang's demise, and will cooperate fully in any scheme the PCs devise. She cannot provide any further information about the gang, but is certain that the short figure among the three bagmen is a Dwarf.

Looking for Merwai:

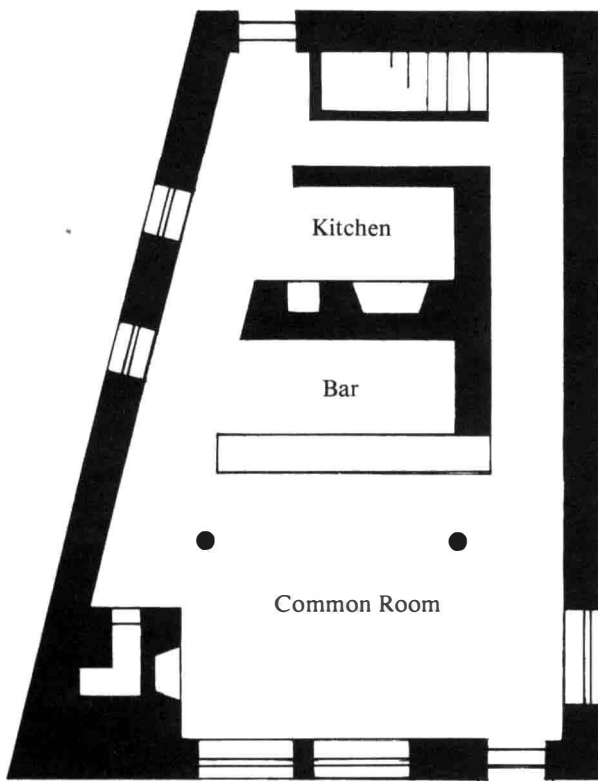
The PCs know only three facts about the gang's spokesman: his name, his general build (tall and slender), and his penchant for drink. Seeking him out on the basis of this knowledge has to be classified as a longshot, but the players may succeed in doing so through diligence or fortuity if they make inquiries at the various taverns and brothels in the area. Merwai and his companions frequent both the Broken Oar (15% chance/night) and Orc's Head (30% chance/night) taverns, and have become fairly well known among the regular patrons of these dives (for their boasting is loud and their purses are fat). Almost anyone who knows of them will agree to point them out for a few silvers.

The thieves are quite full of themselves these days, and will likely respond in a friendly manner to PCs who offer to buy them a drink, or challenge them to a test of skill or game of chance. Merwai and Werlar will quickly become wary of anyone who asks too many questions about their business, however. Should the PCs pose as thieves and try to join the gang, they will be met with a very cold shoulder, unless they possess skills that the gang does not have (such as magic

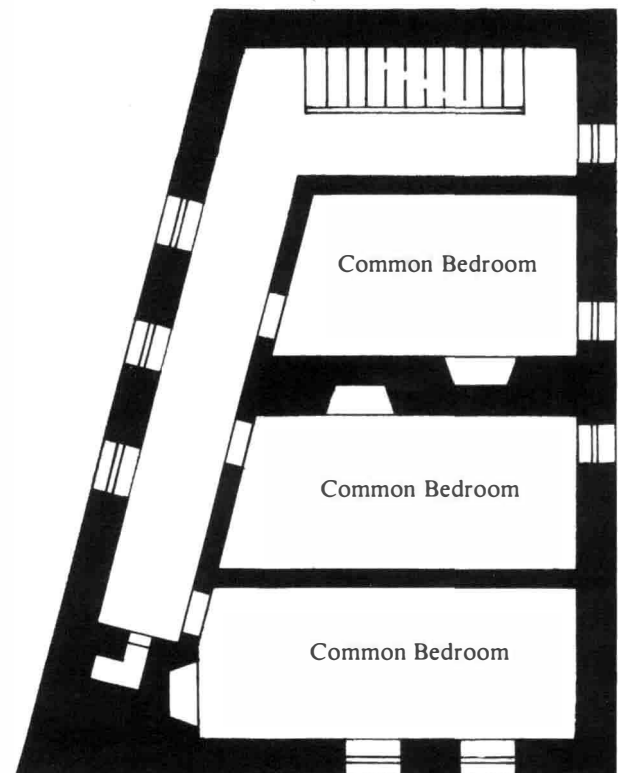
or healing); at best, Merwai will ask the PCs where they are staying, and promise to "get in touch". The gang members will usually depart together, and are reasonably careful to avoid being followed (75% base chance - Stalk/Hide skill rating of trailing PCs to notice a tail). If the PCs have roused the gang's suspicions, Werlar will separate from the others and tail the PCs back to their own lodging; he will always attempt to do this if a tail is discovered. Thrangull and Barkwell will always question the returning men about their evening's activities; if their report rouses the dwarf's concern, he will conduct his own search of the area around the warehouse (90% chance - PC Stalk/Hide rating of observing any watcher present), armed with a pair of throwing knives coated with a powerful sleeping draught. If Werlar has successfully located the PCs lodgings, Thrangull and Werlar will pay a visit there the next evening and launch a barrage of fire arrows into the window of their room as a warning to "lay off".

The Stake-Out:

The players may elect to stake out any of the five other shops the gang has contacted (or split their forces and place several shops under observation) during the early morning hours when the visits are made. There is a 25% chance per day that any shop under watch will be visited by the gang's bagmen. If approached properly, Ibal or Serinde will allow one or more of the PCs to conceal themselves inside their shop; at the opposite extreme, Irimon of the Mithril Crown will likely (60%) call for the town watch to drive the players off if he sees them lurking about (100% chance of this if the PCs have questioned him previously). GMs should use the city map and have the players indicate the positions they will occupy during their surveillance and the manner in which they will act; these responses can then be used to determine whether the watchers will rouse the suspicions of the City Watch, or of the gang members if they approach.



Ground Floor

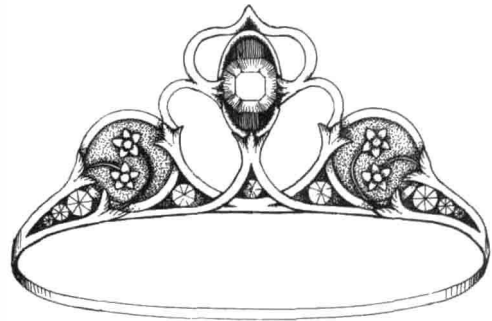


First Floor

Under Thrangull's tight-fisted control, the gang's visits are choreographed with clockwork precision. Werlar, who possesses excellent Perception skills and keen eyesight, enters the neighborhood 10-15 minutes ahead of the three bagmen, and quickly cases the area before taking up a position where he can maintain watch and a clear line of fire on the shop's front entrance. The archer has a base 75% chance (modified by the PCs previously). If the players have not learned from Ibal of the presence of a lookout, they have only a 10% + Perception chance of noticing Werlar (40% + Perception if they have been forewarned). If Werlar identifies the stake-out, he will signal the rest of the gang, who will quickly withdraw, with Werlar remaining behind for a few moments to cover their retreat. If the three bagmen successfully evade pursuit, Thrangull will double back and wait for the players to depart the scene. He will then attempt to tail them back to their lodgings, and later set a trap for them as previously outlined.

If the watchers are not noticed by Werlar, or are concealed within the shop itself, they will have the chance to either confront the thugs directly, or attempt to tail them back to their hideout. If the bagmen are attacked by the PCs, Thrangull will attempt to pull out and hurl two smoke bombs that will each envelop a 10' x 10' with choking fumes, temporarily blinding (1D10 rnds.) all in its midst (the dwarf's companions are aware of this trick and know enough to close their eyes; players get a -25 modified RR. to do the same). The gang will immediately break for the nearest exit and flee in separate directions, meeting later at a prearranged rendezvous. The release of the bombs will also signal Werlar that something is wrong; he will fire on any non-gang member who emerges from the shop, then attempt to slip away to the meeting point himself. If the PCs wait and attempt to follow the bagmen as they depart, Werlar will have a second opportunity to identify them, if he himself has not been identified and captured/eliminated by the PCs. Depending on the precise situation, Werlar may choose to either follow or fire on these pursuers, or try to shout a warning to his partners.

If any of the gang members except Thrangull are captured during the adventure, they will readily spill everything they know about their partners in crime, including the location of their hideout. Thrangull, however, will not break under any kind of interrogation or torture, and is clever enough to engineer an escape if his every movement is not carefully watched.

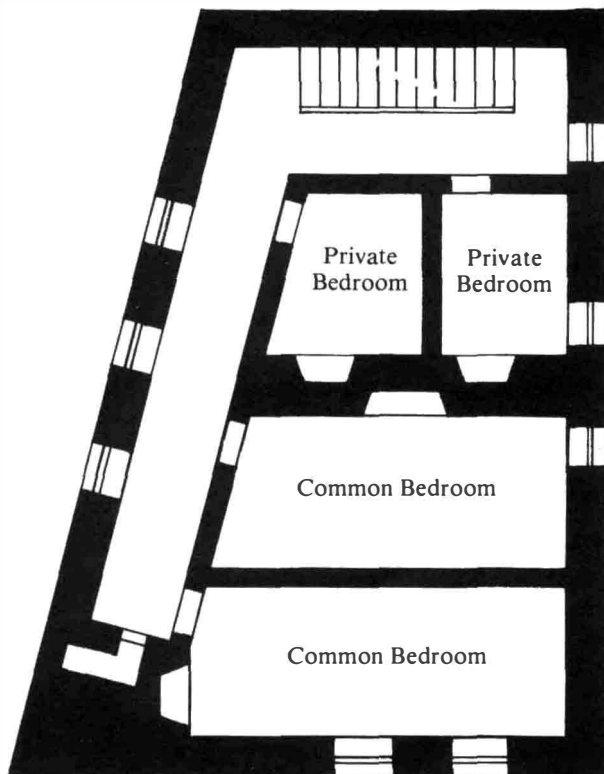


8.2 THEFT OF THE TIARA (An Adventure)

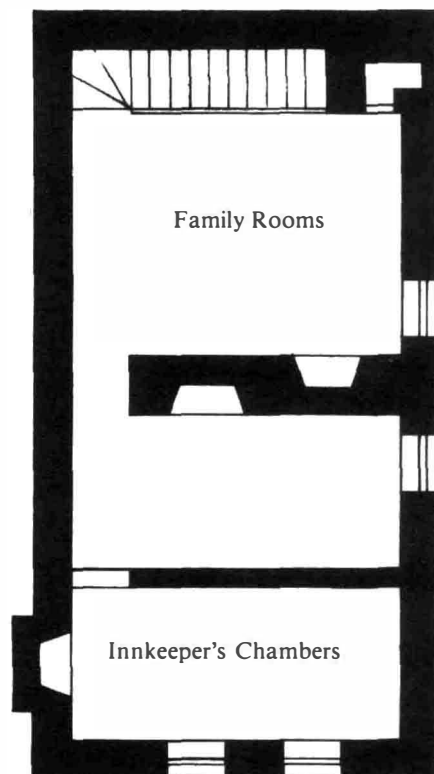
Setting: 1410 Third Age, in the City of Tharbad.

Requirements: None, though good swimmers and those who can see in the dark might prove useful. This adventure is appropriate for 2nd-4th levels; lower if they can avoid tangling directly with Barnur and his men.

Aids: Turin, nephew of Lothiriel, will perhaps go with the PC's if they desire. Also, Hiiri, the pickpocket — son of Talegi the Seeress — could prove an unlikely ally, if the PC's are willing to trust him (and pay out a few silver). A map of the fortress (60% chance) and the sewage system (35% chance) might be found in the archives, but the effort would be time-consuming and costly.



Second Floor



Attic Storey

THE TALE

Lothiriel the Jeweler is one of the most famous metal and jewelers in all Cardolan. She had nearly completed a tiara, commissioned by (the now late) King Ostoher for his daughter Nirnadel. The piece, of *mithril* and sapphire, is her crowning achievement, and its value would exceed 10,000 gp. (The value of the materials, though great, would be but a small fraction of that, perhaps 1,500 gp).

Just days before she would have finished the tiara, however, it was stolen from the small safe in her shop (K18). The poor woman, anguished over the theft, told her nephews *Ciryon* and *Turin*, who in turn went to Eardil, the Minister of King's Justice. He, and Mayor Minastan, are desperate to find the tiara in time to deliver it to Nirnadel on schedule, rather than the entire town suffering embarrassment at losing such an item.

Then, the following morning, a note appears on the door of Lothiriel's Shop:

"If you want to see the tiara again intact, gather 5,000 pieces of gold and bring it to the Gargoyle Tower of the old fortress ruin, alone, at midnight five days from today. Do not attempt to find us. If you do not come alone, the deal is off. You may bring an escort of no more than four Guardsmen to take you past the rest of the Fortress safely, but they must not enter the tower with you. If you do not come, we will be forced to melt it down..."

A particularly cruel message, cutting to poor old Lothiriel, but

it indicates (to the inquisitive and clever) that the thieves:

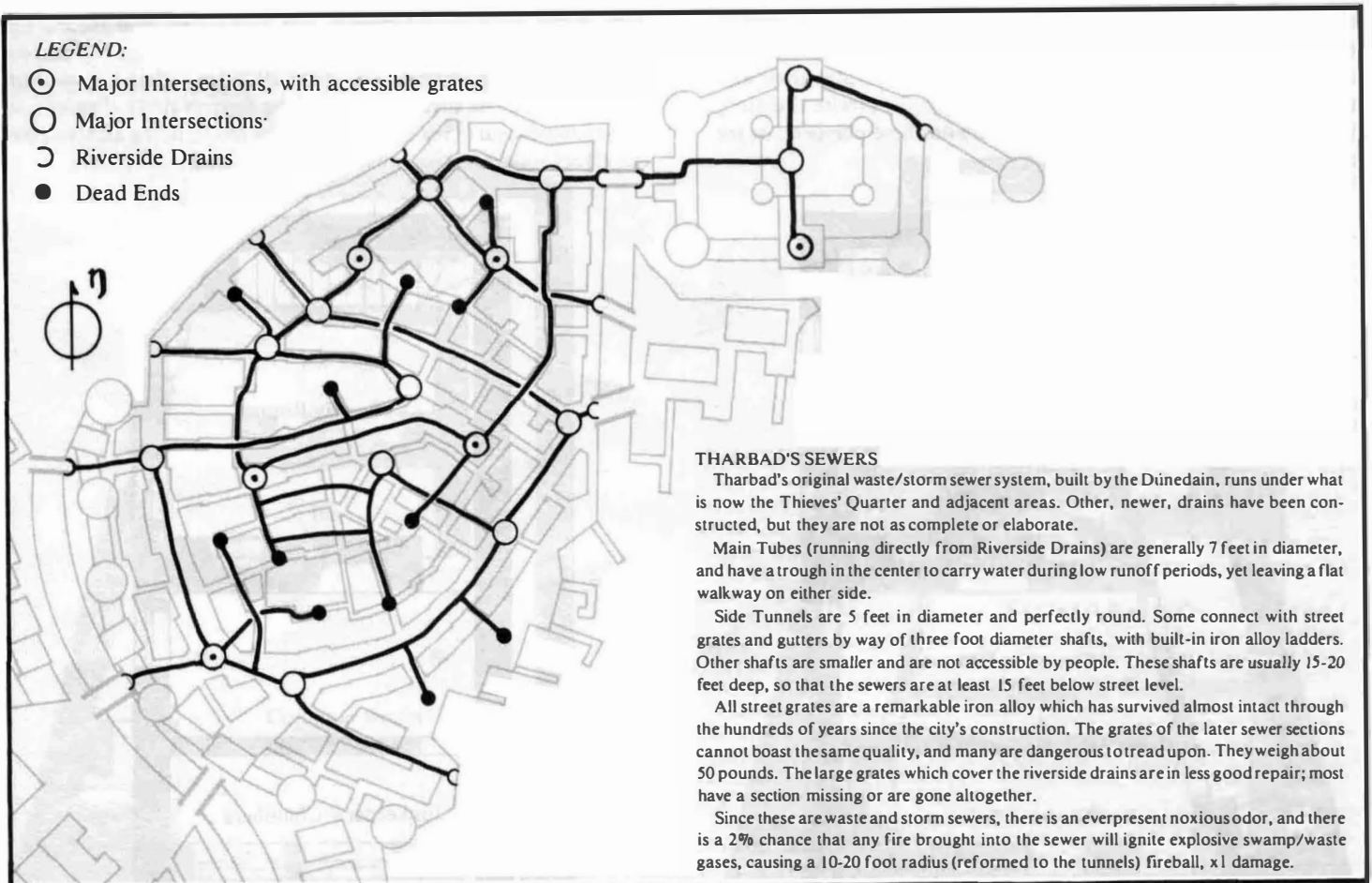
1) Knew that the tiara was done on commission for someone very wealthy and important to several people's reputation, since 5,000 gp is a sum that no individual could come up with in 5 days. (The Gamesmaster should make the exorbitancy of the sum clear with a minimum of prodding.)

2) Had at least some familiarity with the city, since the "Gargoyle Tower" of the old fortress is a local nickname given to the east tower in the last few decades, since it is the only tower left with any of the decorative gargoyles left on it. It is also not actually part of the fortress, but out on the tip of the isle. (It is also reputed to be haunted).

THE TASK

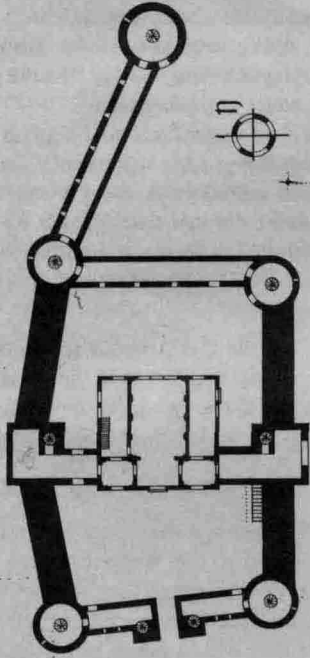
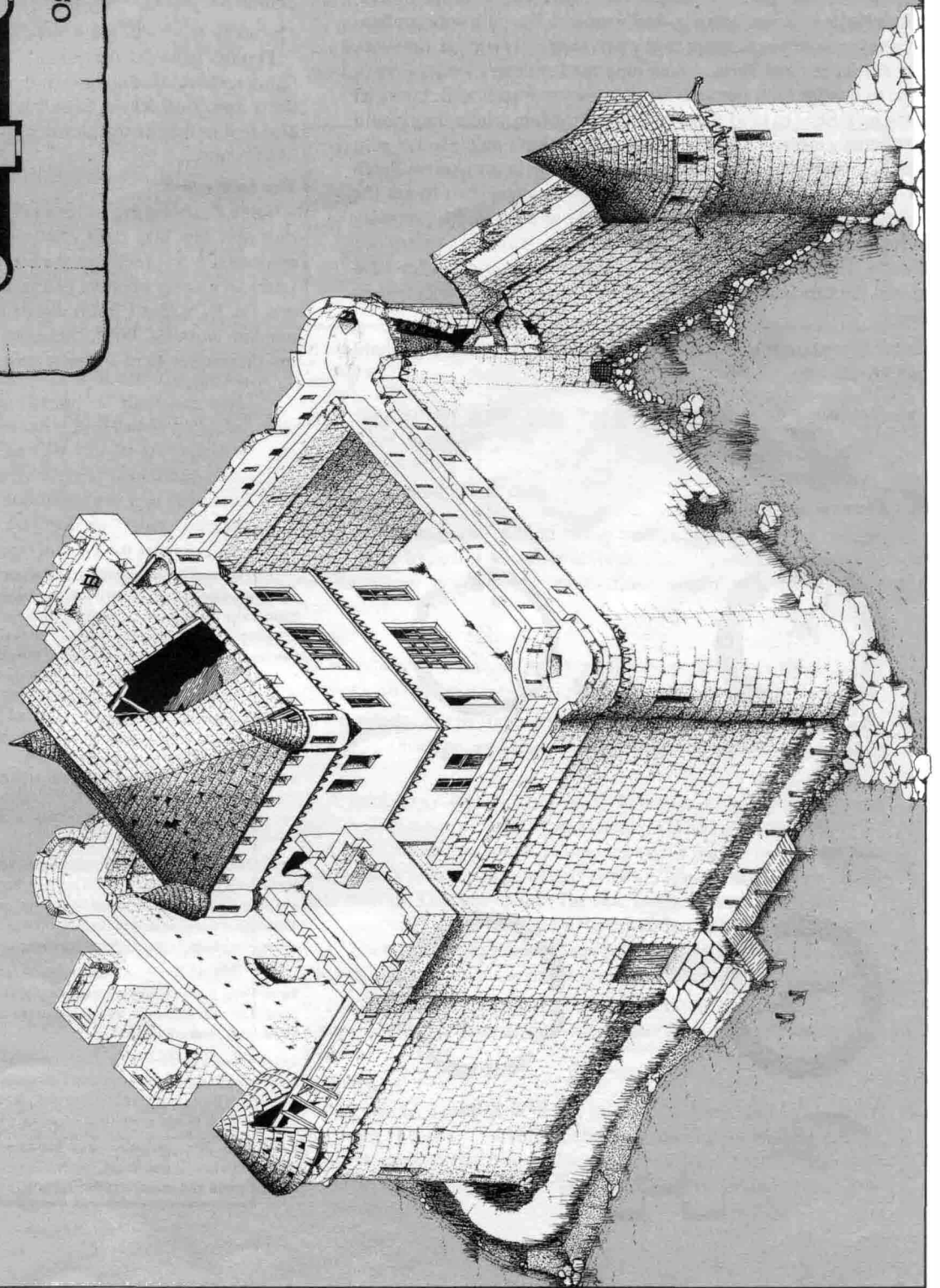
Turin (see "characters" below) should approach the PC's the same day as when the letter appears, perhaps picking them out in a tavern as obvious outsiders. He will offer the sum of 300 gp for the safe recovery of the item (his personal savings). Under some questioning, he will reveal his suspicions that the thief (or thieves) are local, and that the tiara is still in town. He has no real evidence to back up his suspicions, though the ones given above the PC's can figure out.

For lack of anywhere else to start looking, the PC's could either check out the scene of the crime (Lothiriel's shop, at K18) or (if they're feeling adventurous) the Thieves' Quarter. At either place there is a good chance that either Hiiri or one of his cohorts is hanging about.



OSTINEN TURAMBAR
TURAMBAR'S WATER FORTRESS

circa 1410 — erected T.A. 980-82



OSTINEN TURAMBAR

THE CHARACTERS

Lothiriel: Lothiriel is terrified that the thieves will destroy her masterwork if they are not obeyed, and she is against any attempts to track down the perpetrators. Ciryon agrees with her.

Turin: Turin, however, wishes to at least try to discover where they are hiding. It is he who will approach the PC's. Turin will be skeptical of *Hiiri* (see below), calling him a street urchin and pickpocket. He will be very reluctant to deal with him; the PC's must decide. If they do decide to trust Hiiri, Turin might not go along.

Ciryon: Ciryon did indeed steal the tiara, being a selfish, cruel youth. He is Turin's younger brother, and was always jealous of his sibling, who is better looking, smarter, and stronger. The pair were orphaned many years earlier and sent to live with their only relative, Lothiriel. The jeweler favored Turin, which only made matters worse. Ciryon came to despise both her and Turin, but concealed it well. Lothiriel is saving money to send them back to Arthedain where they would have better prospects for jobs, but Ciryon couldn't wait. He met with Glurin, a Dunlending assistant of Marroc's, who in turn knows Brego (of Thordil and Brego, T1). He has made arrangements to get the two out of Tharbad with their money an hour after they supposedly collect from Lothiriel. Alternatively, he can smuggle the tiara out of town if need be, to be melted and sold for materials. They have stashed the tiara in a hollow in the wall of the east tower until ransom-time.

Mayor Minastan: is trying frantically to gather the money, and save face for his city.

Hiiri: Though actually 17, Hiiri, being only 5'4" tall, looks more like a 14 year-old. He is always dirty, and wears a tattered brown hooded robe over his clothes. He is actually not wholly unscrupulous, picking the pockets only of the rich, and giving some of his money to the poor in shantytown. He genuinely is willing to help find the tiara, but not alone, and not without some compensation.

He will act as guide, and fight if necessary, but might spend a lot of his time during a fight looting the group's opponent's stashes.

He will approach the group and casually ask them if they want to know where the tiara is. He won't divulge exactly what he does or does not know, but will of course try to make it sound like he knows everything.

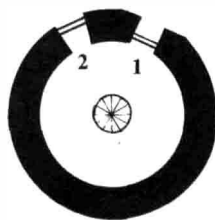
The story Hiiri will tell if pressed:

Though Hiiri did not actually see the theft, he **did** see a hooded figure tack the ransom note to the door, and followed him back into the fortress ruin. There, Hiiri lost him in the pre-dawn river fog. Hiiri also fled in fear of the murderous thieves led by Barnur who reside in the ruins.

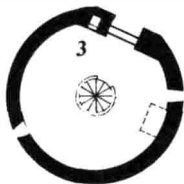
The true story:

Same as above, except that Hiiri followed the hooded man to the ruin and saw him meet one of Marroc the Weaponsmith's (S10) assistants. It was then that the boy saw the man's face: it was Ciryon, Lothiriel's other nephew. Naturally, Hiiri is not going to tell Turin and the PC's that Ciryon did it; they would laugh in his face and pay him nothing. Hiiri, therefore, wants to help them to find out for themselves (and so make Hiiri a civic hero, rich, etc., etc.)

East Tower (Gargoyle Tower)



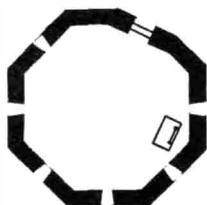
Level One



Level Three



Level Two



Level Four



This four-story tower served as a lookout point in the days when Ostinen Turambar was a garrisoned fortress. Now it has fallen into ruin, and rumors abound that it is haunted by undead spirits from the swamps.

The tower is not currently haunted, however, but the legends alone are enough to keep Barnur the ruffian and his men out of the place most of the time.

As can be seen from the map inset with the view of the castle, the tower is connected to the rest of the place by an enclosed wall. This interior access is dangerous, however, and each time a person passes through there is a 10% chance of a ceiling collapsing, delivering 10-100 hits and a "D" crush critical to all within 10 feet.

The alternate way to the tower is a narrow strip of land (sand and mud, actually) running along the north edge of the castle all the way out to the tower. It is usually no more than three feet wide, and after a heavy rain it disappears altogether. From this path one can get into the Gargoyle tower through a rent in the covered wall just adjacent to the tower itself.

Level One: One can enter through door '1', which opens onto the covered wall. This door is relatively intact. Door '2' is still in place, but any attempt to open it has a 40% chance of simply destroying the corroded hinges and causing the door to fall into the river below. The floor is stone, several of the flags broken and cracked, and broken pieces of furniture are strewn about. In the center of the room is a spiral stone staircase, intact up through the second level.

Level Two: A wood dividing wall is a crumbling ruin, and the door to the wall is all but gone. The stair above this level is broken in several places, and though sound, requires a Hard (-10) climbing maneuver.

Level Three: The door from this room is completely intact, but thoroughly jammed in place. Also in this room is the tiara hiding place, ('3') is Sheer Folly (-50) to locate, and the lock on it is Extremely Hard (-30) to pick. A rusty iron ladder leads to Level Four. There is a 20% chance of any given rung breaking when a person's weight is put on it.

Level Four: The observation level has narrow windows facing in every direction. The door to this level is also intact, but opens onto empty air. The floor is littered with bits of broken wood and other, worthless, items.

If asked whether Hiiri thinks that Barnur is responsible, he will be evasive.

Some of Hiiri's friends are watching while he talks to the PC's, so if they try to rough him up to make him talk, they will attack with rocks, etc., to cover his escape. This will end any chance of cooperation from Hiiri as well.

On the other hand, if the PC's offer a fair sum of money (at least 50 silver, some in advance) Hiiri will tell them (truthfully) that he and his friends know the sewers of Tharbad (the original Fortress section and North Bank are the only ones fitted with a sewer system) backwards and forwards. Barnur and his cutthroats do not. Hiiri is also willing to play guide, either to sneak to the rendezvous at midnight (Hiiri mysteriously knows the contents of the note — he read it before Lothiriel got to it) or to go earlier to spy out the situation.

ADVENTURES:

1) A Preliminary Casing of the East Tower:

Any trip led by Hiiri will have to go via the sewers. He claims that Barnur's men watch all the aboveground ways to the fortress, and he barely slipped through in the fog the morning he followed the thief. Going aboveground, the group has an 95% chance of being detected, 75% at night. This should be modified by any appropriate stalking bonuses. If the group goes via the sewers, they have but a 5% chance of being detected on their way in or out, since Hiiri knows an exit right under the East Tower.

It would be almost impossible for the PC's to locate the tiara's hiding place before it is retrieved, given the size of the tower and the number of potential hiding places in the ruin. However, checking it out beforehand can only help. The GM should give them a slight bonus (or a smaller penalty) to all maneuvers performed during a later excursion during the ransom payoff if they first carefully case the scene. There is a 20% chance they will encounter Barnur and/or some his gang if they are careless (make a lot of noise, or use torches if going at night), as Barnur and co., though they do not usually go into the east tower, do not like visitors on their ground. If Barnur does show up, Hiiri will flee, maybe leaving the PC's in the lurch if they have no map back through the sewers.

OSTINEN TURAMBAR

(see map inset on full-page view)

This fortress was once a lordly manor, but has long since fallen into a hopeless ruin. Below is a brief description of the layout of the castle, its present condition and inhabitants.

Circular Towers: All of these structures are basically the same, though in varying degrees of dilapidation. All are three stories high, with a stone spiral staircase running to all floors.

Central Keep: The first floor holds the main hall, twin guardrooms just inside the west doors, kitchen to the south and stairhall to the north. The second floor contains guestrooms and the upper area of the great hall. On the third floor were the Lord's quarters.

North Wing: Basically an uninhabitable ruin since the upper levels have collapsed inside.

South Wing: The most intact area, this is where Barnur and his gang spend most of their time. They keep their loot on the second floor in a chest, Very Hard (-20) to pick the lock. It holds 200 gold, 850 silver pieces, and jewelry worth 300 gold.

2) Catching the Thieves

Following is the planned timetable for the thieves:

10:00 PM: Ciryon pretends to retire, slips out and meets Glurin and Brego at the Broken Oar.

11:00 PM: They go to the East Tower, retrieve the tiara and wait.

12:00 Midnight: Lothiriel appears with the money; Glurin makes the exchange (she should not recognize him).

The Mayor is able to gather the money, and he and Lothiriel plan to obey the demands of the thieves to the letter, hoping to recover the tiara.

All fine, except that Brego and Glurin have decided that they want the money **and** the tiara, and they plan to do in Ciryon, take Lothiriel's money and flee the city on a small boat Brego has stashed just below the East Tower.

Water Level (By Season)

	Side Tunnels	Main Tubes	Riverside Drains
Spring	.5 - 1 feet	1 - 2 feet	2 - 3 feet
Summer	.1 - .5 feet	.5 - 1 feet	1.5 - 2 feet
Fall	.1 - .2 feet	.2 - .5 feet	1 - 2 feet
Winter	.1 - .2 feet	.2 - .75 feet	1 - 3 feet

After a heavy storm, add 1-3 feet to all water heights.

8.3 SMUGGLERS ON THE GWATHLO (An Adventure)

Setting: Tharbad, TA 1410

Requirements: None, though group members familiar with various types of herbs/drugs would be helpful. This is a low-level adventure if the group manages to avoid direct confrontations with the smugglers.

Aids:

1) Schedules of cargo ships: these can be gotten from the Harbor-master's office, though asking in the wrong way could raise suspicions.

2) Knowledge of the food situation (i.e., that Tharbad is in the midst of a food shortage, and that certain people are suffering more than others).

3) A familiarity with the layout of Tharbad. This is best acquired with a map and by wandering about. (GM's should keep in mind that totally accurate maps of the city aren't passed out at the gate like at 20th century amusement parks. Chances are, a true up-to-date map of Tharbad — like the one in the center of this book — does not really exist. Make the PC's wander and maybe get a little lost. They can always ask directions, though looking lost in the Thieves' Quarter is an invitation to be robbed.)

4) If asked, Eärdil can provide false credentials for members of the group wishing to pose as river merchants (to establish contact with Liam or Anvelig).

THE TALE

The city of Tharbad is in the midst of a food shortage, one of the worst this year. Yet some people are having no trouble getting not only staples, but foods which are considered hard to find even in the best of times. Honey and mead for the Wilderland, cakes from

Arthedain, and salt beef from Rhudaur are among the items which are mysteriously surfacing in the city, no doubt bought at great cost by the wealthy while others are starving. The most treasured food items are shellfish from the coast, and Dorwinion wine, which can bring as much as 50 gp a bottle for a vintage over three years old.

In addition, the city is a haven for drug smuggling, both for local consumption and a stop-off to be transported further north. Gort, grown down in Belfalas, is moving through in large amounts, as well as Kirtir from downriver, and Feduilas flowers from the north. (See Herb Chart for descriptions of the effects of these “recreational” illegal drugs.)

Eärdil has asked the gatekeepers to keep a watch for likely prospects as the enter Tharbad, and he will visit them personally, preferably in their rooms at wherever they are staying. Eärdil will come at night, robed to reduce the chance of being recognized by locals. As credentials, he will produce his gold ring-seal, the emblem of his office as Minister of Justice. Then he will tell his tale.

“I am looking for a small group of quick-witted outsiders to help me track down the members of a smuggling ring which has been going on for months, perhaps years. At first it was mainly illegal herbs: Gort, Kirtir, Feduilas, the usual stuff; now, with the food shortage, they’re smuggling in certain hard-to-get foods, and getting fantastic prices. I want this ring broken!”

“I want transients for two reasons: first, since we get a lot of people moving through Tharbad, the criminals won’t suspect you; second, once they are caught, you will be gone, and there is little chance that there will be any retribution against you. I will pay you each 100 gold pieces if you can provide me with concrete information about who’s bringing the stuff in and how, who is distributing it, and if you will testify in Cardolan court. Somebody is getting a lot of Gort to the dealers in the Thieves’ quarter; that’s who I want, though I suppose you’ll have to start by going through them. I’m not concerned with the small-time people. The food is somehow bought by the more wealthy citizens more directly, and I haven’t been able to determine from whom. Frankly, I haven’t the time myself, and the Watch is undermanned as it is. Can you help us?”

THE TASK

Helping Eärdil will familiarize the PC’s with Tharbad, and quite possibly embroil them into the intricate social life of the city — on several levels. Eärdil will warn the group, should they decide that they are not interested in aiding him, that they will be watched, and any contact with known drug and food smugglers will be assumed to be conspiracy, and they will be prosecuted. He would advise them to leave the city within the next few days.

If the group is interested, he will promise them immunity from prosecution, tell them of who he suspects to be involved: Anvelig, Liam and Hoegwar. The last is erroneous with regard to smuggling, but Hoegwar is of course an Angmarim spy (a much more serious crime) and if the PC’s find out about *that* they could gain an even bigger reward. Eärdil is basically a fair man.

THE CHARACTERS:

Eärdil, Minister of Justice: Eärdil is a tall, pure-blood Dúnadan, virtually uncorruptible, and, in conjunction with Mayor Minastan, genuinely trying to maintain order in the city. He is terribly overworked and understaffed, however, and in desperation is turning to “mercenary police” to help reduce crime.

Liam the Grocer: (N9) Tall and blond, Liam is of Northman blood, but is clean-shaven after the manner of the Dúnedain. His clientele includes many of the more “prominent” citizens of Tharbad, who he somehow manages to keep supplied with all manner of foods,

despite the shortages. Those who are stealthy and observant may also notice some more unscrupulous characters visiting the back door of his grocery: making large recreational herb purchases. One of his delivery boys — Michl, a short youth of mixed blood — is also a “distributor”, selling large quantities to other sellers in Thieves’ Quarter.

Hallas the Harbormaster: (D5) A mixed-blood Dunnish/Dúnadan, Hallas is a big man for whom few in their right mind would make trouble. He is responsible for allowing the food and illegal herbs to pass through, of course taking a fat bribe in the process.

Lorindel Lintehen: (D19) The actual smuggler of the food and herbs from downriver (near Talsir). He has an arrangement with Hallas, who knows his schedule and arranges to be on the docks to pass the cargo through inspection personally.

Anvelig the Chandler: (D16) Anvelig “launders” much of the illegal food, etc., through his warehouse. The herbs, in particular, are smuggled inside supply casks, hidden under shipments of nails or cloth. It is slipped over to Liam’s nearby storehouse at night by them and a few trusted employees. Anvelig processes raw gort leaves from Belfalas, and generally has quite a supply in his warehouse.

THARBAD LAW:

There is no fine for “possession of smuggled food”, but those smuggling unauthorized foodstuffs for distribution can be fined up to 100 gp, lose their license to trade, and even be imprisoned for several months.

Illegal Herb smuggling is more serious, and dealers can be fined up to 500 gp, and thrown in prison for at least a year. Feduilas is especially frowned upon, although Gort, Kirtir, Tartiella, and Sweet Galenas are also technically illegal. According to the law, even possession of a small amount of these herbs is grounds for confiscation and a 10 gp fine; however this is rarely enforced. When it is enforced, it’s frequently limited to confiscation (and consumption) of the drug by the Guard.



8.4 AMBUSH NORTH OF TOWN (An Adventure)

Setting: The north road outside of Tharbad. The time can be either 1409-1412 or 1640.

Requirements: A stalwart group of low-to-mid levels. The Gamesmaster should note that the 1640 crew is larger, tougher, and more cut-throat than the 1400's one, reflecting the tougher times for Tharbad.

Aids: None offered.

THE TALE

Although the administration of Tharbad does a fair job of controlling crime within the city, they take no responsibility for anything that goes on outside the informal perimeter beyond shantytown.

Naturally, this leaves travellers vulnerable to highway robbers, and one gang in particular lurks in the woods north of the city, preying upon unsuspecting merchants who travel up the north road.

The Bandit group will try to follow and ambush any small party (6 or less) they see leaving by the North Tollgate; they will break off and run if they encounter any significant resistance. The modest amount of loot they have collected so far is cached about 5 miles NE of Tharbad, along the bank of the river.

THE TASK

The minimum task, is, of course, to repel the bandit attack. If the PC's can manage to overpower the robbers and bring them to justice, they will be deserving of a reward (the standard is 20 gp per bandit).

9.0 TABLES

9.1 MASTER ENCOUNTER CHART

Encounter	Day Countryside	Day Docks/So. Qtr.	Day Thieves' Qtr.	Day Other City	Night Countryside	Night Docks/So. Qtr.	Night Thieves' Qtr.	Night Other City
Chance of Encounter	10%	50%	60%	40%	6%	20%	30%	15%
Distance (miles; cntry only)	1	—	—	—	1	—	—	—
Time (hrs)	4	1	1	1	4	1	1	1
Animals								
Wolves	01-10	—	—	—	01-25	—	—	—
Madratine	11-13	—	—	—	26-34	—	—	—
Glutan	14-19	—	—	—	20-22	—	—	—
Nathair	20-25	—	—	—	23-28	—	—	—
Nathrach	26-31	01-02	—	—	29-33	01-03	—	—
Coireal	32-35	—	—	—	34-37	—	—	—
Pronghorn	36	—	—	—	38	—	—	—
Goral(sheep)	37-50	—	—	—	39-45	—	—	—
Beings								
Urchins	51-57	03-24	01-30	01-22	46-49	04-20	01-30	01-20
Thieves	58-65	25-30	31-45	23-30	50-65	21-30	31-60	21-32
Swindlers	65-67	31-37	46-56	31-37	65-67	31-38	61-70	33-40
Merchants	68-80	38-58	57-67	38-58	68-75	39-40	71-72	41-42
Military Group	81-85	59-66	68-73	59-64	76-80	41-45	73-75	66-69
Street Peddlers	86	67-77	81-88	65-78	81-82	46	76	70
Street Harlot	87	78-79	89-90	79-81	83	47-57	77-83	71-80
City Watch	—	80-90	91-93	82-92	—	57-67	84-90	81-91
Off-Duty Guard	—	91	—	93	—	68-70	—	—
Cult Evangelist	88	92	—	94	84	—	—	—
Dignitary	89-90	93	—	95	85	—	—	—
Drunk	91	94-95	94	96	86	71-77	91-92	92-93
Elves	92-93	96	95	97	87-89	78	—	94
Dwarves	94-95	97	96	98	90	79	—	—
General Folk	96-99	98-99	97-99	99	91-97	80-98	93-99	95-98
Other Beings	00	00	00	00	98-00	99-00	00	99-00

General Folk could be almost anybody but probably not someone very famous or powerful. They might include travelling merchants, unemployed soldiers, messengers, other adventurers, etc. See the Master NPC Chart for other possibilities.

Other Beings are usually alone, frequently powerful and often, but not always, evil. They might be wizards, lords, monsters, etc. The GM may reroll or, ideally, construct an encounter with a unique group or individual, such as a figure of note from the Master NPC Chart.

Note: This chart is designed to aid a Gamemaster using this module during the post T.A. 1637 period (after the Great Plague). It can be used to determine the location and occurrence of encounters which are not set in a fixed place by this package or the Gamemaster. If an encounter is rolled that is inappropriate, just reroll until an appropriate one is obtained. See the Master NPC chart or the Master Military Chart for details on specific encounters.

Use of this Chart and Codes: The Gamemaster should determine the Group's location and the appropriate column and then roll for a possible encounter. The period of time covered by an encounter roll is either the Time given on the chart or the time it takes the group to cover the Distance given on the chart, whichever is shorter. If an encounter roll is less than or equal to the Chance of Encounter given on the chart, a second roll (1-100) is made to determine the nature of the encounter.

Note: An encounter does not always require a fight or similar activity; a group can avoid or placate some of the above dangers with proper action or good maneuver rolls. This chart only gives the Gamesmaster a guide for encounters with unusual or potentially dangerous sites or creatures.

9.2 MASTER NPC CHART

	Lvl	Hits	AT	DB	Sh	Gr	Mel OB	Mslc OB	Mov M	Notes
IN THARBAD:										
North Bank										
Meneldir Calimiri	6	65	SL/5	0	N	N	70da	35da	10	Warrior/Fighter; Lsr. Dúnadan.
Arlend Calimiri	3	45	SL/7	15	N	N	45ss	—	20	Warrior/Fighter; Lsr. Dúnadan
Liam the Grocer	4	56	SL/7	25	N	N	52ha	20da	10	Warrior/Fighter; Northman; scales, magically always in perfect adjustment; leather Boots of Riding, +20 to riding, secret pouch holds 3 ounces of herb.
Michl	2	24	No/I	20	N	N	27da	22da	15	Scout/Rogue (delivery boy/drug dealer); Mixed blood.
Beregond the Honest	3	49	No/I	15	N	N	62sp	25sb	5	Ranger; Mixed blood; belt, x3 pp.
Haedoriel the Bard	8	58	No/I	10	N	N	58ss	25lb	10	Bard; Lsr. Dúnadan; brooch, +4pp, stores one spell up to 5th level.
Andril the Smith	8	124	RL/9	50	Y	Y	116ma	97cb	10	Warrior/Fighter; Mixed man.
South Bank										
Eardil	9	120	Ch/13	35	Y	Y	121ss	95hcb	10	Warrior/Fighter; Dúnadan; Minister of King's Justice; +10 ss; Seal ring (Minister insignia) +10 to DB.
Emerdan	2	42	No/I	0	N	N	38cl	—	5	Warrior/Fighter; Mixed Man.
Firiel Halatani	9	62	No/I	10	N	N	42da	57sb	10	Animist; Dúnadan noble blood; part Elven; jade & silver Pendant x3pp, will cleanse one infection/day.
Valandil	4	71	Ch/13	25	Y	Y	88bs	53lb	0	Warrior/Fighter; Dúnadan.
Gloredhel the Brewer	3	53	No/I	0	N	N	32ha	34da	0	Warrior/Fighter; Lsr. Dúnadan; bracelet, detects bad brew at 10'.
Ibal the Cobbler	3	53	SL/7	25	Y	N	61/cl	—	0	Warrior/Fighter; Mixed Man.
Dirhavel	11	77	No/I	10	N	N	20da	—	10	Mage/Alchemist; Pure Dúnadan; mithril ring, x5pp; magic pouch, will speak of composition of any substance placed within it.
Marroc	6	58	SL/7	35	Y	N	84bs	59sl	5	Scout/Rogue (smith); Dunlending; +10 broadsword.
Ciramir	20	160	Ch/15	80	Y	Y	170bs	140cb	20	Warrior/Fighter; Pure Dúnadan; Gondorian Legate; +15 broadsword, +10 armor & shield; Cloak, <i>Blur</i> 3x/day; boots of agility: +15 to maneuvers.
Dockyards										
Bereth	2	29	No/I	-10	N	N	18da	—	-10	Innkeeper; Mixed blood; female; overweight.
Eilwen	2	42	No/I	10	N	N	59cl	—	10	Warrior/Fighter; mixed blood.
Hallas	5	97	RL/9	40	Y	Y	100ma	34sb	5	Warrior/Fighter; Mixed man; +10 mace
Rose Periwinkle	3	40	No/I	10	N	N	30da	21da	10	Scout/Rogue; Northman female; +10 tattoo needle; +10 dagger.
Girion	5	97	RL/9	35	Y	Y	105ba	—	0	Warrior/Fighter; Northman; +10 battle-axe.
Arleg	7	81	No/I	10	N	N	60da	—	10	Warrior/Fighter; Dunlending.
Kasselrim	5	55	RL/10	20	N	Y	78sc	26ts	10	Scout/Rogue; Dunlending; +10 scimitar; cloak, +20 to hiding at night.
Anvelig	6	84	RL/10	50	Y	Y	81bs	44ja	10	Scout/Rogue; Lsr. Dúnadan; +15 throw and return javelin.
Brethil	3	65	RL/9	25	Y	Y	79fa	31lb	5	Ranger; Lsr. Dúnadan; Necklace with moonstone, gets dark 6 hours before a storm, gives direction as well.
Lorindol	8	120	RL/10	50	Y	Y	103ss	45sb	5	Ranger; Lsr. Dúnadan; +10 short sword.
Rannor	6	110	RL/10	45	Y	Y	101ss	64lcb	5	Ranger; Mixed blood; bracelet with water-filled glass dial, points north (compass).
Nimengel	7	96	RL/10	60	Y10	Y	88bs	64da	10	Warrior/Fighter; Lsr. Dúnadan; Boots of surefootedness: +20 to maneuvers on unsteady surfaces (rocking boat).
Findegil Finwarin	4	51	No/I	10	N	N	64ss	29lb	10	Warrior/Fighter; Dúnadan; +10 magic ss (Elven-make); +5 Elven longbow; gold ring with sapphire (fashioned to look like <i>Vilya</i>).
Thieves' Quarter										
Thordil	5	96	RL/10	20	Y	Y	64ha	46lcb	5	Warrior/Fighter; Northman.
Brego	6	55	SL/7	35	N	N	89ha	41ha	10	Scout/Rogue; Dunlending; +10 hand axe, returns to thrower within 50' if misses.
Glurin	2	29	No/I	10	N	N	35ss	—	10	Warrior/Fighter; Dunlending; assistant of Thordil and Brego.
Morwen	3	24	No/I	-5	N	N	5da	—	-5	Pawnbroker; mixed blood; elderly female.
Silmarien	14	96	No/I	50	Y	N	15da	—	20	Mage; Pure Dúnadan; necklace, casts <i>shield</i> 3x/day, x4pp; robes, +20 to DB.
Orchaldor the Baker	2	35	No/I	15	N	N	15ha (cleaver)	—	10	Warrior/Fighter; Mixed blood.
Talegi	5	32	No/I	10	N	N	10da	—	10	Mage/Seer; Dunlending; bracelets, x2pp (need both).
Hiiri	3	30	No/I	20	N	N	50da	25lcb	40	Scout/Thief; Mixed blood; boots of running and silence; +10 lockpick; total +50 to pick locks; +60 Trickery; pickpockets for his mom (Talegi), leads gang of petty thieves.

	Lvl	Hits	AT	DB	Sh	Gr	Mel OB	Msle OB	Mov M	Notes
Jerl	1	18	No/1	15	N	N	20da	10da	20	Scout/Thief; Dunlending; + 20 to pick locks; + 30 to Trickery; urchin friend of Hiiri.
Kennit	1	21	No/1	10	N	N	25da	20da	10	Scout/Thief; Northman; +40 to Trickery; urchin friend of Hiiri.
King's Row										
Falather Girithlin	7	104	Ch/13	35	Y10	Y	106bs	82cb	5	Warrior/Fighter; Pure Dúnadan; + 15 broadsword; + 10 shield.
Khadak	6	83	Ch/14	40	Y	Y	116wh	79hcb	0	Warrior/Fighter; Umlí.
Serinde	3	40	No/1	10	N	N	41da	—	5	Tailor; Lsr. Dúnadan.
Surion the Surgeon	6	53	SL/5	5	N	N	(scissors) 54da	26da	10	Animist/Lay Healer; Pure Dúnadan; + 10 scalpel; headband, x3pp.
Moradan	12	77	No/1	50	N	N	63ss/ra	70lb	20	Bard; Pure Dúnadan; Harp, x4p; + 10 rapier; cloak, + 20 to DB
Lothiriel	4	24	No/1	0	N	N	10da	—	10	Jeweler; Lsr. Dúnadan female; Jeweler's kit, + 20 to jewel cleaving.
Ciryon	3	35	SL/7	25	Y	N	64ss	35sb	10	Warrior/Fighter; Lsr. Dúnadan.
Turin	4	45	RL/10	20	Y	Y	75bs	60cb	10	Warrior/Fighter; Lsr. Dúnadan; + 10 broadsword.
Commoner's Quarter										
Almiel Vanatari	1	42	No/1	10	N	N	44da	—	10	Animist/Lay Healer; Lsr. Dúnadan; bracelet, delivers local anesthesia 1x/day.
Erelion	5	36	No/1	10	N	N	20da	—	10	Bard; Lsr. Dúnadan; ring, gold set with emerald, x3pp. identifies any herb held in hand, 2x/day.
Calion Marvana	9	52	No/1	0	N	N	5da	—	-10	Bard; Lsr. Dúnadan.
Hoegwar	6	57	SL/7	10	N	N	65ss	60sb	15	Warrior/Fighter; Dunlending; Angmarim spy.
Hydril	3	42	SL/7	5	N	N	60ss	—	5	Ranger; Lsr. Dúnadan.
Mablung	5	59	SL/7	45	Y	N	79fa	45sb	10	Warrior/Fighter; Mixed blood.
Vorondil	5	88	SL/5	30	Y	N	76ha	53cb	10	Warrior/Fighter (Smith); Pure Dúnadan.
Merchant's Quarter										
Irmion	5	68	SL/7	35	Y	N	98fa	66sb	10	Warrior/Fighter; Pure Dúnadan; Silversmith.
Aladil	3	30	No/1	5	N	N	20da	15sb	10	Mage/Alchemist (Apothecary); Lsr. Dúnadan; mortar and pestle, analyzes contents, crushes to perfect consistency; "prepare's any herb in 1 rnd.
Halfred	7	99	RL/10	35	Y	Y	109th	70cb	10	Warrior/Fighter; Northman.
Nomrel	4	58	No/1	15	N	N	76sp	20sp	10	Warrior/Fighter; Lsr. Dúnadan; + 10 spear.
Herucalmo	3	32	No/1	20	N	N	42da	30 1	10	Bard (Barrister); Mixed blood.
Anvelig	6	84	RL/10	30	N	N	81bs	(book) 64ja	10	Scout/Rogue; Lsr. Dúnadan; + 15 broadsword, "of Slaying" wolves.
Wilrith	2	30	No/1	5	N	N	10cl	—	-5	Warrior/Fighter; Mixed blood.
MISCELLANEOUS:										
Lamril	6	77	RL/10	10	N	N	92ha	40sb	15	Warrior/Fighter; Mixed blood; + 50 bare fist.
EXTORTION RING:										
Barkwell	4	51	RL/10	5	N	N	67wh	32da	10	Warrior/Fighter; Mixed blood.
Thrangull	11	102	Ch/14	50	Y10	Y	108ha	80ha	0	Scout/Rogue; Dwarf; + 10 hammer; + 10 armor and shield.
Merwai	6	85	Ch/13	25	Y	Y	105bs	69sb	5	Warrior/Fighter; Dunlending.
Orcare	3	51	SL/7	30	Y	N	76ss	27da	10	Warrior/Fighter; Dunlending.
Werlar	7	107	SL/7	15	N	N	85ss	76cb	15	Warrior/Fighter; mixed blood; + 10 composite bow.
BANDITS:										
Barnur	7	90	RL/7	45	Y5	N	105ss	56sb	20	Scout/Thief; Dunlending; + 10ss.
Kurf	5	70	No/1	25	Y	N	82bs	48sb	15	Warrior/Fighter; Dunlending.
Balg	4	65	No/1	30	Y	N	71ss	35sb	10	Scout/Thief; Northman.
Drun	4	54	No/1	40	Y10	N	60ma	41da	10	Scout/Rogue; Mixed blood.
1410 Highway robbers										
Thang	5	78	No/1	40	Y5	N	78bs	30da	15	Warrior/Fighter; Northman.
Sulwen	5	69	No/1	15	N	N	65da	—	10	Scout/Rogue; Northman female; sadistic.
Galun	4	62	No/1	10	N	N	45ss	35cb	15	Scout/Rogue; mixed blood.
Nial	3	48	SL/7	25	Y	N	51bs	45sb	10	Warrior/Fighter; Northman.
Cunnat	2	27	SL/7	20	N	N	35ma	25sb	5	Scout/Rogue; Dunlending.
Eudail	1	21	No/1	15	N	N	30da	15da	10	Scout/Rogue; Northman.

	Lvl	Hits	AT	DB	Sh	Gr	Mel OB	Msl OB	Mov M	Notes
1640 Highway robbers										
Agonar	8	95	RL/12	40	Y10	Y	105bs	85cb	20	Warrior/Fighter; Lsr. Dúnadan; +10 sword; grey dragonskin armor (AT 12-10, wears as SL).
Revorn	6	60	No/1	20	N	N	85ss	—	10	Bard; Lsr. Dúnadan; flute, x3pp.
Saym	5	55	No/1	10	N	N	70ma	40da	10	Warrior/Fighter; Northman.
Byil	4	48	No/1	30	Y5	N	45cl	60sb	10	Warrior/Fighter; mixed blood.
Tfaltz	4	37	No/1	20	N	N	35ss	45sb	15	Scout/Rogue; Dunlending.
Randi	5	61	SL/7	30	Y	N	50ma	55hcb	10	Ranger; Lsr. Dúnadan.

Codes: The statistics given describe each NPC; a more detailed description of some of the more important NPC's can be obtained from the main text. Some of the codes are self-explanatory: **Lvl** (level), **Hits**, **Sh** (Shield), and **Mov M** (Movement and Maneuver bonus). The more complex statistics are described below. A parenthetical reference indicates that the NPC possesses an equivalent device or spell.

AT (Armor Type): The two letter code gives the creature's **MERP** armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent **Rolemaster** armor type.

DB (Defensive Bonus): Note defensive bonuses include stats and shield. Shield references include quality bonus (e.g. "Y5" means "yes, a +5 shield").

Gr (Greaves): "A" and "L" are used to indicate arm and leg greaves respectively.

OB's (Offensive Bonuses): Weapon abbreviations follow OB's: fa—falchion, ss—short sword, bs—broadsword, sc—scimitar, th—two hand sword, ma—mace, ha—hand axe, wh—war hammer, ba—battle axe, wm—war mattock, cl—club, qs—quarter staff, da—dagger, sp—spear, ml—mounted lance, ja—javelin, pa—pole arm, sl—sling, cp—composite bow, sb—short or horse bow, lb—long bow, lcb—light cross bow, hcb—heavy cross bow, bo—bola, wp—whip, ts—throwing star, hb—halbard, ro—Rock (Large Crush). Melee (Mel) and missile (Msl) offensive bonuses include the bonus for the combatant's best weapon in that category.

9.3 HERB CHART

INTOXICANTS (mind alterants)

NAME	FORM	PREP	COST	EFFECT
Feduilas	flower	dry/smoke	11sp	AF15 Relaxant. User resist vs Mental and Essences attacks at +20 for 1-5 hours, but Ag and Qu are at -10.
Gort	leaves	dry/crush/inhale	10gp	AF20 Euphoric stimulant/hallucinogen. +10 to user's Pr for 2 hrs, but afterwards causes user to be at -50 for 1-10 hrs.
Kirtir	buds	dry/ingest	5gp	AF30 Stimulant. User's Qu is raised by 10 for 1 hr, but Ag is at -5, and after 1 hour, Con is at -30 for 1-10 hours, and is exhausted.
Tartiella	swampweed	dry/smoke	4sp	AF10 Euphoric relaxant. All of user's stats drop by 10 for 1-10 hours, but user is very happy.

HEALING HERBS

NAME	FORM	PREP	COST	EFFECT
Arlan	Leaf	apply	13sp	AF1 Heals 4-9. Wild heals 1-6.
Athelas	Leaf	brew	300gp	AF20 Capable of curing anything while patient is alive, but healing only as effective as the healer. Full effect only in the hands of a high king or heir. Will not keep or give life.
Bursthelas	Stalk	brew	110gp	AF22 Shatter Repairs.
Kelventari	Berry	rub over burn	19gp	AF0 Heals 1st and 2nd degree burns; 1-10 hits resulting from heat.
Reglen	Moss	brew	75gp	AF7 Heals 50
Welwal	Leaf	ingest	12gp	AF3 Stun Relief 2 rnds.

NOTE: When employed too frequently most herbs will create dependence (addiction). The GM should decide what the resulting side effect should be.

9.4 MASTER MILITARY CHART

Name/Number	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Msl/2nd	Mov M	Notes
Gondorian Grsn (Ohtari: 100)	Dúnadain	4	60	Ch/14	35	Y	Y	80bs	70cb	10	10 units of 10
Gondorian Cpts (Requain: 10)	Dúnadain	7	95	Ch/14	40	Y	Y	110bs	90cb	15	Unit leaders
Cardolan Grsn (100)	Mixed Mannish	4	55	Ch/14	30	Y	Y	75 bs	60sb	10	Army unit
Town Watch (225)	Mixed Mannish	3	45	SL/5	30	Y	N	50ss	35sb	10	Locals
Hir's Guard (100)	Mixed Mannish	5	65	RL/10	30	Y	N	85bs	70pa	15	
Nirnadel's Bodyguards (8)	Mixed Mannish	5	70	Ch/15	35	Y	Y	90bs	60cb	10	Princess' guard
Street Urchins (2-10/group)	Mixed Mannish	2	30	No/1	20	N	N	40da	30sl	15	Youths; fledgeling thieves. +20 Stalk & Hide/Subdue; +/-4 Ambush.
Shantytown Mob (5-500)	Mixed Mannish	1	10	No/1	10	N	N	20da	(-25)	10	Potential rioters.
Thief Band (1-10)	Mixed Mannish	3	45	RL/10	20	Y	N	70ss	45da	20	+30 Stalk & Hide/Subdue; +/-6 Ambush.

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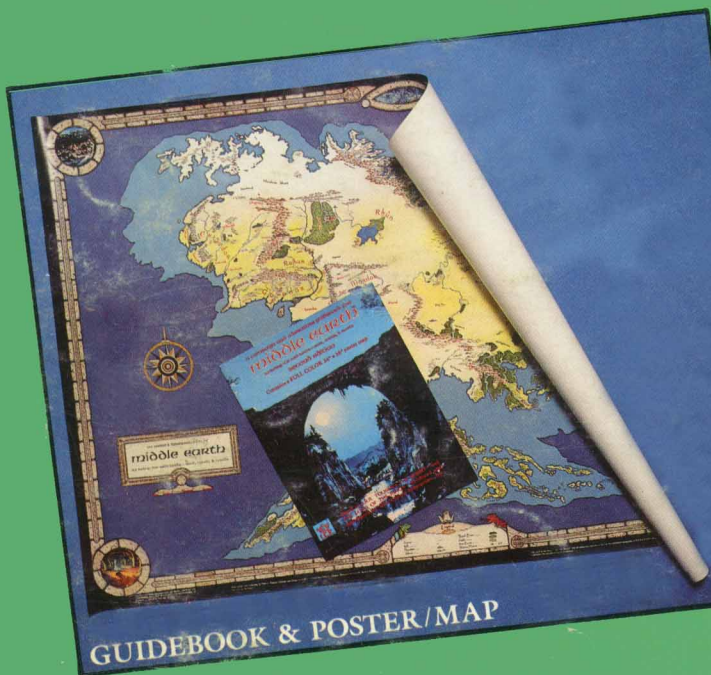
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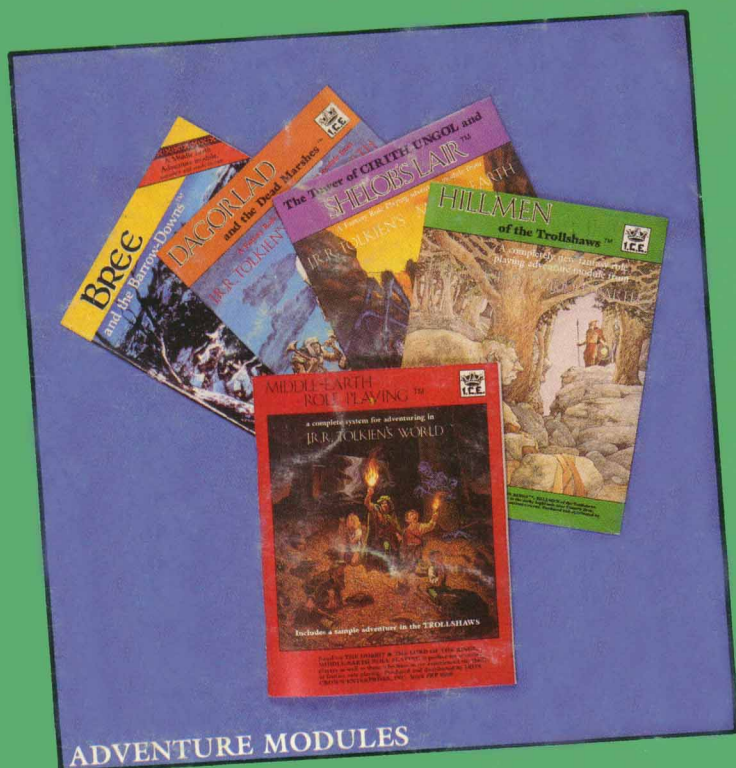
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