

umbarTM

HAVEN OF THE CORSAIRS



Based on J.R.R. TOLKIEN'S MIDDLE EARTHTM as detailed in
THE HOBBITTM and THE LORD OF THE RINGSTM.



UMBARTM contains • 5 B & W maps • 6 major floor plans • Wildlife, plants, climate, cultures & politics • A 16" x 20" full-color double-sided detachable mapsheet, side #1 of which depicts the bay of UMBAR region, side #2 maps out the city of UMBAR itself • Adventure in a land of warships & traders, thieves & plunderers, ominous towers, dark wizards and scheming overlords

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1.0 NOTES ON THE FEATURES AND USE OF THE MIDDLE EARTH SERIES

COMMENTARY

This series is intended as a tool for gamemasters who wish to have a strong working foundation for fantasy role playing campaigns based in J.R.R. Tolkien's Middle-earth. The modules detail specific regions of the continent of Endor, and attempt to give the reader a view of the physical, intellectual, and spiritual structures of the given area; politics, culture, geography, climate, and magic are all included. Since these territories cannot be fully described in any modest tome, emphasis is given to the dominant and/or primary features. Where it is possible, "typical" layouts are provided, giving the reader an approximate idea of what would be found in a given place or a similar setting. All of the data provided is aimed at giving a picture of part of Middle-earth, and the gamemaster is encouraged to use these resources to build upon; certain vague areas and details that could not reasonably be included in the modules can be defined by using the foundation provided in conjunction with one's creativity. The invaluable source material found in Tolkien's works and the continental map of Endor are ideal aids, and act to stimulate this process.

Each module covers certain citadels and settlements with great care to detail. Nonetheless, these works are not intended as "ready-to-run" campaigns. The gamemaster is given the basic information necessary to understand and visualize a part of Middle-earth. This data, combined with examples and whatever source material the gamemaster wishes to employ, will enable he/she to add whatever color and detail is deemed necessary to a given campaign. Any fantasy role playing rules system may be used, and any form of campaign can occur, so long as the gamemaster and players are satisfied that it fits their requirements. ICE provides a descriptive view of the continent, with a general overview and certain key structures and concepts; beyond the given foundation, it is up to the individual user to set up the campaign. Creative guidelines, not absolutes, are emphasized.

The series also provides interesting source material for those desiring to understand the nature of a particular region of Middle-earth. Each module is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Where the material is interpretive and/or speculative great care has been taken to insure that the conclusions fit into the patterns and schemes that have been defined. In these areas, the modules aim at providing the reader with the flavor of the region, no more. Stimulation of the creative processes is the goal, and ICE does not intend such material to be the sole or "proper" interpretation. In addition, always remember that Tolkien's works are the ultimate sources. What is provided in this series, however, is a consistent view of all of the continent. We hope that this will help the reader to delve deeply into the wondrous world that is Middle-earth.

1.1 DEFINITIONS AND TERMS

The following subsections provide handy reference and informational data. For a more in depth analysis of certain terms, consult the various sources (see selected reading section of module).

1.11 ABBREVIATIONS

A.	Adunaic
Ag.	agility*
AT.	armor type
bp.	bronze piece(s)
B.S.	Black Speech
Ch.	charisma*
Cir.	Cirth
Co.	constitution*
cp.	copper piece(s)
CRIT.	critical strike
Du.	Dunlending tongues
Dex.	dexterity*
E.	Edain
El.	Eldarin
Em.	empathy*
EP.	exhaustion

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I.A.	First Age
FA.	Fourth Age
GM.	gamemaster
gp.	gold piece
H.	Hobbitish (Westronvariant)
Har.	Haradrim
Hob.	<i>The Hobbit</i>
In.	intuition*
Int.	intelligence*
ip.	iron piece(s)
Kd.	Kuduk(Ancient"Hobbitish")
Kh.	Khuzdul (Dwarvish)
LotR	<i>Lord of the Rings</i> (I = Book I, etc.)
Me.	memory*
ME.	Middle Earth
mp.	mithril piece(s)
MP.	movement point(s)
Or.	Orkish dialects
Pr.	presence*
Q.	Quenya
Qu.	quickness*
R.	Rohirric
Re.	reasoning*
Rh.	Rhovanion tongues
RR.	resistance roll
S.	Sindarin
SD.	self discipline*
sp.	silver piece(s)
S.T.	Silvan tongues
St.	strength*
Teng.	Tengwar
tp.	tin piece(s)
V.	Variag
W.	Westron (Common)
Wis.	wisdom*
Wo.	Wose (Drueidain)

* references to stats

1.12 DEFINITIONS. The majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* are not described below; rather they are to be found elsewhere in the text, in the sections concerning places, inhabitants, etc.

Armor Type (AT): Armor is the basic protective capability assigned to the material covering the body. Armor type refers to the specific kind of covering found on a given character/creature (e.g. AT 15 refers to "full chain," chain mail covering most of the body in the form of a shirt and leggings - or any equivalent). Armor type is synonymous with "armor class."

Channeling: Channeling represents the power from those on high (e.g. the Valar) as channeled through their followers, other spell users, or the source being. It is the power of the dieties as manifested in the "everyday" world. Professions using channeling: cleric, healer, animist, ranger, astrologer and sorcerer.

Character: See "player character."

Combat Roll: A roll representing a combat swing or missile attack.

Concussion Hits: Accumulated damage to the body, possibly leading to shock and unconsciousness.

NOTE: *The term "hits" will sometimes be used instead*

Crenelations: Battlements with spaced cuts in the upper surface which allow defenders to fire missiles or otherwise shower attackers with defensive fire. Synonymous with "dragon's teeth" in context of a castle.

Critical Strike (CRIT): An especially effective swing, missile attack, or spell which penetrates the target's basic defenses and results in some special or additional damage, something more than the typical concussion hit effect.

Defensive Bonus (DB): The total subtraction from the combat roll due to the defender's advantages, including bonuses for defender dexterity, shield, superiority of armor, position, and magic items.

Donjon: Also called "keep." The main defensive focus of a fortress or castle, it is the usual place of "last retreat" and often the home of the resident lord or master.

Essence: The essence is that which is common to all things, living and dead, organic and inorganic. It represents a force and order which defines, or helps define, the ways of the world, and acts as a source for some forms of spell power - for example, magic. Professions using essence: magician, illusionist, alchemist, monk, sorcerer, and mystic.

First Age (I.A.): The first recorded Age of Middle-earth. Its beginnings date back to a period relatively soon after the dawn of time as we know it and its ending point was marked by the overthrow of Morgoth (the "Black Enemy"), Sauron's overlord and mentor. The tales of the First Age are, for the most part, found in J.R.R. Tolkien's *Unfinished Tales* and *The Silmarillion*. These works are not used or described within this module, since we are focusing on the Third and Fourth Ages. ICE uses I.A. to denote the First Age and F.A. to indicate Fourth Age dates.

Fourth Age (F.A.): The fourth recorded age of Middle-earth, the "Age of Men." It began with the passing of the Three Rings over the sea. During the Fourth Age most of the elves departed Middle-earth for the Undying Lands; other non-mannish races such as dwarves and hobbits began to seek solitude, for their ways were no longer understood by the overlords of the continent - men.

Fumble: An especially ineffective swing or mishandling of the weapon which may put the attacker in a disadvantageous position and/or damage him.

Gamemaster (GM): Also known as DM or dungeonmaster, the referee, judge, etc. The ultimate authority in a given fantasy role playing game. This person is responsible for giving life to the game by monitoring world events and providing the necessary imaginative aids. He/she interprets rules, controls creatures and non-player characters, and maintains play.

God: Not the gamemaster, but Eru - the creator of the world, including Middle-earth.

Hits (Concussion Hits): The amount of damage an individual can sustain before he loses consciousness due to shock and pain. Death resulting from massive system shock occurs if the accumulated damage points reach the total of hits + constitution.

Initiative: The sum of all factors affecting the speed of a swing.

Machicolation: An opening between the corbels (bracket supports) of a projecting parapet (on a wall) or in the floor of a gallery or roof of an entry passage. It is used to discharge hot oil/water/tar or other liquids, or for firing missiles through, attacking aggressors attempting entry.

Maneuver: An action performed by a character that requires unusual concentration under pressure, or risk (i.e., climbing a rope, balancing on a ledge, leaping a chasm). The action must be of a physically active nature, not "static."

Maneuver Roll: A roll representing an attempted maneuver.

Martial Arts: Forms of attack and self-defense which involve specialized mental and physical training and coordination. Much of unarmed combat and combat using weapon kata falls into this category.

Melee: Hand-to-hand combat (i.e. combat not using projectiles, spells, or missile weapons).

Mentalism: That realm/source of power which is connected with the internal patterns of the spell user. It is the manipulation of one's own essence to produce spells. Professions using mentalism: mentalist, seer, lay healer, bard, mystic, and astrologer.

Middle-earth: Endore; Endor; the Middle Land; the Middle Continent. One continental land mass found in the world. It was not itself the entirety of the world, although the action and events found in *The Hobbit* and *The Lord of the Rings* is focused on the Third Age of Middle-earth and the very beginning of the Fourth Age of Middle-earth.

Morgoth: The renegade Vala (see Valar below) who coveted lordship over the world, and possibly all existence. Morgoth (lit. "Black Enemy" S.) was the embodiment and focus of darkness - evil incarnate - and established lordship over northern Middle-earth during the First Age. From his hold at Thangorodrim in the Iron Mountains (Ered Engrin) he began to dominate the whole of the continent; only the elves of Beleriand, the Edain, certain dwarvish groups, etc. opposed him. Morgoth created many foul races of beings by perverting the living (for he could not create life itself): orcs in mockery of elves, trolls as dark counterparts for ents, etc. No power aside from Eru himself, or the other Valar, could withstand the might of this demigod; he could alter mountain ranges, cast flames across hundreds of miles, and send legions of warriors - including dragons and balrogs - on campaigns of conquest. His terror was unparalleled. Nonetheless, Morgoth's strength waned with each creation. His Iron Crown was his greatest prize, for it embraced the light of the sun and the moon in the form of the three Great Jewels (the Silmarilli) and contained much of the Black Enemy's own power. Morgoth was finally overthrown by the host of the Valar in a cataclysmic battle which sank much of northwestern Middle-earth and altered the world. Sauron, one of the Enemy's lieutenants, survived the apocalypse.

Nazgul: Also called the "Ringwraiths" or simply "The Nine," these were nine great lords of men who were enslaved by Sauron in the Second Age. Each had apparently coveted great power and accepted one of the Nine Rings of Men wrought by Sauron. Since the rings were ruled by the One Ring and keyed to the Dark Lord, the Nazgul became slaves. As time passed they became immortal in a sense, undead, and no longer possessed bodies associated with the living. Essentially, they became "shadows" of great power, and acted as Sauron's most trusted lieutenants. The Witch King of Angmar, also called the lord of Morgul, was their chief; he was the Lord of the Nazgul and possessed the greatest power of independent action. The Nazgul were afraid of water, some fires, and the name "Elbereth." They were virtually blind by usual standards, but possess amazing senses of smell etc. which helped offset this weakness and gave them tremendous advantages in darkness. Their power was lessened during the day, and Khamul, the second to the Chief, had considerable fear of the light. Some of the others may have shared all or part of this flaw. Nonetheless, these wraiths generally overcame their weaknesses, and were rarely stayed for more than brief intervals. Also called "Black Riders." Trans.: B.S. "ring servants" or "ring wraiths?"

Non-player character (NPC): A being or creature interacting in a fantasy role playing game controlled ("run") by the gamemaster, player, or another, not as a character synonymous with a player, but as an entity who has no identity with a human participant. Since the NPC is not identified with anyone, its death or departure will not result in anyone leaving the game or having to generate a new character.

Offensive Bonus (OB): The total addition to the combat roll due to the attacker's advantages—including the attacker's physical prowess, superiority of weapon, expertise, magic items, etc.

Orientation Roll: A roll representing a combatant's degree of control following unusual action or surprise.

Palantir: Seven spheres of "seeing" located at strategic sites in Arnor and Gondor, the two kingdoms of the Dunedain, during the late Second Age. Originally made by the Noldor and placed in Numenor, they were later brought to Middle-earth by Elendil and the "Faithful." The main palantir was placed in the Dome of Stars in Gondor's capital: Osgiliath. Among the others, at least one possessed "a greater power" than the norm; it was located in Arnor within the great Tower of Amos Sul (on Weathertop). This latter sphere, together with another from Annuminas (the old capital of Arnor), was lost in the shipwreck of Arvedui in the middle of the Third Age. The other "Northern Stone" was located in the Tower Hills; the "Southern Stones" were placed at Osgiliath, Orthanc, Minas Anor (renamed Minas Tirith), and Minas Ithil (renamed Minas Morgul). The spheres varied in size and coloration. Each enabled the user, to varying degrees, to view far away places and communicate with other willing users of the Stones. Also called "Stones." Plural: palantiri. Trans.: Q. "far seer."

Parry: The use of some or all of a combatant's offensive bonus to increase his defensive points.

Player character (PC): A character or being controlled by and identified with one of the players. In the game context, the player character (PC) is the player and vice versa.

Portcullis: Plural - "portculli." A grating at the gateway of a castle, fortress, etc. that can be let down to bar entry.

Power Points: The number used to show how much spell casting power a spell user has access to in a given period (usually one day or the period between two stretches of fully restful sleep or meditation). Power points are expended when a spell is cast. They are exhausted (until the next period begins) when the points expended (as a result of the spells cast during the period) reaches the number equivalent to the user's total power points. Power points are synonymous with "spell points."

Profession: Also called "character class." A profession is actually a grouping of individuals who had a common set of interests in their early/formative years. Example: Magicians have a profession based on their emphasis on the study of spells, particularly during their childhood and formative years.

Resistance Roll (RR): A dice roll which determines whether or not a character/creature or object successfully resists being affected by a spell. The result of unsuccessful rolls will be based on the spell's effect; successful rolls may mean the spell has no effect or reduced effectiveness. Resistance roll is synonymous with "saving throw" or "saving roll."

Roll: Normally a percentile roll giving random results from 01 to 00 (100).

NOTE: *In certain circumstances, this roll must be adjusted through the use of an open-ended system, yielding results above 100 or below 01.*

DICE ROLLING CONVENTIONS:

D10 Roll a 20-sided die to generate a number between 1 and 10 ("0" is read as 10)

D100 Roll 2 twenty-sided dice simultaneously, they should be of different colors with one determining the 10's digit, the other the 1's. Since "00" is read as 100, results thus generated are from 01-100

NOTE: Most rolls of D100 in the Rolemaster System are "open-ended." If a roll is open-ended:

A roll of over 95 calls for a second roll of D100 to be made and added to the first to determine the total die roll. If over 95 is rolled on the second roll as well, the first two results are added to yet a third roll of 100. Theoretically this process could go on forever.

A roll of under 06 requires that a second roll be made and subtracted from the first (likely yielding a negative result). If this second die roll is over 95 it is subtracted from the first and a third die roll is made and subtracted from this total (likely yielding a result of less than -100). This process could also theoretically go on forever.

Rolls that are **not** open-ended specifically include:

- Stat generation rolls
- Stat potential generation rolls
- Stat gain rolls
- Spell gain rolls

Sauron: The Dark Lord, the Shadow, the Lord of the Rings. A 'lesser Vala' who served Morgoth in the First Age, Sauron survived and went south from the elder lands of darkness. During the Second Age he convinced the Noldor of Eregion to create rings for the Free Peoples; later, in secret, he forged the One Ring. This ring embodied much of his power and was capable of uniting and controlling the other Rings of Power -the Three Rings of the Elves, the Seven of the dwarven lords, and the Nine Rings of mankind. Both the dwarves and elves resisted his trap; the former took off their rings, while the latter race entrusted theirs to three of the Wise. Men, however, were not so quick to realize the danger, and the Nine rings remained in the hands of nine proud lords who sought power and found undying darkness -they became the Nazgul. Sauron removed himself to the fortress land of Mordor in the Second Age and there built Barad-dur. Mount Doom (Orodruin) was already used as his personal forge, and within the new realm he began to cast a new Shadow upon the continent. Sauron was overthrown twice in the Second Age, first by the Numenoreans under Ar-Pharazon, and later by the Last Alliance of Men and Elves. Each time, however, he returned to power. His "body," however, was destroyed in the Downfall of Numenor (from which he escaped), and he was never again able to assume fair form. The lidless eye (normally red upon black) was his symbol. He was responsible for creating two superior variants of creatures spawned by Morgoth - (1) the Uruk-hai, or great orcs, and (2) the Olag-hai, or black trolls. Both were formidable fighting forces.

Second Age (S.A.): The second recorded Age of Middle-earth. It began after the fall of Morgoth, with the founding of the Grey Havens and Lindon. The age ended in S.A. 3441, when Elendil and Gil-gilad overthrew Sauron, Isildur took the One Ring, and the Dark Lord and Nazgul passed into the shadows. S.A. is used denoting dates.

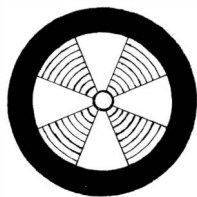
Skill: An aspect of a character which enables him/her to perform an action more effectively. The term is used here to refer to abilities which are particularly applicable to FRP campaigns and adventuring.

Stat (Characteristic): One of 10 physical and mental attributes which are considered most important to an adventurer in a FRP game. Stats dictate how well a character develops, moves, fights, takes damage, absorbs information etc. They are used to compute bonuses and subtractions to die rolls.

Third Age (T.A.): The third recorded Age of Middle-earth. It began following the defeat of Sauron as a result of the Last Alliance of Men and Elves and ended in T.A. 3021, when the Keepers of the Ring passed over the sea (from the Grey Havens). T.A. is the abbreviation.

Valar: Refers to primary Valar..fifteen (including Morgoth), and later fourteen servants of Eru. Lesser "gods," demi-gods, entities consisting of pure spirit but often taking physical shape. Many of the peoples/beings in Middle-earth worship them or hold them sacred. Guardians of the world, it is they who sent the Wizards (Istari) to Middle-earth.

The West: Northwestern Middle-earth, specifically the area within which the events described in *The Hobbit* and *The Lord of the Rings* took place. Loosely, the area from Umbar northward and west of the eastern shores of the Sea of Rhûn.



BORATHÖR

1.13 RACIAL AND CULTURAL GROUPS

Elves: Though basically similar to mortal men in most ways, Elves have several important, if subtle, differences. As a race, they are taller than most humans, although slender: the male height averaging between 6 feet and 6'10", yet weighing but 150-200 pounds, respectively. The women of the Elves range from 5'6" to 6'2", and are also slim. Elven men have no facial hair, and as a rule, they have less body hair than humans. Apparently highly resistant to extremes of natural heat and cold, their clothing is usu-

ally for decoration, camouflage, or, perhaps, modesty. Generally, Elves are fairer in appearance than their mortal brothers, having finer features and unmarred skin. Their senses are extremely keen, especially their hearing, and sight: they are able to see on a clear, star-or-moonlit night, as if full daylight. Their vision is correspondingly restricted with less light, down to but a few feet in what a man would call "pitch black". Perhaps most importantly: elves do not age or grow old; and their bodies are immune to all bacterial and viral infections. Thus, they are virtually immortal, (excepting violent death). They heal quickly, and show no scars (although they do not regenerate limbs).

Elves do not "sleep" as mortals do, instead retreating daily into a sort of trance-like state, where they re-live events in the past to rest their minds and bodies. This they usually do for 2-3 hours every 24, although when pressed they are able to go for days without rest, but must recover the lost time at the end. While in the trance, although their eyes may be open, they are not sensitive to outside stimulus and while they can be "awakened" before their time, they are somewhat disoriented for several minutes afterward (basically able to function at only 50% effectiveness).

About the kindreds of the Elves; there are the three divisions of the Eldar and the Silvan Elves:

The "Fair Elves", highest and most lordly, migrated soon after the coming of the Valar to Valinor (The Undying lands) and dwell there still. They have hair of golden blonde, blue eyes, and fair skin; and they project a visible aura at all times. They are, as a rule, musically talented, and wear garments of white, silver and gold.

The High Elves, or Noldor, are more sturdy of build (yet still more slender than humans) and darker: their complexions are as if tanned, and their hair is black or dark brown, with few exceptions. Their eyes can be of any colour, although brown or hazel predominates.

These Elves are the builders and craftsmen of the kindreds, most skilled in fine metalwork: weapons, armour and beautiful jewelry. Their jewelcraft is also unsurpassed. The High Elves are the most likely to live in cities, building graceful, marble-walled towns for themselves. They are also the most curious - possessed with a desire to learn all about their surroundings at any cost, which has more than once caused members of their race to fall from the path of light.

Sindar - the third and least noble of the Eldar, the Sindarin (or "Grey") Elves began the great migration with their brethren, but, after coming to Beleriand did not go over the sea into Valinor and lived in Doriath under King Thingol. At the end of the First Age, many of the Sindar sailed west, or dwelled in Lindon or Lorien, under the rule of Noldor leaders.

The Sindar greatly resemble the Silvan Elves physically, although they tend to be more muscular, and pale blue or grey eyes dominated. They also prefer clothing of an apparent neutral grey colour which has amazing camouflaging powers.

The Silvan, or "Wood-Elves," are more numerous and "rustic" than their brethren. They tend to be ruddy of complexion, with sandy hair and blue or greeneyes. Not as tall as the other groups, they are still quite light of build, and very adept at moving silently, especially in the forest. They are also musically talented, although not as much so as the Fair Elves. Their clothes are usually forest green or brown, and more functional in design than the draped robes and tunics of the Fair Elves; and less elaborate than that preferred by the High Elves.

Dwarves (Khazad): The dwarves are descendants of the Seven Fathers of their kind and tied to the Vala Aule. They are said to have come from stone. Their seven lines or houses settled a variety of separate areas, usually in or by mountains. Dwarves are rather short, about 4 to 5 feet in height (the women slightly less), stocky, and of ruddy complexion. They have deep-set eyes, dark hair, and beards (which they grow long and often braided). Resistant to diseases and extremely strong, they live an average of 250 years, and often to the age of 400. They have superior sight underground and in places of near total darkness. Their crafts are superb, and they are unsurpassed workers of stone. Like orcs, they are masters of metalwork; but unlike the goblins, they achieve a sense of beauty as well as strength and utility. No race mines as well as dwarves. Relatively infertile and lacking women (who constitute less than a third of their kind), they rarely sire young - or even marry. Dwarves know of magic and certain enchantments, but generally scoff at the ways of conjurers or the use of spells, preferring instead to use such power in the making of physical items. Dwarves speak Khuzdul, a guarded tongue known by virtually no one but themselves, and inscribe using the Angerthas Moria, a variant of the Cirth (a runic script).

Hobbits (Halflings): Smallest of the speaking people, hobbits average between 3 and 4 feet in height, and tend to be fat. They have large feet, very hairy - to the point of being "furry", which are almost immune to cold, and so they go about almost always barefoot. They are an inoffensive people, preferring the quiet of their own villages. Lovers of good food and drink, they spend much of their time at inns and friends' houses, eating. They are able to move very quietly, and have a high level of manual dexterity. Hobbits also are possessed of an amazing constitution, and can resist even the most powerful magical and physical damage for extended periods.

Humans Of mortal men there are basically two kindreds: the "high men" and the more rustic common men.

The high men ("Edain") tend to be even taller than Elves 6' - 7' tall), but heavier-boned and physically stronger, although perhaps less nimble than the elven-kind. Their hair is dark-brown or coal-black, eyes blue, grey or black, and they tend to be fair-skinned, from very pale seeming to a ruddy but still light complexion. The lifespan of the high mortals is quite long, up to 250 - 300 years in those of pure descent. They are great warriors and builders of empires, for their initiative matches their physical stature.

The common men are shorter (5'6" - 6'4" men; 5' - 5'10" women) and stockier of build as a rule, and their hair and eyes run the entire spectrum of normal shades, (although the coal black hair like that of the high men is rare). They are less lordly in appearance than the high men, and the males often wear beards or mustaches, as opposed to their brethren of the west, who are most often clean-shaven.

Dunedain: These high men were those Edain ("fathers of men") who settled on the island continent of Numenor, far to the west of Middle-earth. The Dunedain conquered and/or colonized many areas along the western, southern, and eastern coasts of Endor during the Second Age, and were great lords among men. Unfortunately their great desire for power (at least among some) led to the destruction of their home island in the middle of the Second Age. This "Downfall" occurred as a result of their invasion of the Undying Lands and challenge to the Valar. Those called the "Faithful" opposed the policies and hatred of elves which led to the Downfall, and were saved when the isle sank. They later founded the kingdoms of Arnor and Gondor (in the North and South of northwestern Middle-earth). Many "unfaithful" groups survived in the various colonies of the Dunedain established in happier times (e.g. the "Black Numenoreans" of Umbar). The term Dunedain refers to the Numenoreans and their descendants in Middle-earth, groups which possessed considerable physical and mental strength, longevity, and a rich culture based in great part on elven ways. They are but one group of the Edain, a collective grouping of men with relatively advanced culture and traces of Elvish blood who had aided in the wars against Morgoth in the First Age. Trans: S. "Edain of the West." Sing. Dunadan.

Dunlendings: Also called "Hillmen." A mannish group which originally occupied the hills and vales in and around the White Mountains (Ered Nimrais). Dunlending groups moved northward during the Second Age, and settled along the western flank of the Misty Mountains and in certain areas of Eriador (e.g. around Bree). Dunland is named for this group, and the undead of Dunharrow were remnants of one of their ancient armies. Dunlendings are moderately tall, dark, and relatively "primitive." Their places of worship indicate a superstitious rather than religious folk. They are fierce warriors capable of some military organization. Only in Dunland are their ways fully preserved, for most adopted the manners of the lands in which they settled. They are enemies of the Druedain (Woses) and Northmen (including the Rohirrim). Swarthy, they are superb "mountain men" and work in stone.

Druedain (Woses): Also called "Wild Men of the Wood," they are masters of woodcraft. This ancient mannish race occupies the Druadan Forest of Anorien and wild areas of Andrast in the Third Age. Their original territories were probably rather extensive, but they are rather unique and did not assimilate or cohabitate well with other men. Short, stocky, fairly fair, and lacking much body hair, the Woses are entirely alien to both the Northmen and Dunedain. They spoke a language unrelated to that of the lords of Gondor, but probably an offshoot of the "southern coastal tongues" of northwestern Middle-earth. The Woses possess certain powers of enchantment, and possibly unique forms of magic. They guard their sacred places with bizarre carved images of themselves, and these sculptures are said to have "powers associated with life," such as sight and mobility. They are the enemies of both Dunlendings and the Northmen (Rohirrim may have hunted them for sport). Ghan-buri-Ghan was one of their kind.

Easterlings: A generalized grouping of a tremendous variety of races occupying Middle-earth as far west as Rhun. A GM should note that the term essentially corresponds to "any group of men whose ways are alien and whose lands are unknown," at least in the eyes of an occupant of western Middle-earth.

Haradrim: Lit. "Southmen" in Sindarin. This is a collective grouping of men who made their homes in the great desert of Harad; and residents of northwestern Endor might also call a man from further south by the same label. Haradwaith (which also refers to their territory) and Southrons are synonymous terms. The Haradrim tend to be slender and very dark, and often ascribe to the nomadic ways associated with their semi-arid homeland. They are excellent riders. Numenorean colonization (e.g. Umbar) along the edges of their territory creating some fusion of culture and varying amounts of interbreeding. The result is that some Haradrim are not wholly unlike the Dunedain of Gondor. Gondor's conquest of the region acted to reinforce this trend. Nonetheless, they remain a distinct cultural and racial grouping, particularly in remote areas.

Lossoth: This group of stocky, relatively short nomads of the Far North are often called the "Snowmen" or "Fordwaith" (a term which also refers to their territory). A poor and primitive people, they live on big game and whatever creatures of the Bay of Forochel they can acquire. Their culture appears to be based on some stonework, bone, and whatever wood they can trade for (although their contact with other men is severely limited); they may also make use of certain metals, notably copper.

Northmen: Also called Northrons. A grouping of tall, strong, fair, and hairy mannish folk which is related to, and once included, the Rohirrim. This group corresponds to the occupants of northern Rhovanion, the "Vales of the Anduin," certain passes and foothills in and around the northern Misty Mountains, and other regions in northwestern Middle-earth. The Northmen are an independent lot and are fierce warriors. Through their contacts with other Free Peoples - Dwarves, Elves, and the Edain - their culture has been somewhat heightened. Some groups adhere to their own tongues (Rhovanion, Rohirric, etc.), while others speak Westron.

Variags: This dark-skinned race occupies the land of Khand, a semi-arid region nestled between the wide plains south of Rhûn and east of Mordor. Khand is an upland area which straddles the trade routes coming from the East and entering the Great Desert. Since it lies near the base of two mountain masses, and is elevated, its water resources and temperatures allow for higher population concentrations than those found in nearby semi-arid locales. The Variags are therefore relatively numerous, being the dominant group in the region. They are exceedingly mercenary, and are often cruel; their weapons are many: conspiracy, betrayal, war. This reputation may be a recent development, stemming from contact with Sauron's minions. Variags are accomplished horsemen, and also deal in camels. Nonetheless, the majority of their fighting force is composed of footsoldiers. They grow barley and keep herds of goats, sheep, and horses. Having access to little wood, they work in stone, mud-brick, and sometimes use hide or felt tents. Both they, and certain related groups further south have been connected with the growing of certain varieties of cotton, although the Variags prefer trade and herding to what they consider the mundane pastime of farming.

Orcs: Generally, orcs grow to be about 6' tall, with thick hides and grotesque, fanged faces. They are very heavy of build: bred as warriors and laborers. With few exceptions they cannot stand daylight, and are blinded by the unshielded sun. Only at night can they see well (with sight as the elves). They are without exception cannibalistic, bloodthirsty and cruel, wielding curved scimitars and wicked axes.

Note that orcs are stellar smiths. Their ability to work with metal is hardly paralleled. Although the appearance of their items is often poor, the performance is excellent. They rarely make items unassociated with fighting, however.

Greater Orcs (Uruk-hai) are those most carefully bred. They are rarer but much superior. Their abilities to speak, organize, reason, and fight are higher than the normal (or lesser) orcs.

Trolls: Trolls are strong as the stone of which they are made. They are huge and immensely strong, (usually about 10' tall) but stupid and slow-moving, hating all other creatures. Trolls are divided into several types (based on their location): hill, cave, snow and stone trolls, the last being the most common. Trolls cannot stand the light of day, in fact reverting to the stone of their substance in sunlight.

Treat bare troll skin as half hide plate (AT 11).



1.2 MIDDLE-EARTH CAMPAIGNS: CREATIVE FOUNDATIONS

Since each module in this series strives for flexibility, the GM is given settings which allow for a variety of campaigns. Naturally, no one game, game system, or GM's approach is exactly alike. Some portions of this module will be better suited to certain campaigns, while others may not come into play until the adventurers have considerably progressed in skill. It is, therefore, important that the GM focus upon the sections of the module which are geared to his/her campaign.

The maps, cultural notes, sections and general descriptive text relate to the area as a whole, and have bearing on the political and economic structures - regardless of the time chosen for the game. These aids are intended for use with any campaign; they provide the "common denominators" of the region, and act as the ultimate creative foundations. A GM who wishes to create all or most of his layouts and adventures from scratch will still find these sections extremely useful. Regardless of the details and day-to-day activities associated with the area, these fundamental factors have a bearing. After all, land forms and cultural norms change relatively slowly.

The individual layouts and descriptions of personalities are provided to give the GM an idea of the power structure at a specific point in Middle-earth's history. Interaction based on these sections will depend on one's campaign. Dominant political figures and their holds will provide adventurers with certain death in many cases. Only the very accomplished and/or strong group of player characters will be geared for such an experience. Most adventuring parties should best be run in the context of lesser power; therefore, more modest personalities and layouts have been provided - enabling the GM to get a creative start should he/she wish to employ already-detailed structures. Of course, all of the layouts and figures found in this module can be considered as flavorful examples associated with, or common to, the area. As noted above, these modules describe whole regions, and we encourage the GM to create his own detailed version of the given section of Endor.

1.3 ADAPTING THIS MODULE TO YOUR FANTASY ROLE PLAYING CAMPAIGN

COMMENTARY

This module is designed for use with most major fantasy role playing systems. Since the various FRP rules have their own particular approaches to combat, spells, and character generation and development, certain common descriptive terms have been selected for the individual outlines of places, people, creatures, and things. Unfortunately, statistical data such as bonuses and character "stats" differ widely between systems; after all, they are keyed to specific game mechanics. ICE has chosen to use percentile (D100) terms as a base, since conversion to D20, D18, and D10 can be achieved with relative ease (note Sec. 1.321 below for a handy conversion chart). Player character and NPC characteristics/stats are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

This section deals with (1) tips for using this module with respect to starting a campaign and (2) guidelines for fitting the given data into terms appropriate for the game system you are using. Keep in mind that fantasy role playing is by nature a creative experience, and the individual GM or player should feel free to incorporate his/her own ideas into their game.

1.31 APPROACH FOR INTEGRATING THIS MODULE INTO YOUR CAMPAIGN

The following steps may be helpful when beginning to employ the region here described:

- (1) *Read the entire module to get a flavorful idea of the region;*
- (2) *Reread the sections devoted to notes for the gamemaster, and converting statistics for your game system;*
- (3) *Choose the time setting for your campaign. Should you choose to run a game at the beginning or end of the Third Age, or early in the Fourth Age, pay particular attention to the section devoted to this region "at other times." In fact, this section will give the GM an idea of the considerations involved with setting a campaign at any date other than that chosen here. ICE chose T.A. 1600-1700 as a particularly exciting era, but you may enjoy another time even more;*

- (4) *Assemble any source materials (note suggested reading) you find necessary;*
- (5) *Research the period you have chosen and compose any outlines you need in addition to the material provided here;*
- (6) *Convert the NPC, trap, weapon, spell, and item statistics to terms suitable to your game. Note changes in the system you are using which must be made in order to keep your campaign in line with the flow of life in Middle-earth;*
- (7) *Create a total setting, using lots of maps to detail patterns and provide a creative framework. In this way you will have a rich and consistent world, and the foundation data will give you the flexibility to detail random areas and events.*

1.32 GUIDELINES FOR USING YOUR FRP RULES SYSTEM WITH THIS MODULE: CONVERSION NOTES

When using this module with your FRP campaign, be careful to note all the non-player character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome; you may wish to design your own NPCs using this module as no more than a framework.

See charts 12.6 and 12.7 for summaries of stats., spells, and military units. All references to enhanced items (e.g. 1-2 common item), magic and non-magic, are based on table 12.4.

1.321 Converting/Determining Stats. Ten stats are used to describe each character detailed in the module. Should you use a character development with different characteristics and/or an alternative number of stats, simply follow these steps:

- 1) Assign the appropriate stat from your FRP system to the value given beside the analogous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values for those combinations of factors which contribute to a characteristic found in your system (e.g. dexterity = an average of quickness + agility). Should your guidelines utilize more stats to describe part of a character, you may wish to use the value provided for more than one "corresponding" characteristic (e.g. you might use the value assigned to constitution for both endurance and durability). The following is a chart listing some examples of equivalent stat terms:

STRENGTH: *power, might, force, stamina, endurance, conditioning, physique, etc.* Note that the vast majority of systems include strength as an attribute.

AGILITY: *dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, liveness, etc.*

QUICKNESS: *dexterity, speed, reaction ability, readiness, etc.*

CONSTITUTION: *health, stamina, endurance, physical resistance, physique, damage resistance, etc.*

SELF DISCIPLINE: *will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.*

EMPATHY: *emotional capacity, judgment, alignment, wisdom, mana, magical prowess, bardic voice, etc.*

REASONING: *intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgment, I.Q., etc.*

MEMORY: *intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.*

INTUITION: *wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, pre-sentiment, etc.*

PRESENCE: *appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.*

2) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary. If not, use the conversion table below.

TABLE 1.321 STAT BONUSSES AND CONVERSION

Unusual Personal characteristics such as a high Agility or Strength seriously affect the capabilities of a character. The following table gives a series of "stat." ranges on the 1-100 scale and the bonus (or penalty) accruing to actions heavily influenced by that statistic.

Columns are provided for 3-18 and 2-12 statistics for comparison and/or conversion: if other portions of the game system mandate use of non-percentile "stats."

1-100 Stat.	Bonus on D100*	Bonus on D20	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

* This bonus will vary with race if appropriate.

1.322 Converting/Determining Combat Ability With Arms. All combat values are based on *Arms Law*/*Claw Law*. The following guidelines will also aid conversion.

- 1) **Strength and quickness bonuses** have been determined according to Table 1.321 above. Note the stats you are using and compute these bonuses using the rules under your system;
- 2) **Combat adds based on level** included here are: + 3/level for fighters and rogues, + 2/level for thieves and warrior monks, and + 1/level for bards, monks and rangers. Simply take the level of the NPC, note his character class (or equivalent under your system), and compute any offensive bonus (due to level) appropriate for your game. Note that the bonuses other than those mentioned under armor type are "offensive" adds.
- 3) If your system is based on **Skill Levels** (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.325 below.

4) **Armor Types** given are based on the following breakdown:

Armor type	Covering Description
1	Skin (or light/normal clothing)
2	Robes
3	Light Hide (as part of body, not armor)
4	Heavy Hide (as part of body, not armor)
5	Leather Jerkin (pliable leather)
6	Leather Coat
7	Reinforced Leather Coat
8	Reinforced Full-Length Leather Coat
9	Leather Breastplate
10	Leather Breastplate and Greaves
11	Half-Hide Plate (as part of body, not armor)
12	Full-Hide Plate (as part of body, not armor)
13	Chain Shirt
14	Chain Shirt and Greaves
15	Full Chain
16	Chain Hauberk
17	Metal Breastplate
18	Metal Breastplate and Greaves
19	Half Plate
20	Full Plate

Simply look at the armor description and substitute the appropriate armor type/class from your FRP system;

5) **Defensive bonuses** are based on the NPC's quickness bonus as computed on Table 1.321 above. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 20 for non-magic normal shields, plus any value for magical enhancement). In such a case, simply note that there is or is not a shield, and if there is, what type.

1.323 Converting/Determining Spells and Spell Lists. Spell References provided here are in the form of "lists," groupings of related spells drawn from *Spell Law*. FRP systems using rules which provide for the learning and development of spells through "colleges" or along specialized lines employ concepts similar to those used in this module. Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effect relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

- 1) Look at the NPC's spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g. the "Fire Law" list indicates a preference for fire-oriented spells);
- 2) Note the NPC's level and determine the number of spells or spell groupings he/she would have under your game system. Also consider the level of power of accessible spells the NPC would have (e.g. a 5th level magician under your rules might have a maximum of 8 spells - two 3rd level spells, three 2nd level spells, and three 1st level spells).
- 3) Select spells from your system appropriate for a spell user of the NPC's level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.

1.324 A Note on Levels. When using certain "level-systems," a GM may find that the levels provided make characters too powerful for his world system. If this is the case, multiple the levels given by .75 or .6 depending upon your situation. This would reduce a 20th level character to a 15th level or 12th level character respectively. Remember to reduce appropriate bonuses accordingly.

1.325 General Skill Bonuses. General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. If *Rolemaster* is being used the following chart can be consulted for the appropriate character class and level.

TABLE 1.325 SKILL LEVEL BONUSES

Skill Level	Normal Bonus
0	-25
1	+5
2	+10
3	+15
4	+20
5	+25
6	+30
7	+35
8	+40
9	+45
10	+50
11	+52
12	+54
13	+56
14	+58
15	+60
16	+62
17	+64
18	+66
19	+68
20	+70
21	+71
22	+72
23	+73
24	+74
25	+75
26	+76
27	+77
28	+78
29	+79
30	+80

Plus ½ for each skill level
over Skill Level 30.

1.326 Locks and Traps

The locks and traps found in this module are described in terms of difficulty to unlock or disarm. Subtractions are from the rolls representing a person's attempt to find or overcome these devices. The difficulty factor may represent a specific column on an action/maneuver chart (e.g. *Rolemaster*) or an additional subtraction or modification to the attempt roll. In any case, the terms are descriptive and will help the GM determine whether the trap is of above average difficulty, and how much. The terms used here, in order of difficulty: *Routine, Easy, Light, Medium, Hard, Very Hard, Extremely Hard, Sheer Folly, and Absurd*.

1.4 SPECIAL NOTES CONCERNING MAPS AND INTERPRETATION

A variety of maps and layouts have been provided in order to give the GM a creative framework within which to work. Remember that the accuracy of a graphic representation will depend somewhat on the scale used: the smaller the area covered, the closer the area is to its real-life size, the more accurate the illustration. If the scale is 1 inch = 20 miles (as it is on the color area map) the accuracy factor is greater than a map with a scale of say 1 inch = 200 miles. The following notes are helpful for approaching the maps and graphic layouts found in this module.

1.41 BASIC COLOR AREA MAP KEY

(1) The scale is 1 inch = 20 miles;

(2) **Mountains** are represented by the symbol  and denote relatively extreme grades which rise at least 2,000 feet above the surrounding "flat" land surface;

(3) **Hills** are denoted by the symbol  and represent relatively steep grades which rise at least 200 feet above the surrounding land surface. Usually the surface area immediately adjoining these rises is rugged;

(4) **Mixed forests** are shown using the symbol  and are comprised of a variable grouping of deciduous and coniferous trees and associated plant species;

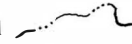
(5) "**Pine forests**" are represented by the symbol  and are almost exclusively coniferous in nature;

(6) Hedgerows, **brush**, and thickets are illustrated with the symbol  ;

(7) **Primary rivers** are represented by the symbol  and are navigable;

(8) **Secondary rivers** are represented by the symbol  and are non-navigable by vessels with a draft of more than two feet;

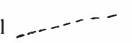
(9) **Streams** are represented by the symbol , and are completely non-navigable;

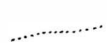
(10) **Intermittent watercourses** are shown using the symbol  and are dependent on rainfall etc.;

(11) **Glaciers** and iceflows are represented by the symbol  ;

(12) Mountain **snowfields** and snowy regions have no coloring, but may be noticeable by virtue of the contrast with surrounding color;

(13) **Primary roads** are denoted by the symbol  ;

(14) **Secondary roads** are denoted by the symbol  ;

(15) **Trails/tracks** are shown by the symbol  ;

(16) **Bridges** are represented by the symbol  ;

(17) **Fords** are shown using the symbol  ;

(18) **Cities** are represented by the symbol  and their relative size is dependent upon the width of the symbol;

(19) **Towns** are represented by the symbol  ;

(20) **Manor houses** or "Great Houses" are shown using the symbol  ;

(21) **Citadels** and huge castle complexes are represented by the symbol  ;

(22) **Small castles/holds/towers/keeps** etc. are denoted by the symbol  ;

(23) **Monasteries** are represented by the symbol  ;

(24) **Downs**, cairnfields, and burial caves are shown using the symbol  ;

(25) **Caverns** and cave entries are represented by the symbol  ;

(26) **Buttes** and **plateaus** are denoted using the symbol  ;

(27) **Lakes** are represented by the symbol  as are large ponds;

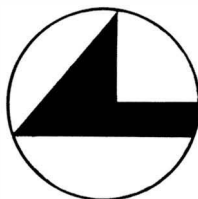
(28) **Dunes** are shown using the symbol  ;

(29) Extremely **rough terrain** may be represented by a light shade of brown or grey coloring and encompasses pebbly or rocky surface, breaks, small ridges and hills, etc.;

- (30) **Desert** is represented by the symbol  ;
- (31) **Shoals** are shown using the symbol  ;
- (32) **Reefs** are represented by the symbol  ;
- (33) **Ruins** are denoted by the symbol  .

Note that the symbols described above are applicable to all the view maps contained within this module, whether color or black and white. The scale of miles, however, may not be applicable. The top of a map is the northern edge, unless otherwise specified.

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1.42 KEY FOR OVERHEAD LAYOUTS (E.G. FLOORPLANS)

	STAIR UP		SECRET DOOR
	STONWORK		WOOD DOOR
	STAIR DOWN		STONE DOOR
	PASSAGE UNDER		METAL DOOR
	EARTHWORK		DOUBLE DOOR
A	TORCH HOLDER		SLIDES SIDEWAY
	BALLISTA		SLIDES OUT
*	SYMBOL		SLIDES UP
R	RUNE		SLIDES DOWN
C	CEILING TRAP		WINDOW
P	PIT TRAP		
SP	SPIKES + PIT		
S	SPIKE TRAP		
F	FLAME TRAP		
	LAVA		
	FIRE HEARTH		
	WATER POOL		

1.43 Concerning Player Characters' Knowledge of the Area

Section 6.0 contains a summary of material described elsewhere in this module. It is intended as an example of the extent of information most travelers to the Umbar area enjoy. Naturally, many residents and knowledgeable adventurers know or will discover considerably more.

The map on page 48 serves as a companion to Section 6.0; it is the "player characters' map" and covers only very basic geographic information. See 13.5 for notes on its use.

2.0 UMBAR IN THE LORD OF THE RINGS

2.1 GENERAL HISTORY

In the Second Age, the island kingdom Númenor began establishing colonies on the coast. Destined to be the greatest of these was the fortress Umbar. She was built strongly and richly by Númenor and great was her pride, perhaps too great.

In S.A. 3261, Ar-Pharazôn, having seized the throne of Númenor some six years before, assembled a great army and marched forth to challenge Sauron, Lord of the Dark and chief wielder of the Power of he who forged the Dark, Morgoth. He disembarked his army at the great fortress city of Umbar and seemed to overawe Sauron so that the Dark Lord surrendered to the might of Númenor. Sauron was marched through the streets of Umbar and taken prisoner to Númenor. But while Ar-Pharazôn seemed to have conquered by force, Sauron, in truth, had conquered by guile. Under the Evil One's influence, Ar-Pharazôn was led to assail Valinor, the Undying Lands, seeking the secret of eternal life that was not meant to be given to Men. Although some of Númenor remained Faithful to the old beliefs, they were not strong enough to prevent Ar-Pharazôn's attempt against Valinor. Númenor was destroyed for seeking that which it had no right to seek, and it disappeared beneath the waves.

The Dunedain of Umbar also fell to the influence of Sauron and became known as the Black Númenoreans. The realms of Gondor and Arnor, who were to be the main opponents of Umbar, were founded in S.A. 3320 by the Faithful of Númenor who had not followed Ar-Pharazôn and were untouched by Sauron. Their fleet had sailed just before the seas rose over Númenor.

In S.A. 3441, Sauron was overthrown and the Third Age began, but the shadow did not depart from Umbar. Falastur of Gondor established the Fleet that was to oppose Umbar's control of the sea, and in T.A. 933 Eärnil I, nephew of Falastur, defeated Umbar and made it a fortress of Gondor. The Faithful built on the highest hill above the Haven, a monument to commemorate Sauron's defeat, a great white tower topped by a globe of crystal which shown like a star under the light of the sun or the moon so that it could be seen on the coasts of Gondor and far out in the western sea.

Although the fortress of Umbar was taken, the area about it was still under the hand of the Black Númenoreans, and from 933 to 1030 they laid siege to Umbar. During the siege King Ciryandil of Gondor was killed, but Umbar was not re-taken by the Black Númenoreans owing to Gondor's seapower.

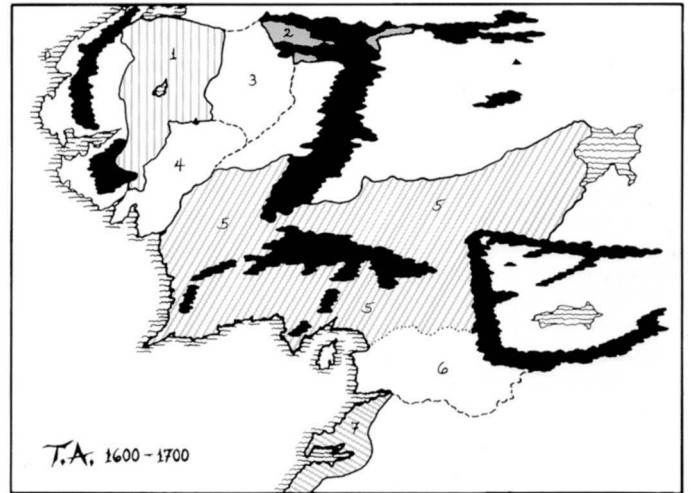
There were other factors rising against Gondor and Arnor in the next 500 years that were to lead to the establishing of the Corsair State at Umbar. Dol Guldur became a holding of evil and the Nazgûl, the chief servants of the Dark Lord, reappeared. Sauron reformed and re-established his power. In 1409, the Witch King, Lord of the Nazgûl, invaded Arnor. But the worst blow to Gondor was the Kin-Strife which began in T.A. 1432. There followed 16 years of civil war to determine who would be King. In 1448, the rebels, having lost the Kin-Strife, fled from the port of Pelargir and seized Umbar to form the Corsair State. From 1448 to T.A. 1810 the Corsairs raided Gondor.

The men of Harad who roamed the deserts behind the fertile strip of farm land dominated by Umbar were firm allies of the Corsairs. In 1540 their alliance warred with Gondor, and killed King Aldamir. Later Hyramendacil II of Gondor defeated the Harad, but less than 100 years afterwards the Corsairs burned Pelargir and killed King Minardil. The Great Plague of 1636 hampered Gondor's attacks against Umbar, but in 1810, almost 400 years after the rebels took Umbar, King Telumehtar re-captured the city for Gondor.

Yet, as Sauron rose again in power the Men of Harad fell fully under his sway. They retook Umbar and destroyed the monument built to his defeat. By T.A. 2710, Umbar was again actively warring against Gondor, this time as a city of the Haradrim. During the reign of Ecthelian II, Thorongil' attacked the fleets of Umbar and burned many ships, but Umbar was not taken. Umbar remained at war with Gondor and under the influence of Sauron until after the War of the Ring. In T.A. 3019, Aragorn II defeated the Corsair Fleet attacking Pelargir with the aid of the Army of the Dead, who came at Aragorn's call to fulfill an old oath. In the Fourth Age Aragorn II, ruling as King Elessar, established Umbar again as a hold of Gondor.

2.2 TIMELINE

- Second Age
- 500 Sauron begins to plot in Middle Earth
- 1000 Sauron fortifies Mordor
- 1200 The smiths of Eregion are won over by Sauron and the Númenoreans begin to make permanent havens
- 1600 Sauron forges One Ring
- 1800 Númenoreans establish colonies on coasts, shadow falls on Númenor
- 2280 Umbar is made into a great fortress of Númenor
- 3255 Ar-Pharazôn seizes throne of Númenor
- 3261-2 Ar-Pharazôn takes Sauron prisoner and falls under his spell
- 3319 Ar-Pharazôn assails Valinor, Númenor falls
- Dunedain of Umbar fall under Sauron's influence
- 3320 Gondor and Arnor founded by the Faithful, survivors from Númenor
- 3441 Sauron overthrown, Isildur takes One Ring, Nazgûl disappear
- Third Age
- 830 Falastur is first of Ship-Kings of Gondor
- 933 Eärnil I takes Umbar, it becomes a fortress of Gondor
- Monument to Sauron's defeat built at Umbar
- 933 Siege of Umbar begins (Gondor holding Umbar, the Corsairs holding the surrounding area)
- 1015 King Ciryandil killed at besieging of Umbar
- 1030 Siege ends
- 1100 Evil Power rules at Dol Guldur
- 1300 Nazgûl reappear
- 1409 Witch King of Angmar invades Arnor
- 1432 Kin-Strife begins
- 1448 Rebels defeated in Kin-Strife escape from Pelargir and seize Umbar
- 1540 King Aldamir slain in war with Harad and Corsairs of Umbar
- 1551 Hyarmendacil II defeats Men of Harad
- 1634 Corsairs ravage Pelargir and slay King Minardil
- 1636 Great Plague in Gondor
- 1810 King Telumehtar Umbardacil retakes Umbar and drives out Corsairs
- Havens lost to Haradrim
- 1851 Wainriders attack Gondor
- 1940 Gondor and Arnor form alliance
- 1975 Witch King defeated
- 1981 Dwarves flee Moria
- 2060 Sauron re-forms
- 2750 Corsairs attack Gondor
- 2851 White Council meets
- 2885 Haradrim attack Gondor
- 2941 Bilbo finds One Ring
- 2956 Aragorn II and Gandolf first meet
- 2984 Death of Ecthelion II
- 3019 Aragorn II takes the Corsair Fleet with the aid of the Army of the Dead
- Fourth Age
- Gondor controls Umbar under King Elessar



Map #1 - Third Age 1600-1700

1 Arthedain, 2 Angmar, 3 No Man's Land (Rhudaur), 4 Cardolan, 5 Gondor, 6 Harondor, 7 Umbar. Cardolan is no longer a viable kingdom, and Harondor is contested by Gondor and the Corsairs of Umbar.

3.0 UMBAR — 1607 T.A.

3.1 GENERAL POLITICAL STRUCTURE

Umbar is currently ruled by an oligarchy of six who call themselves Captains of the Havens. Each is the head of a fleet and direct liege lord of approximately one sixth of the arable lands around the Havens. They are evenly balanced in power, which explains why there is an oligarchy rather than a Kingship. But while they contrive against and compete with each other, the Kin-Strife is clear enough in their memory to prevent open warfare, for they were bred from the losers of that conflict and civil war is still a bitter thing to them. The Captains of the Havens are Adûmir, Eädur, Arkhâd, Mireädur, Teldûmeir, and Borathôr.

Adûmir is a warrior of noble proportions. His favorite weapon is the two-handed war axe. He has been known to cast aspersions on the courage of any warrior who uses a shield. He deeply loved the Lady Eläemir, a member of the Wizard's Guild, and finally won her in marriage, but six months afterwards she vanished. He has only half of his mind on competing with his fellow Captains of the Havens, the rest is concerned with locating his lost love and freeing her if she is captive or killing her if she fled him willingly. He has set Ancirtân as spy in the hold of Teldûmeir who was his chief rival for Eläemir. His chief Captain is Valdûrmir, and his fief Isigir. In Umbar he rules from the Tower called Red.

Borathôr looks too fat to move his own bulk, but the fat is only a thin layer over immense muscles, rather like those of a sumo wrestler. Indeed, one of his favorite tactics is to grab an opponent and squeeze him to death. When this is not possible he uses a war hammer and shield. He has been known to tell Adûmir that it is not an excess of courage that prompts him, Adûmir, not to use a shield, but rather a lack of brains. He has periods where he only wishes to eat and to enjoy the company of beautiful women, but the rest of the time he is energetic in plotting how to become King. His fief is Marcôs, and his chief Captain is Fältur. He calls his tower in Umbar Seaward.

Eädur is the only female Captain of the Havens at this time. She fights with rapier and main gauche, a weapons combination that some male warriors have laughed at — but few that are still living. She is phenomenally quick and very agile. She has long brown hair and grey eyes. Her Chief Captain was Telicur, but his ship was lost in a great storm eight months ago, and she has not replaced him, for she still mourns his loss. Her fief is Ardûmir, where she spends much time hoping to see Telicur's ship returning, but most of the time she plots to become the first Queen of Umbar. Her tower was once called Dawn, but now she calls it Black.

2.3 CALENDAR

In Umbar the day is considered to be from sunrise to sunrise. There are 356 days in a year, 7 days to a week, and 12 months to the year. Ten months have 30 days and two have 31. There are three days in the year that are considered to belong to no month: the first day of the year, yestäre; the middle day of the year, loënde; and the last day of the year, mettarë. Every fourth year two days called enderi are substituted for loënde.

2.4 GEOGRAPHIC DESCRIPTION

Umbar lies on an inlet of the Bay of Belfalas. The inlet provides a calm berthing for the Fleets of the Corsairs, while the fertile lands surrounding the inlet provide farming area to feed the city. Umbar raids not out of necessity but out of desire. To the north lies Gondor and to the east the deserts of Harad. Mordor, home of Sauron, who has cast his shadow over Umbar, is to the Northeast (see quad map).

Mireädur is the best looking of the Lords, and knows it. He uses rich, well-made clothing and discreet jewels to set off his dark good looks, but this is only a minor hobby. His chief interests are raiding Gondor and being the best swordsman in Umbar. He excels with the broadsword, short sword, two-handed sword, and throwing sword. He usually fights sword and shield or broadsword/short sword. He intrigues to be king not because he wants to rule, but because he does not wish to be ruled. For the same reason he actively opposes (i.e. kills) the priests of the Dark Religion because he sees that their purpose is to force all to submit to the Dark Lord's will. Most of the others of the oligarchy do not agree with his fears on this subject, but they see no reason why Mireädur should not burn a few temples and their attendant priests if it amuses him to do so. He does not like good clerics either, because he thinks that their belief would also bring about the establishing of rules that he would be expected to obey, nonetheless he wastes little time actively harming them unless they get in his way, since he feels that there is little danger that they will achieve a following in Umbar. His Chief Captain is Tül-mir, his fief is Caldûr, and his tower in Umbar is called Fasthold.

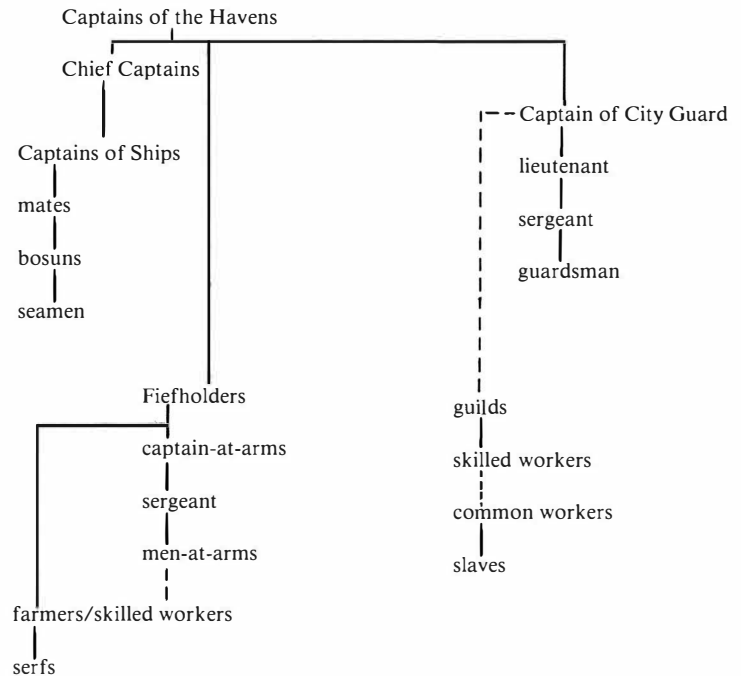
Arkhâd, the smallest of the Captains of the Havens, secretly agrees with Mireädur's assessment of the aims of the Dark Priests, but he has allied himself with them, intending to play pawn for their purposes in order to further his own. He believes that they will help make him King of Umbar believing they control him. He then plans to destroy them, using a weapon that was saved from Númenor in the last days which was forged to destroy evil (see Arkhâd's stat sheet for its full powers). The Dark Priests are unaware of this, for it is difficult to read the intentions of one of the Great. They believe him to be a true convert. However, if one of their Greater Lords should come to Umbar there is a 50-50 chance that he will see Arkhâd's purpose clearly. But such a visit is unlikely, for the Great of the Dark are currently supporting the Witch King's attack on Arnor. Arkhâd's Chief Captain is Bävire (the only woman who is Chief Captain), his tower hold is Westerly Tower, and his fief is Pellardur. He fights with sword and shield. He loves Bävire, but does not realize it. If she is ever killed, or simply leaves, Arkhâd will react violently.

Teldûmeir is beginning to wonder about Eläemir's absence. Adûmir, from pride, has said that she attends to family business outside the town, an excuse that Eläemir's past secrecy about her family has made believable. But it has been six months. Teldûmeir has set spies to looking for her, but he does not know that Adûmir has set a spy on him. He thinks Adûmir not worthy of Eläemir, but would ally with him to save her. Teldûmeir would not plot Adûmir's death, but would rejoice at it if by another's hand and would immediately pay suit to the widow. Teldûmeir has rejected the notion of hiring an assassin because he does not think he could keep Eläemir from finding out. He fights with mace and shield. He is fascinated by fire and sometimes goes on raids simply because he wants to burn something. He wears red most of the time. He has people of his working on a weapon, chemical in nature, that will cling to ships and burn. They are near success. His Chief Captain is Nûrmir, his fief holding is Erâdas, and his tower is called Flame.

Umbar is a warrior society, and warriors are deemed to be superior to non-warriors. The lowest ranking seaman considers himself vastly superior to the richest merchant, even though the merchant, by reason of his riches, may command vast influence. Those who serve on the ships consider themselves superior to the city guard and the household guards (meinie) of the fiefholders, a position that the city guard and household guards have been known to take exception to. But it goes hard on any non-warrior who resents the warrior attitude — mainly because the warrior is trained in weaponry and the civilian is not.

All of the oligarchy are Lord-Warriors. The personal devotion of their followers is based primarily on pride in their Lord's military abilities. They have an unvoiced, but unbroken (so far), agreement not to meddle with each other's territory during absences caused by raids, since they know that they must all raid or lose respect, and thus lose power. This, of course, does not count for any other types of absences, and so they all seek loyal and strong fiefholders to guard their rural interests when they are in Umbar, and Chief Captains to guard their urban interests when they are at their fiefs. This poses no little problem since a weak landholder or Captain is useless and a strong one might be a threat. The Captains of the Havens have solved this problem in various ways — or believe they have. (See statesheets Chief Captains and Fiefholders for details, see also chart of Power Structure for details of division of power.)

3.2 POWER ORGANIZATION UMBAR — 1607



3.3 LORDS AND CHIEF CAPTAINS OF UMBAR, 1607

The items listed for the Lords of Umbar are merely the ones that they generally use. Others are in their vaults at their fiefs. The Chief Captains will also have three to four common magic items and one to three good magic items at their houses in Umbar (see chart 12.6) The Lords of Umbar, their Chief Captains, and their fiefholders all have +6 chain made by the great smith and alchemist Dulimer. It is so well forged and designed that it wears like the lightest of wool garments (i.e. there is no movement penalty for wearing this mail). There are five more suits of such chain stored in the strongholds of various of the Lords, but they are jealous of its use because it is such an advantage for a warrior to wear it. Dulimer was killed 16 years ago, his rent body found lying in its own blood. His killer's name and motive is still a mystery, and the Lords would welcome, even at this late date, knowledge of either. They would enjoy taking revenge on the person who killed so useful of a smith. He had completed the great staff used by Meriot (see sec. 8.1) only days before his death.

There were rumors that Dulimer owned an amulet of great magic that gave him the power to forge weapons equaled only by the ones forged in Numenór, but no such talisman was found on his body. It was undoubtedly true that he alone forged weapons the equal to those made by the great smiths of Numenór. The rest of the smiths of Umbar can produce no weapons greater than +20%. The arts needed to produce the great +25 and +30% items were lost, except for Dulimer, with the fall of Numenór. No weapons of such power have been forged since his death.

BORATHÖR

Tower: Seaward

Fief: Marös

Chief Captain: Fältur

Weapon: war hammer/shield; heavy crossbow

Level: 22

Hits: 190

Melee Bonus: 230

Missile Bonus: 205

Armour Type: 16-100

Magic Items: +30 war hammer; +25 shield; +20 heavy crossbow; +20 dagger; ring of weather knowledge; ring of lie detection; 2 armbands of construction which allow him to add +50 when attacking on crush table; +30 chain from Dulimer; +15 crossbow.

Healing Drugs: 5 mirennas, 2 degiik, 3 yavethalion, 1 anserke.

Description: 6'8" tall, 365 lbs., long black hair worn pulled into a queue in back and black eyes. He is starting to go bald on top. Very round face.

MIREÄDUR

Tower: Fasthold

Fief: Caldûr

Chief Captain Tûl-mir

Weapon: sword/shield

Level: 21

Hits: 145

Melee Bonus: 240

Missile Bonus: 215

Armour Type: 16-105

Magic Items: + 30 broadsword, + 30short sword; ring that summons + 30throwing sword, after it is thrown it vanishes next round to be resummoned; + 30 shield; ring of wind knowledge, tells 1 day in advance what direction winds will be from; + 30 chain from Dulimer.

Healing Drugs: 10 mireнна, 5 yavethalion, 2 degiik, 3 anserke, 1 kolandor.

Description: Very handsome, black curly hair, brown eyes, vain, always dresses well, hates evil priests and frequently kills them, 6'8" tall, 240 lbs.

ÄÄDUR

Tower: Black

Fief: Ardûmir

Chief Captain: was-Telicur, now-empty

Weapon: rapier and main gauche; longbow

Level: 23

Hits: 130

Melee Bonus: 200

Missile Bonus: 195

Armour Type: 15-100

Magic Items: + 30 main gauche; + 25 rapier; + 20 longbow; twenty, + 10 arrows; ring that gives her the ability to parry arrows with the main gauche; ring that allows her to see invisible; amulet that protects fully against neck criticals; + 30 chain from Dulimer.

Healing Drugs: 20 mireнна, 5 yavethalion, 1 degiik, 5 anserke, 1 laurre.

Description: long brown hair, always worn braided down back unless at home in tower or fief, grey eyes, 5'6", 130 lbs.

ARKHÂD

Tower: Westerly

Fief: Pellardur

Chief Captain: Bävire

Weapon: sword/shield; small crossbow

Level: 20

Hits: 139

Melee Bonus: 225

Missile Bonus: 205

Armour Type: 16-90

Magic items: + 30 broadsword; + 25 shield; + 20 crossbow; ring of wind summoning (6 charges left); ring of healing (removes 50 hits once per day); amulet that lets him see through walls up to 10' thick once per day; + 30 chain from Dulimer.

Healing Drugs: 5 yavethalion, 2 degiik, 6 anserke; 4 gariig.

Description: 5'5", blond hair, very fine, blue eyes, small scar beside left eye, secretly allied with Dark Priests but plans on double-crossing them. Loves Bävire, but does not realize it — yet.

Sword of Syntar

- Usually kept in the vault at his keep
- Acts as weapon of slaying when used against servants of Sauron
- + 25 to defensive bonus vs. evil
- + 50 to resistance roll vs. evil power of any type

ADÛMIR

Tower: Red

Fief: Isigir

Chief Captain: Valdûrmir

Weapons: two-handed war axe; heavy crossbow

Level: 21

Hits: 135

Melee Bonus: 235

Missile Bonus: 220

Armour Type: 16-85

Magic Items: + 30 war axe; + 15 crossbow; ring of spell storing with leaving stored (will not use this if he can be seen); + 25 dagger; featherfall cloak; armbands of Dais which allow him to need only 4 hours of sleep per night; + 20 crossbow; + 30 chain from Dulimer. War axe makes itself invisible once/day to give an extra + 25 to attack, for one blow.

Healing Drugs: 10 mireнна, 1 degiik, 2 yavethalion, 3 anserke.

Description: 5'5", 225 lbs., dark grey eyes and brown hair worn ear length, missing the last joint of the little finger of his left hand due to wound when raiding Gondor. Never uses a shield, married to the missing Eläemir.

TELDÛMEIR

Tower: Flame

Fief: Erâdas

Chief Captain: Nûrmir

Weapon: mace/shield, compbow

Level: 24

Hits: 185

Melee Bonus: 225

Missile Bonus: 200

Armour Type: 16-110

Magic Items: + 30 mace; + 30shield; + 25 bow; ring of protection from fire; ring of fire summoning, circle 10' radius centered on him; amulet of weather knowledge; + 30 chain from Dulimer.

Healing Drugs: 5 mireнна, 2 yavethalion, 1 degiik, 3 anserke, 1 gariig, 1 telperion.

Description: 6'5", 200 lbs., usually wears red, red hair, green eyes, fair skin, wants very badly a flaming mace. Would pay *much* for one.

FÄLTUR

Chief Captain of Borathôr

Weapon: broadsword/shield; light crossbow

Level: 14

Hits: 115

Melee Bonus: 170

Missile Bonus: 185

Armour Type: 15-75

Magic Items: + 20 broadswords; + 15 shield; + 15 crossbow; + 10 dagger; ring of dexterity, adds + 50 to maneuvers; ring of healing, removes 10 hits once per day; + 20 chain from Dulimer.

Healing Drugs: 5 mireнна, 2 anserke, 1 kolandor.

Description: 6'7", 240lbs., black hair, blue eyes. He would like to take Borathôr's place, but will not make a move unless he is sure of success. Dark Priests have begun trying to subvert him, but he is undecided.

NÛRMIR

Chief Captain of Teldûmeir

Weapon: hammer/shield; longbow

Level: 11

Hits: 115

Melee Bonus: 195

Missile Bonus: 145

Armour Type: 15-70

Magic Items: + 20 hammer; + 15 shield; + 10 longbow; fifteen + 15 arrows; headband that protects as helm and protects 15% of the time against head criticals; + 20 chain from Dulimer.

Healing Drugs: 6 mireнна, 3 yavethalion, 3 anserke, 6 gort.

Description: 6'5", 240lbs., brown hair, green eyes, youngest of the Chief Captains, and newest, plans on giving complete devotion to Teldûmeir for 10 years and then, once he is completely trusted, betraying him and taking his place.

BÄVIRE

Chief Captain of Arkhâd

Weapon: sword/shield; compbow

Level: 12

Hits: 105

Melee Bonus: 160

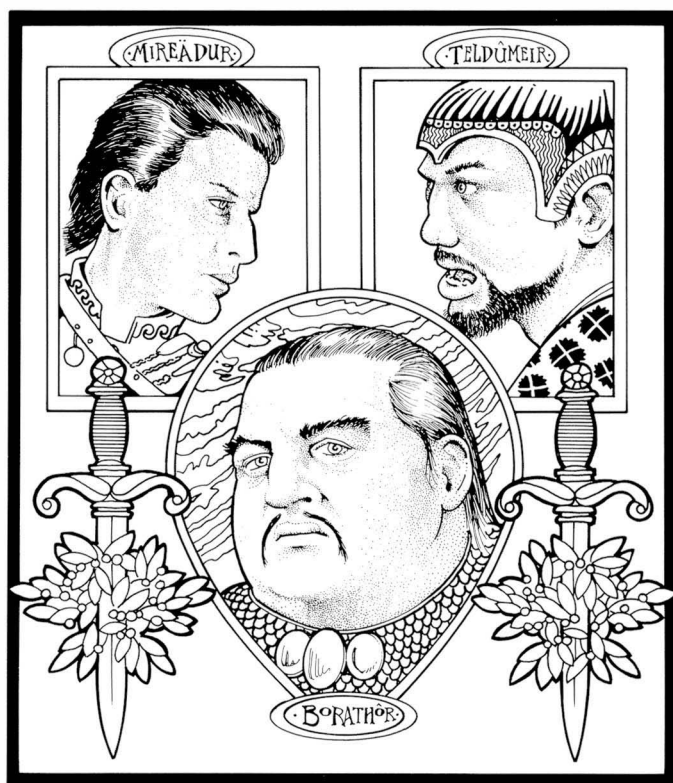
Missile Bonus: 175

Armour Type: 15-60

Magic Items: + 20 sword; + 15 shield; + 15 compbow; twenty + 15 arrows; ring which allows her to see invisible; + 20 chain from Dulimer.

Healing Drugs: 10 mireнна, 6 gariig, 4 anserke.

Description: Long black hair, black eyes with a heavy fringe of lashes, 5'7", 135 lbs. She loves Arkhâd but is beginning to believe that he is using her love to secure her loyalty, and that he cares nothing for her. She has decided three times to leave Umbar and get away from a hopeless situation, but changed her mind all three times. In reality, Arkhâd is so used to having her there that he does not realize how much she means to him. She likes the color blue, and much of her clothing is some shade of this color.





TELICUR

Chief Captain of Eādur

Weapon: axe/shield; throwing axe

Level: 15

Hits: 135

Melee Bonus: 170

Missile Bonus: 130

Armour Type: 15-80

Magic Items: +20 axe; +15 shield; two +10 throwing axes, range of 200', return on command; ring of spell storing, invisibility 10 minutes, silence 10 minutes, leaving; +20 chain from Dulimer.

Healing Drugs: Used up.

Description: Sandy hair, light blue eyes, tanned. 6'2", 200 lbs. Shipwrecked on uncharted island during an atypical storm. Most of the crew is dead, but remaining ones are working on repairing the ship. He loves Eādur, worships her, and is deeply depressed because he feels that he has failed her by losing his ship, although the crew believes he performed a miracle keeping it afloat to reach the island.

TŪLMIR

Chief Captain of Mireādur

Weapon: sword/shield; heavy crossbow

Level: 12

Hits: 111

Melee Bonus: 180

Missile Bonus: 160

Armour Type: 15-70

Magic Items: +20 sword; +15 shield; +10 heavy crossbow; ring of spell storing containing 3 firebolts (gift from Mireādur); +20 chain from Dulimer.

Healing Drugs: 5 mirenna, 6 degiik, 2 yavethalion, 1 arduvaar.

Description: Brown hair with a little grey, grey eyes, 6'4", 235 lbs. Completely loyal to Mireādur, married to a healer, three children, one is prize pupil of Tarfil, and one is a ship's captain in Mireādur's fleet. The third ran away from home 6 years ago at age 18 and has not been heard from since.

VALDŪRMIR

Chief Captain of Adūmir

Weapon: hammer/shield; light crossbow

Level: 13

Hits: 110

Melee Bonus: 175

Missile Bonus: 135

Armour Type: 15-70

Magic Items: +20 hammer; +15 shield; +10 crossbow; ring of direction (works like a compass); +10 dagger; +20 chain from Dulimer.

Healing Drugs: 6 mirenna, 1 degiik, 3 anserke.

Description: 6'9", 275 lbs., brown hair, brown eyes; married to Dalorn, a scribe. They have two children. He does not like Adūmir, but has decided that loyalty is in his own best interests. He has no desire to be a Captain of the Havens; thinks their position too insecure. His children are boys aged 10 and 13.

3.4 PEOPLE AND CULTURE OF UMBAR

There are three major types of people in Umbar: the descendants of Númenor who rule, the coastal people who lived on the edge of the sea before Umbar was built, and the Haradrim who came to the city from the desert.

The descendants of Númenor rule Umbar. Most of the warriors and seamen can trace their lineage back to Númenor in the days when she ruled the waves instead of lying beneath them.

The husband is the head of the family, but he does not have absolute control over his wife and grown children. He does have sole control over who will be head of the family after him. Usually this is the son most adept in war, but not always. It is unusual, but not unheard of, for a daughter to inherit. The mother decides on the disposal of her dower property, but it generally goes to her daughters. Two or three children is average, and five considered a large family. Marriage with the other races of the coast is not forbidden, but because of their pride, is rare. However, marriages for love are more common than marriages for advantage or to consolidate holdings. They are strictly monogamous, and divorce is also rare. A man who cannot hold his wife's attention is considered a subject for jokes and taunting. Wives are expected to be faithful, but husbands are not.

The husband is responsible for fighting, maintaining his battle equipment, and commanding his men if he is of a rank to have men to command. The wife runs the home, raises the children until they are old enough to start being trained with weapons (both boys and girls are so trained), and handles the family finances. Women are permitted to be warriors, but only a few do. They do fight, however, when the city needs defending. The children normally belong to the father's family, but if a woman's family has few living members it is possible for the man to join her lineage group and raise the children as members of her family, so that it does not die out. This is considered to be a reasonable practice, but only a younger son of a large extended family would consider it.

Their diet consists of meat, bread, cheese, and wine. They believe red meat to be necessary for warriors and scorn fish unless starving. Green vegetables are considered to be food for peasants or rabbits.

They speak Adūnaic as their official language, but most also speak Westron (Common Speech) as a second language even though they dislike its relationship to Elvenish.

They are a strong and long lived people. A typical lifespan for one of pure Númërean blood is 300 years.

The coastal people had a thriving, if primitive, culture when the hosts of Númenor came to the Bay of Belfalas' asserted dominion. They did not suffer much because they were fishermen and traders, two jobs that the Númenoreans were glad to have someone else do.

The man is ruler of the family, and the wife and children are considered to be his property. In most cases this is true, but in some cases, where the wife is strong willed, it is but a polite fiction. Families are large, for having children proves the strength of the husband and the worth of the wife. A family with few children is pitied, and one with many honored — even if most of them die young from a poor diet and too little attention. The inheritance goes strictly to the eldest surviving son, but it is his duty to provide for his mother if she outlives the father. She is expected to live with him, and takes precedent over his wife. Marriages are arranged by parents, and love is considered to be ill-bred. A man may divorce his wife, but she may not divorce him. Family structures are patrilineal, i.e. traced through the male line.

Their diet consists mainly of fish, because fish is cheap, unless they belong to one of the trading families who are trying to imitate the Númenorean Lords of the city. The lower class families will also eat cabbage and lettuce, foods that the upper classes consider fit only for cows or pigs. A few of their sons have found their way into the warrior society of Umbar, but most are fishermen, traders, smugglers or thieves.

The coastal people are not a strong race, perhaps because of poor conditions in childhood, and do not have a long lifespan. To them 60 is ripe old age, most die in their 50's.

They speak a language that is unique to themselves which they call Dusslins. There are some slight connections to the speech of Dunland that offer hints that the coastal people might have at one time been a group of Dunlendings who wandered this far from the White Mountains during the time that the Dunlendings were being driven from their ancient valleys by the forces of Gondor and Rohan. If this is so, then they have diminished greatly, for they are no longer the fighters that the Dunlendings are. But it may be that they are merely a related group from Elder Days. They have learned Adûnaic.

Some of the Haradrim have been lured into the city from their native desert. Although many of their customs have been modified by city living, their ways are still very different from most of the rest of Umbar.

A Haradrim may have as many wives as he wishes, but is disgraced if he cannot support them and their children adequately. Although the man is the head of the family, inheritance is through the female. A man's oldest sister's son inherits, and the husband joins the wife's clan.

They are a warlike race, with much courage. For the most part, they are either warriors or work for the trading houses, bringing goods across the desert trade routes. They still tend to wear loose clothing that is best suited to the desert, although they have learned to wear chain armour.

They speak the language of the desert, one of the Southron Tongues (locally Southran), and have also learned Adûnaic.

They are tall and dark, much given to the wearing of gold ornaments. They are excellent riders of their small desert horses. They were of a nomadic race, and their diet still is influenced by that. They are fond of goat meat, goat milk, and cheese made of goat's milk. They also like wine, and their women are famous for baking a flat bread that they say tastes best when made from wild grain. But their eating habits were based on what was available and not truly custom, so they are in no way reluctant to adopt the meat of the Númenoreans or the fish of the coastal peoples.

The Haradrim are a strong, tough race spawned by the desert. They have a lifespan that is shorter only than those of Númenorean blood, but those living in the city have become softer over the years as harsh conditions no longer kill the weaker of their offspring. They now measure the expected life of one of their race in terms of 90 to 100 years.

3.5 ECOLOGY OF UMBAR

The climate of Umbar is subtropical, dry. This means that the city has hot summers (75-80°F) and mild winters (45-50°F), giving it a moderate temperature variation of about 30 degrees per season.

Precipitation ranges from virtually nothing during the summer to five inches per month during the two midwinter months. It averages 20 to 30 inches per year.

There are red and yellow soils around the bay with brown and yellow-brown in the areas behind the bay. These all fade into the red, barren soil of the desert that backs Umbar.

The vegetation around the bay is mostly broad-leaf evergreen forest and broad-leaf evergreen shrubs. Farther away from the bay, the forest gives way to scattered broad-leaf evergreen shrubs, and even nearer the desert you find mainly scattered broad-leaf deciduous dwarf shrubs (see section 7.0). In the desert itself there are two major types of vegetation: drought

evaders, which grow fast during rare periods of wet and lie dormant as seeds otherwise; and drought resisters, which have lowered their need for water by storing it and by reducing leaf area.

The main crops grown by Umbar are wheat and rye. A few vegetable farms are near the city, but only for their own needs; Umbar does not export any crops other than wheat and rye. There are also grazing lands for cattle and goats, and some herds of pigs. (The pigs are barely tamed, and will attack anyone except their usual keeper.)

In addition to wheat and rye, Umbar also exports copper and iron. There are several mines in the area for each. There was also a small gold mine, but it has been played out for generations. Umbar now imports all its gold from the south.

The most well protected crops in Umbar are those necessary for the building of ships. Wide fields of flax provide linen for their sails, and two types of trees are used for the ships themselves. The tall 'mast pine' is prized for its straight form and strength. Tarfil has branded many of these indicating that the shipbuilders' Guild has claimed them. It is a major crime to cut such a tree. The second tree is the 'southwood tree' used as planking and ribs for the hulls.

The types of animals found in the wilds vary as one travels from the fertile area surrounding the coasts to the arid desert. Owls and hawks can be seen along the coast, but they are replaced by quails and doves as you enter the more barren lands bordering the desert. In the desert itself, are swifts, swallows, and wrens. Vultures are everywhere.

One of the strangest birds of the desert is the road runner. This fast running bird is a hunter who feeds on snakes. It is not unusual to see a road runner with half a snake hanging out of its beak. Sometimes they kill a snake that is simply too big for their stomach to hold, and they must wait for the first length swallowed to be digested before they swallow the next few inches.

The most deadly snake of the desert is the viper (of which there are several types). It has adapted to the sands of the desert, and moves through them in such a way as to leave parallel grooves pointing diagonally in the direction that the snake is moving.

Another poisonous inhabitant of the desert is the fire ant; but they are small, and each ant can only give limited damage. They are not dangerous unless a person is unable to move and brush them off. However, if a man should be tied down over a fire ant mound, death could result.

There are numerous non-dangerous animals in the area: rabbits, deer, squirrels, chipmunks, etc. It is possible to live off the land except in the desert. To do so in the desert requires specialized knowledge and training, and no little luck.

There are also types of dangerous animals that live off the game in the area. The most dangerous are the wild dogs, for they have lost their fear of man and will attack him. They are highly social hunters and will cooperate to run down game. Wolves also cooperate on the hunt, but are less likely to attack men unless driven to it. There are a few packs that orcs have taught to hate man by provoking them with weapons bearing manscent. These packs will attack any people that they encounter.

The desert puma has also been known to attack any man entering its hunting area, for these rare sand-colored cats are extremely territorial. They usually live in pairs, but it is possible that two to three half-grown cubs may hunt with the mother. They are found only in the southern deserts, and in the lands bordering the desert. They are small, rarely growing more than five feet in length. (See sec. 12.1 for more details about animals.)

The strangest animals of the area surrounding Umbar is the Giant Sloth Bear (so named for its looks, rather than any proveable kinship to either of those animals). The creature is from 15-20 feet in length, has a deep, thick, dark-brown fur, and is reputedly the stupidest animal on the continent. Even orcs seem smart by comparison. They live entirely underground in winding sets of tunnels that they dig with their sharp claws, claws that can even go through the softer rocks. They are not aggressive, but they are not timid either. Rather, they continue on whatever they have decided to do, while ignoring anything around them. They can, and will, dig right through a man if he is standing where they want to dig and doesn't get out of their way fast enough. Since they are huge beasts (2500 to 4000 lbs) and run much to fat, it is difficult for a warrior to hit a vital organ. There is much reason to suspect that either their brain is not in their head or that it is not a vital organ, since head blows rarely kill them.

They have moved farther away from Umbar in the last years, into the foothills, but their tunnels can still be found closer to the city. Such tunnels are frequently used by the orcs as temporary camps when they are forced to take cover from the sun. Some minor outlaw groups find them useful as lairs. There are also stories that vampires and ghouls find them useful residences, too, but few men have returned to support these rumours with fact.

3.6 ECONOMY OF UMBAR

Umbar is a wealthy city. Much money is brought into its economy by the constant raids on Gondor. Loot from the north is a strong enticement to warriors to sign onto the ships.

Trade routes also provide Umbar with great wealth. On any day several caravans from the south will be lined up before the gates waiting to pay their taxes in order to enter the city and sell their goods. There are so many caravans that the wait to enter the gates can be long. Some taverns have been built outside the walls in order to give them a chance to spend their money while they wait to pay taxes. Of course, in time of war these taverns will be the first buildings to be destroyed.

4.0 THE CITY OF UMBAR

4.1 THE CITY PLAN

In 2280 S.A., Umbar was made in to a great fortress of Númenor. The First Wall was built encircling the higher ground overlooking the Bay of Belfalas, and the city laid out inside it. The stoneworking of this wall is superior, the best example of the genius of Númenor, both strong and beautiful with alternating sizes of stone forming a pleasing pattern.

But as Umbar grew, the area inside the wall was filled, and many were forced to build outside the protection of the Wall due to lack of space inside. In 3270 S.A., pride in the part that the city played in Ar-Pharazôn's 'defeat' of Sauron led to an expansion of Umbar and the building of the Second Wall (see dotted line on city map). This wall has now been dismantled. At this time the fiefs of Isigir and Ardûmir were begun. It took two years to complete Isigir and three for Adûmir. The towers guarding the inlets to the port were built in 3275 S.A. as the last part of this expansion.

In 1449 T.A., the rebels from the Kin-Strife began the Third Wall and the Great Towers that are now occupied by the Captains of the Havens. This wall was the first one to include the harbor. After the Third Wall was complete, they ordered the Second Wall dismantled, for they believed that if there were too many inner defenses to drop back to the defenders would not fight as strongly as they should on the outer defenses. The stone from the Second Wall was used for the six great towers. What remained was left for whomever wished to cart it off for building, and soon the Wall was part of many houses about the city. At this time Erâdas, Caldûr, Mâros, and Pellardûr were begun. They were all completed within 5 years.

The outer wall is 40 feet thick and 65 feet tall with a ditch backed by a palisade in front of it. The main purpose of the ditch is to prevent attackers from undermining the walls. Along both the First and the Third Wall are 'D' shaped two-story towers. The top story is used for shooting at attackers while the bottom story is used as storage, quarters, or armory for city guards. There are always one to three guards in each of the outer towers and one in each of the inner ones.

There are two main gates and two postern gates in each wall. All four are accessed by relatively good roads, and there is a good road just inside the Third Wall. The rest of the paths are narrow, winding alleys. The area inside the walls is not wasted on wide streets.

The Postern gates are all alike, small gates five or six feet above ground level that permit only one person in or out at a time. They are used to send out spies in time of war or to mount attacks. The two in the outer wall have palisades around them for use as a staging area for counter-attacks against besieging armies.

The two gates in the Inner Wall are identical, great circular two-story towers. The road goes through the first story of the tower, and there is a large hole in the second story through which defenders can shoot arrows or pour hot oil or tar on attackers. There is a stout door to close off the outside of the tower and a portcullis to cut off the inside wall. Stairs go up to the second floor from the outside of the tower, inside the First Wall. No one can get to the second story from inside the first story.

The Seaward Gate of the Third Wall is a narrow passageway between two round towers. The Desertside Gate is a 'z' shaped twisting passage that ends at two flanking towers with a connecting bridge.

The purpose of the gates is two-fold, both protection and tax-gathering. Going through the gates can take a while, and so some enterprising merchants and tavern owners have establishments just outside the gate for those waiting to get in.

Walking is the main means of transportation for most citizens, so it is important for them to be close to one of the major roads; otherwise so much time is spent walking to the centers of supply that there is not enough time left in the day for working at their crafts and pursuing their livelihood. This accounts for the starfish-shape of the city layout. Areas too far from trade centers or roads are economically unsound.

Most of the houses are two or three stories and narrow, allowing maximum living space on the smallest possible area of land. However, all the wealthier citizens will have a private courtyard behind their houses.

The central market place has a deep artesian well that forms a fountain. The run-off goes into a giant cistern beneath the market place. The six main towers and guard headquarters also have either a well or a cistern or both. There is a large system of cisterns in Umbar for use during sieges (see map of sewers and cisterns).

The port is now completely enclosed with towers guarding the two inlets to the harbor. The wharves are divided into merchant and military areas. Unauthorized people are not welcome in the well-guarded military part of the port.

4.2 THE CITY MAP

SECONDARY CITY KEY (See Umbar City Map for Primary Key)

- S - Astrologer/Seer
- F - Fletcher
- H - Guildhall
- G - Silversmith/Goldsmith
- B - Herbalist
- A - Alchemist
- M - Magician
- L - Lay Healer
- T - Mentalist
- - Cisterns

GUILDHALLS

- 1 - Merchant's Guild
- 2 - Shipbuilder's
- 3 - Armorer's Guild
- 4 - Wizard's Guild (designated as an inn)

TOWERS

- 1 - Seaward
- 2 - Red
- 3 - Black
- 4 - Fasthold
- 5 - Westerly
- 6 - Flame

INN

- 1 - Drunken Goose
- 2 - Red Sunset
- 3 - Dead Calm
- 4 - Wizard's Guildhall

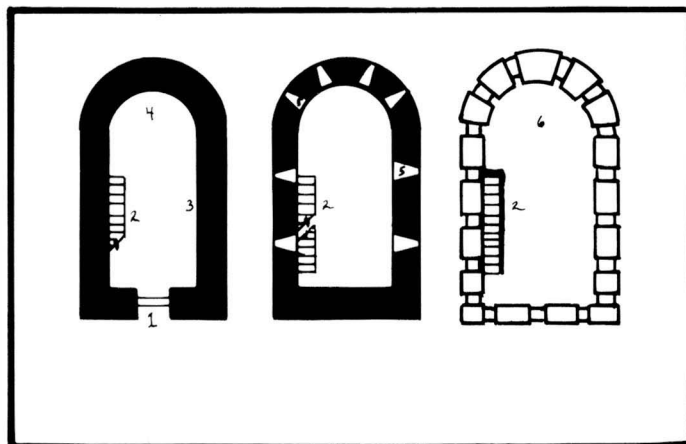
RELIGIOUS BUILDINGS/SITES

- 1 - Tower; Order of the Faithful
- 2 - Tower; Order of Tûthmeid
- 3 - Main Tower; Healers of Umbar
- 4 - Clinics; Order of the Faithful
- 5 - Clinics; Healers of Umbar

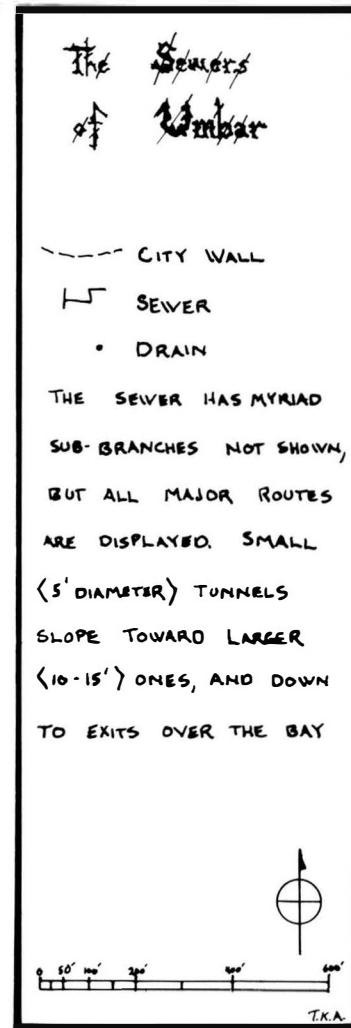
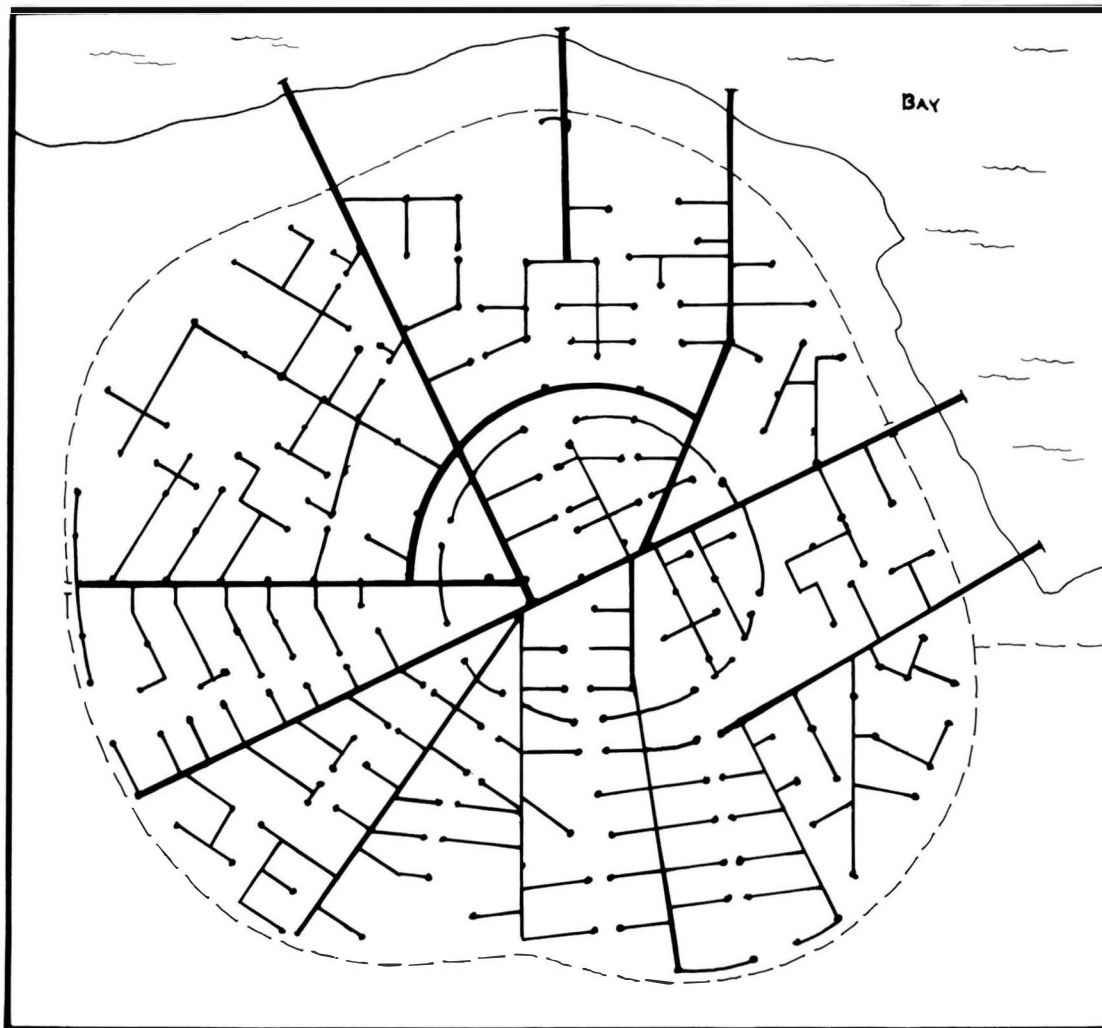
4.3 DETAILS OF THE CITY WALL

Key to Typical 'D'-Shaped Wall Tower

- 1 Archway Door.
- 2 Stairs.
- 3 Solid wall on the first floor.
The door is the only opening on this floor.
- 4 The area on the first floor is used for storage or for quartering City Guard.
- 5 Arrow slits.
- 6 Open roof with crenellations.



4.4 MAP OF CITY SEWERS



4.5 TYPICAL CHIEF CAPTAIN'S HOUSE

All of the Chief Captains have their own homes in Umbar (except Telicur who lives in Eädur's tower). Typically they are two-storied, of stone, with servants and guards living on the first floor, and the Chief Captain and his family (if any) living on the second.

All have a private walled garden in the back. There are 5-8 servants and 10-15 guards commanded by a sergeant.

Chief Captain's Household Guard

rank	level/hits	melee bonus/ missile bonus	armour type	magic items
sergeant	5-6/75-85	80-85/60-65	14-60	2 good; 3-2 common
guards	3-5/45-75	60-80/45-60	14-45	3-2 common

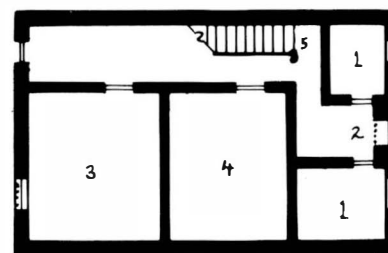
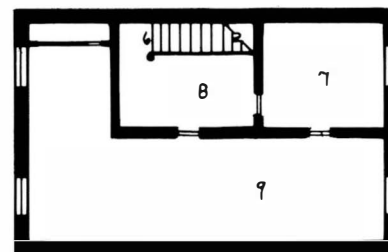
See same footnotes as for Military Components of Villages. All are issued at least 2 mireenna.

Key to Chief Captain's House

- 1 Guard stations; 2-4 guards on duty.
- 2 Metal grill that is lifted only when outer door is closed.
- 3 Kitchens and servants quarters.
- 4 Guardsmen quarters.
- 5 Stairs up.
- 6 Stairwell.
- 7 Office; will have 75-100 GP in desk.
- 8 Guard station; 1-2 guards.
- 9 Living quarters; has safe or hidden closet with 1,000 to 1,500 GP and 3-4 common magic items. The hiding place is trapped on 3 levels and will have an alarm that sounds in the guard area but not in 9.

Note: Telicur has his house closed up with only 4-5 retired guards keeping an eye on it. Nothing inside, not even furniture. Fältur has an additional curse on his treasure given to him by the Dark Priests. Anyone who fails to make his RR (spell is 15 level) will lose all the hair on their body (Yes, this includes head). This is to make them easier to find.

TYPICAL CHIEF CAPTAIN'S HOUSE



4.6 TYPICAL TAVERNS OF UMBAR

4.61 A Middle Class Tavern, *The Red Sunset*

The Red Sunset is as calm as a tavern in a warrior society is likely to get. There is an odd fight and an occasional wandering pick-pocket, but the Tavern Owner takes steps to eject fighters and deny entry to pick-pockets in order to protect his customers. The drinks are free of knock out drops, and PC's who rent rooms for the night will probably still have their belongings when they wake up the next morning.

Key to *The Red Sunset*

- 1 Door onto street.
- 2 Main barroom; benches and wooden tables, 3-4 serving girls (Tavern Owner will protect them from annoyance).
- 3 Bar; bartenders usually double as bouncers.
- 4 Kitchen.
- 5 Private dining rooms.
- 6 Back door onto courtyard.
- 7 Stairs up.
- 8 Courtyard.
- 9 Fence.
- 10 Small garden.
- 11 Stables.
- 12 Windows.
- 13 Small guest rooms.
- 14 Lavatory.
- 15 Very Small guest room.
- 16 Large guest rooms.

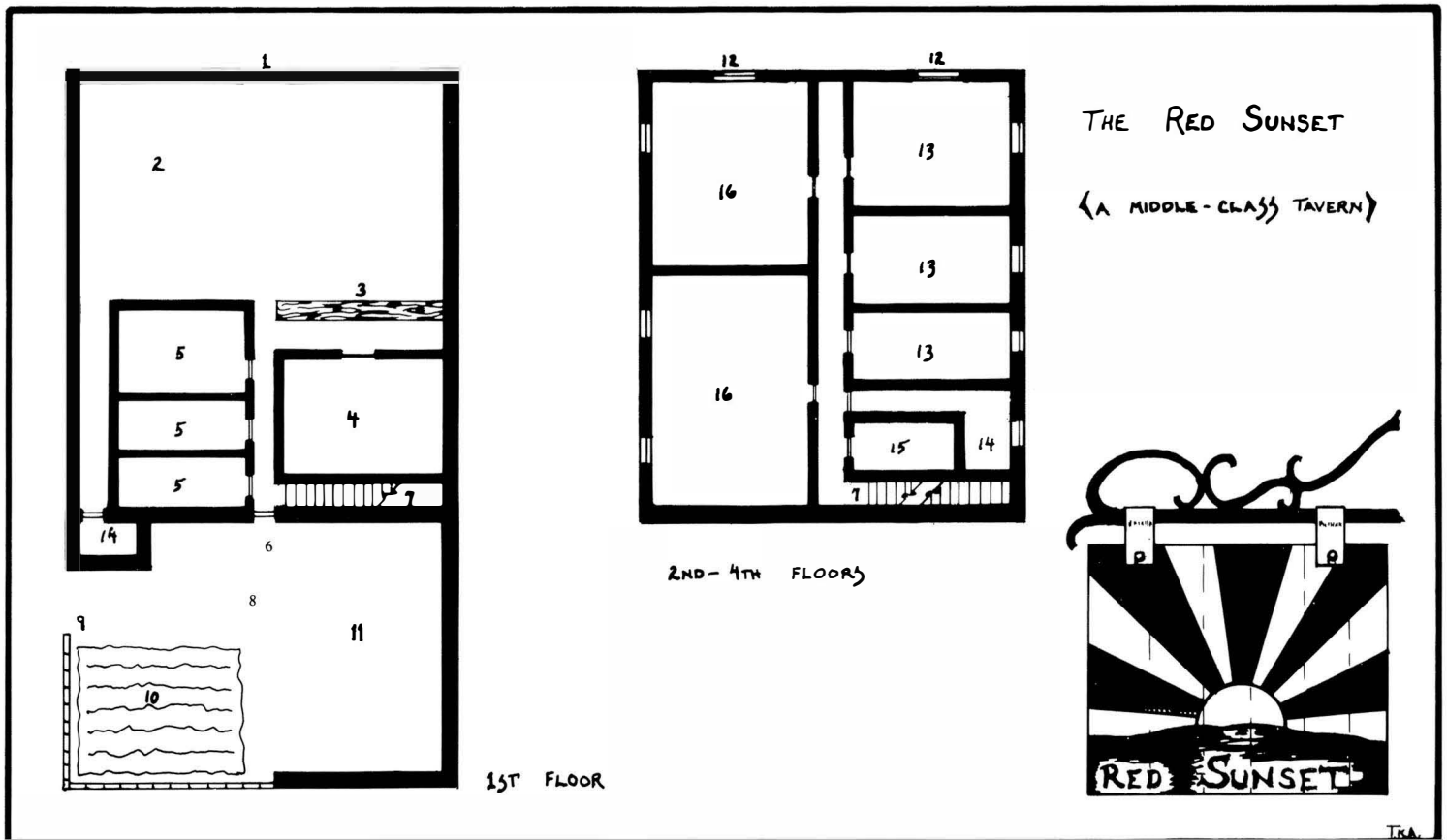
4.62 A Dive, *The Drunken Goose*

The Drunken Goose is a dangerous place for strangers (PC's). Since the Guild Hall of the Thieves is in caverns beneath this Tavern, it is certain that there are assorted assassins, pick-pockets, sneak thieves, and robbers among the people in the bar (in other dives, this is merely very likely). There are hourly fights that the Tavern Owner handles by taking bets on. Because of this the furniture is cheap and often repaired. It is almost impossible for a PC to come into this Tavern without losing something to a pick pocket or being mugged in the street as he leaves. This is completely impossible if the PC is low-level. Any stranger who spends the night will wake up to find most of his belongings missing — if he wakes up at all. The Tavern Owner is known to the Thieve's Guild as the best man in Umbar with knock-out drops.

Key to the *Drunken Goose*

- 1 Door to street.
- 2 Door into bar.
- 3 Main bar.
- 4 Bar.
- 5 Door to kitchen.
- 6 Kitchen.
- 7 Private booths with curtains.
- 8 Private dining rooms.
- 9 Office of owner.
- 10 Closet with secret door leading to Thieve's Guild.
- 11 Storage shed.
- 12 Stables.
- 13 Outhouse.
- 14 Courtyard (clay, gets really muddy when it rains).
- 15 Stairs.
- 16 Guest rooms.
- 17 Hall.
- 18 Small room; both doors have locks (very hard -5 to unlock and very hard -5 to disarm trap). Trap sets off alarm that goes off in managers office and in Thieve's Guild Hall.
- 19, 20, 21, 22 Tavern Owner's private quarters.

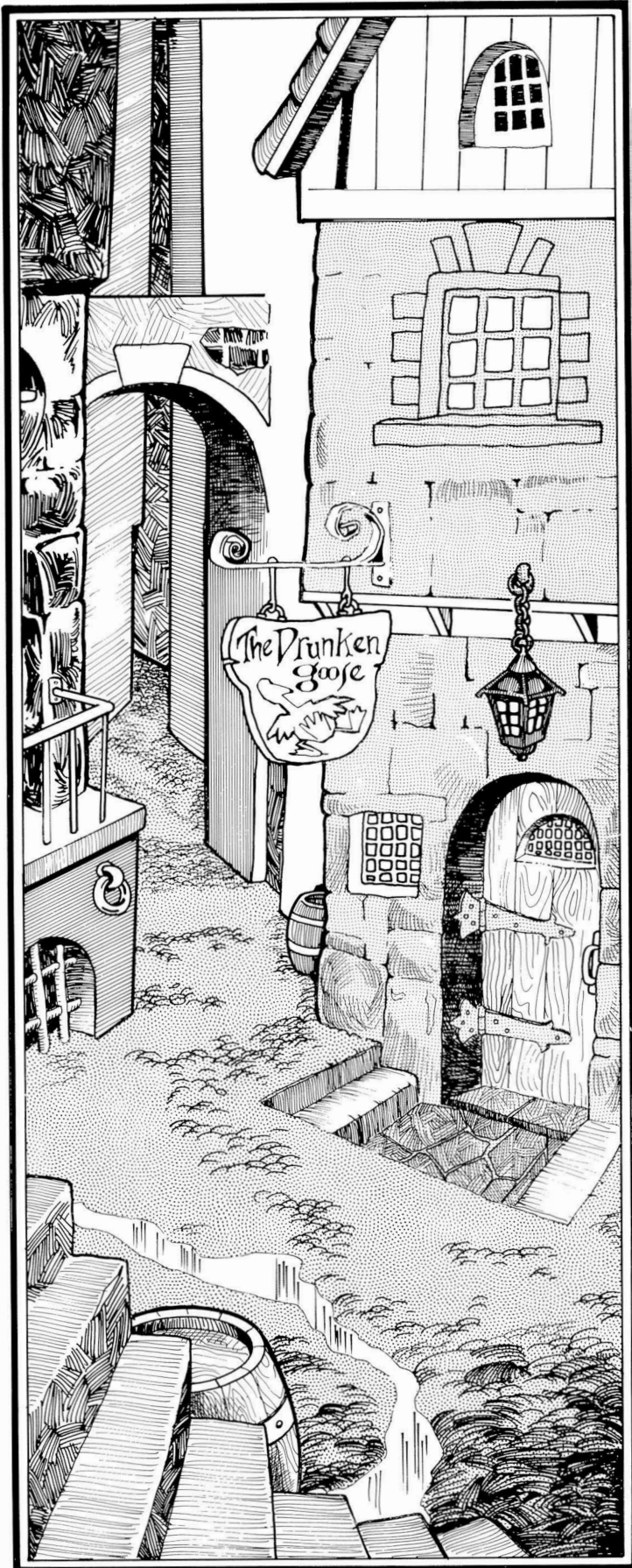
(See section 8.4 for more information about the caverns of the Thieve's Guild.)



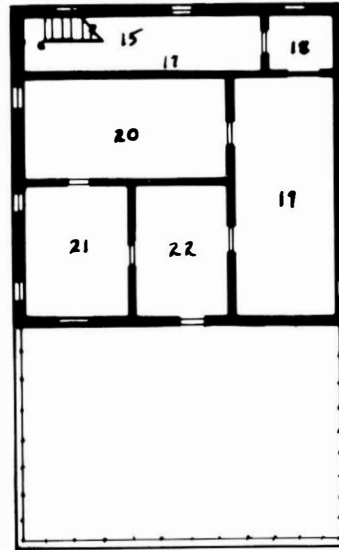
the "Drunken Goose"

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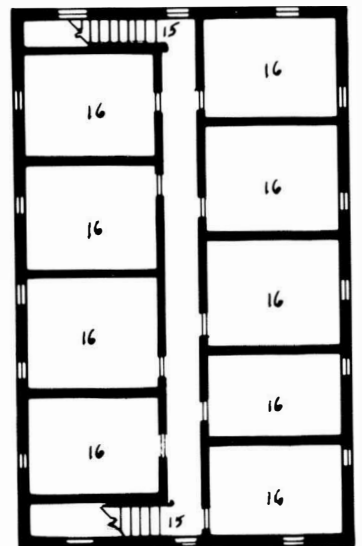
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TKA



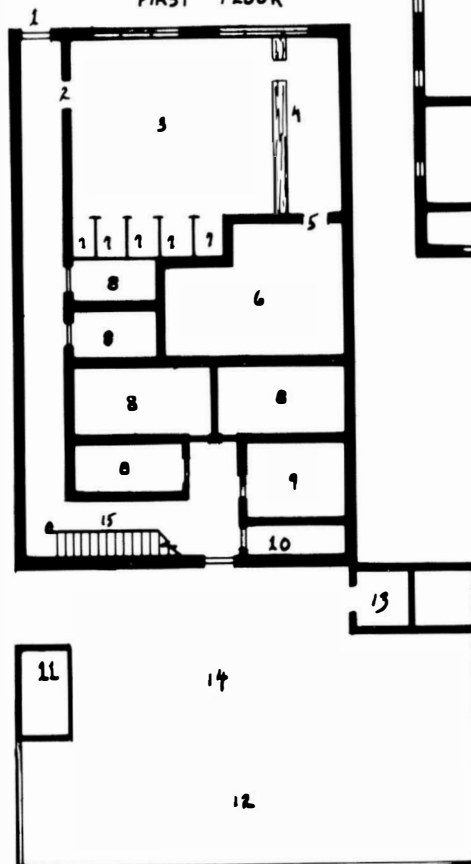
THIRD FLOOR



SECOND FLOOR



FIRST FLOOR



5.0 TOWER HOLDINGS OF THE CAPTAINS OF THE HAVENS

The major holds of the Lords of Umbar are near the outer stone wall of the city, evenly spaced to give them command of wall defenses. All are tower holds. Since they belong to Lord-Warriors, much trust is put in the strength of men's arms, but other defenses also exist, some devised by the Wizard's Guild (see section 8.1) and some carried from Númenor in its last days. The outsides of the towers are kept polished in order to make them almost impossible to climb.

Each tower has 20-50 men-at-arms, 10-20 general servants, one to five personal servants for the Lord of the tower. There may be one to four visitors of varying level. Chief Captains are always in the tower if the Lord is not. (Unless they are both on a raid to Gondor, in which event the tower will be closed to visitors.)

The Lord's Meinie are his personal guard. Only the best fighters are picked for it. The guard is divided into sections. The sections alternate accompanying their Lord and remaining to guard the tower in his absence. Naturally, they would all rather go than remain on guard.

By contract with the Wizard's Guild there is always one of their upper level members on duty at each tower. They rotate the duty, so any guild member over 10th level may be in any tower. They do not use obvious spells if they can be seen by anyone who is likely to survive.

5.1 THE BLACK TOWER (MINAS MOR)

The Black Tower has an octagonal shape with no doors or windows on the first of its five floors. Narrow stairs (3 feet wide) which double back on themselves lead to the single door on the second floor. The walls are twelve feet thick, and they are formed of hard grey stone taken from the Second Wall. The diameter of the tower is 90 feet, and it is 120 feet tall.

Key to Black Tower

first floor

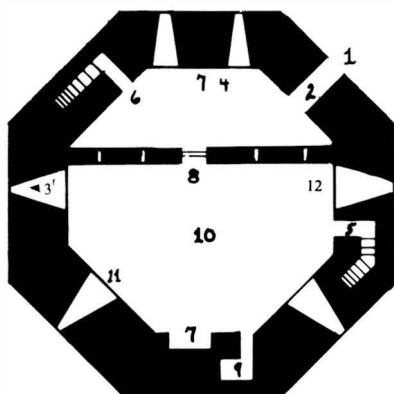
- 1 Trap door to cells and cistern.
- 2 Fireplace.
- 3 Lavatory.
- 4 There will always be 7-8 servants and 2-3 guardsmen on this floor which is the servants' quarters and kitchen area.

second floor

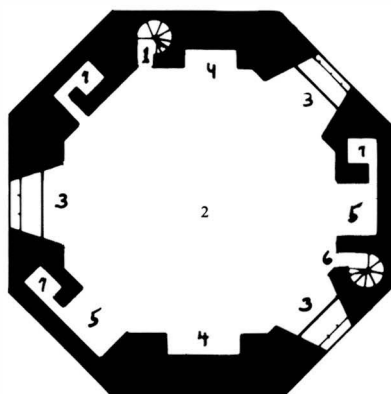
- 1 Door; 3' wide, wood re-inforced with iron.
- 2 12' corridor; when triggered, metal spikes come out of the walls and fill the corridor.
- 3 Inner wall with arrow slits; always a guard there.
- 4 Ebony stone statue of a dog which growls when anyone not of the castle walks by it — howls if the person is invisible; all tower people have been introduced to it and it 'remembers' them.
- 5 Stairway down to kitchen.
- 6 Stairway up to third floor.
- 7 Fireplace.
- 8 Door.
- 9 Lavatory.
- 10 Guard Quarters; there will always be 5-10 guards here during the day and 10-15 during the night; may be 2-3 servants.
- 11 Arrowslits.
- 12 Trigger mechanism to metal spikes in 2.

third floor

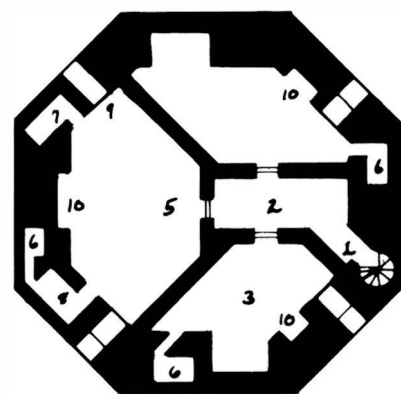
- 1 Stairs from second floor.
- 2 Fireplace.
- 3 Arrowslits.
- 4 Wall chamber and office — when Eädur is in the office, a guard is always hidden there; when she is not in the office, two guards are on duty there. She keeps very little of real importance here. There may be 100-150 GP in a safe hidden in a secret panel beside the fireplace. It is hard to open. In it is a box and a bag of money. Detects do not work on the box. When it is opened a poison dart will be shot out. If the PC fails to make his RR he will be paralyzed for 6 months. The poison acts as 10 level, and the non-detect dispells when the box is opened. There is an easily found secret drawer in the desk with a dusty bag of jewels. The dust is contact poison (acts as 10th level), same effect as dart. There jewels are just good fakes. Any papers are just day to day administrative business. There may be a report on the search for Telicur.
- 5 Wall chambers allotted to the two guard captains.
- 6 Men-at-arms quarters.
- 7 Spiral staircase up.
- 8 Doors.



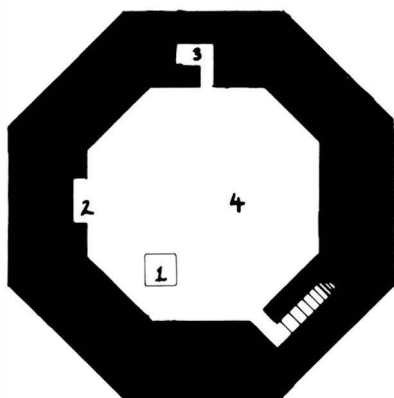
LEVEL 2



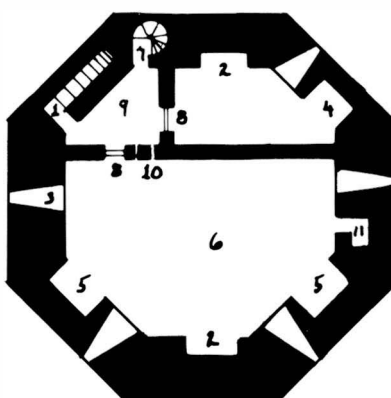
LEVEL 4



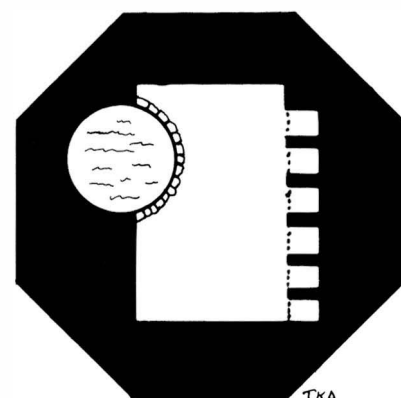
LEVEL 5



LEVEL 1



LEVEL 3



BASEMENT

TKA

- 9 Antechamber; the floor is one massive block of green stone with white veins running through it. It changes color to black if anyone walks on it covered by a cloakingspell (e.g. invisible, blur, etc.).
- 10 Wall with arrowslits — always a guard on duty.
- 11 Lavatory.

fourth floor

- 1 Spiral staircase from third floor.
- 2 Great Hall; always 4-5 servants and 5-10 guards.
- 3 Windows with window seats.
- 4 Fireplace.
- 5 Wall chambers for guests.
- 6 Spiral staircase to fifth floor; there is always a guard on duty here.
- 7 Lavatories.

fifth floor

- 1 Spiral staircase from fourth floor; goes up to roof.
- 2 Antechamber; chairs and small dining table with chairs for two.
- 3 Guest chamber; bed in wall room; this is where the member of the Wizard's Guild will stay.
- 4 Telicur's rooms; the door has been bricked up.
- 5 Eädur's private room; bed is in wall chamber 8, desk in 7. Her most private papers are kept in a secret drawer in this desk; (hard -50 to find and hard -25 to open, not trapped). There are secret panels in the walls of both windows (hard -25 to find) not locked, but are trapped (windows also have metal grills on them on this floor). An alarm sounds in both guard quarters, but not on 5th floor. In one panel is 10,000 in GP, in the other 3 common magic items and 2 good magic items (see chart 12.7).
- 6 Lavatory.
- 7 Wall chamber (see 5).
- 8 Wall chamber (see 5).
- 9 Window.
- 10 Fireplace.

5.2 FLAME TOWER (MINAS NARO)

Flame Tower is a circular tower with a diameter of 75 feet and walls 12 feet thick. The only entrance is on the second floor reachable by means of a wood stair. During an attack, oil is poured down the stairs and lit, burning the stairs and perhaps a few attackers. There are no openings on the first floor and only arrowslits on the second. The other three floors have windows covered by metal grills. The tower is 100 feet high.

Key to Flame Tower

first floor

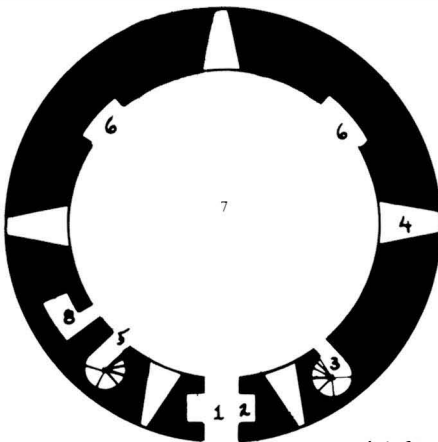
- 1 Cooking area; 3-4 servants and 2-3 guardsmen.
- 2 Fireplace.
- 3 Lavatory.
- 4 Spiral staircase up.
- 5 Trapdoor to cistern and 4 underground cells.

second floor

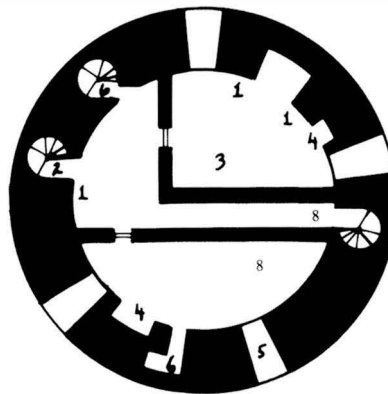
- 1 Door; barrels of oil on each side for use in case of attack.
- 2 Guard post; they are standing on magic stones from Númenor and can see invisible and see through illusions.
- 3 Spiral staircase down.
- 4 Arrowslit.
- 5 Spiral staircase up.
- 6 Fireplace.
- 7 Great Hall; always 5-6 servants and 10-20 guards on this level.
- 8 Lavatory.

third floor

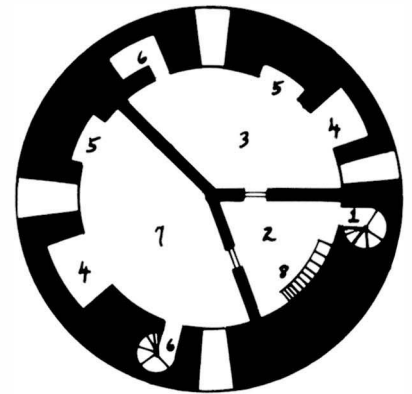
- 1 Stairs down.
- 2 Window.
- 3 Stairs up.
- 4 Guard quarters.
- 5 Fireplace.
- 6 Wall chamber for guard captain; it will have a locked chest (hard -10 to open). It has 20-30 GP and 1 common magic item. The lock is trapped (hard -20 to disarm) and explodes if set off, giving 10-50 hits and making a loud noise.
- 7 Lavatory.
- 8 Guard post; always one guard there.



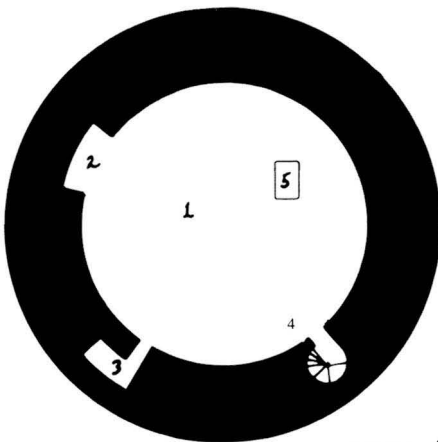
LEVEL 2



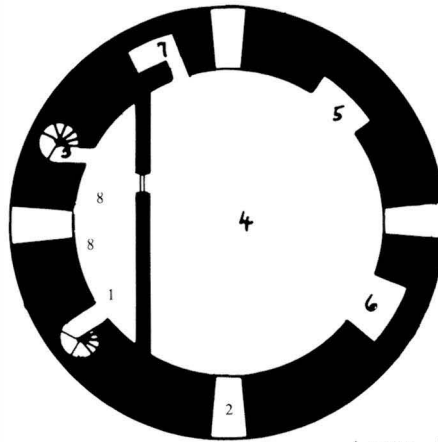
LEVEL 4



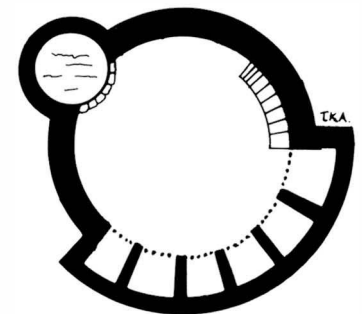
LEVEL 5



LEVEL 1



LEVEL 3



BASEMENT

fourth floor

- 1 Guard post.
- 2 Staircase down.
- 3 Teldûmeir's office; desk is in wall chamber, contains day to day administrative stuff and 50 GP, also 2 mirennas.
- 4 Fireplace.
- 5 Window.
- 6 Lavatory.
- 7 Stairs up.
- 8 Guest room where member of Wizard's Guild stays.

fifth floor

- 1 Spiral stairs down.
- 2 Antechamber; 2 guards.
- 3 Guest room.
- 4 Wall chamber for bed.
- 5 Fireplace.
- 6 Lavatory.
- 7 Teldûmeir's room; desk has a picture of Elaëmir, report of search for her, 60 GP. There is a hidden drawer with a trap (hard -50 to remove), its shoots 3 darts with poison that blind if PC fails RR. There is a secret safe (hard -60 to find) trapped on two levels. First trap (hard -20 to disarm) shoots out a jet of poison gas which paralyzes; second (hard -20 to disarm) and sets off an alarm on the guard floor; cannot be heard on the fifth floor. Lock on safe (hard -25 to open). Inside is a rune of invisibility 1' radius, 8,500 GP and a ring with a large square emerald worth 1,000 GP, non-magic.
- 8 Stairs up to roof.

5.3 SEAWARD TOWER (MINAS GAERNA)

Seaward Tower is near the third wall overlooking the bay. It has a roughly semicircular shape and consists of five floors, one of which is halfway underground. The second story has only arrow slits, but the rest have both arrow slits and windows. Borathôr likes to go up on the roof and look out over the sea toward Gondor while planning his next raid. He has several tubs of soil with flowers planted in them and one with a small tree, placed about the roof. The flat side of the tower is 70 feet wide, the walls are 12 feet thick, and it is 95 feet tall.

Key to Seaward Tower

first floor

- 1 Kitchen area and servants' quarters.
- 2 Fireplace.
- 3 Lavatory.

- 4 Stairs up.
- 5 Well.

second floor

- 1 Stairs down.
- 2 Grand Hall; always 2-3 servants, 3-4 guards.
- 3 Guard post; always 1 guard there.
- 4 Fireplace.
- 5 Lavatory.
- 6 Stairs up.
- 7 Entryway is heavy black metal; walls, floors, ceiling. Anyone going through it loses all spells and spell points. Members of the Wizard's Guild hate duty at Seaward and will only go in at night so they can go straight to bed and recover. They also demand a guard for 12 hours after leaving.

third floor

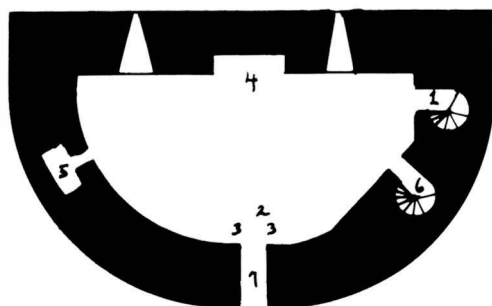
- 1 Stairs up.
- 2 Stairs down.
- 3 Guard post.
- 4 Arrow slits.
- 5 Fireplaces.
- 6 Cells.
- 7 Large wall chamber; Captain of the Guard, has a chest, locked (hard -10 to open) and trapped, (hard -10 to disarm). Shoots poison dart unconscious for 3 days if fail RR. Inside chest is 50 GP, 2 common magic items, 2 common healing drugs.
- 8 Window.
- 9 Lavatory.
- 10 Guards quarters.

fourth floor

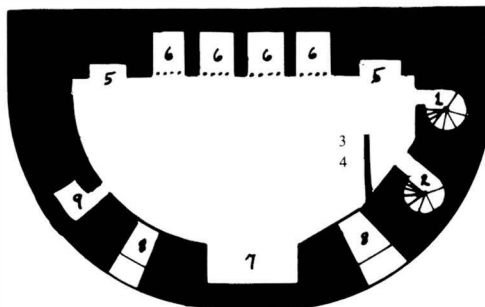
- 1 Stairs down.
- 2 Stairs up.
- 3 Arrow slit.
- 4 Window.
- 5 Lavatory.
- 6 Fireplaces.
- 7 Guest rooms.
- 8 Hall.
- 9 3' thick solid wall.
- 10 "Guest room" for unwilling guests.
- 11 Stairs up to Borathôr's room.

fifth floor

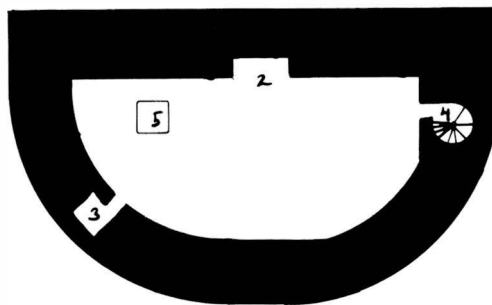
- 1 Guard post.
- 2 Stairs down and up to room.
- 3 Arrow slit.
- 4 Lavatory.
- 5 Wall chamber.
- 6 Borathôr's rooms.



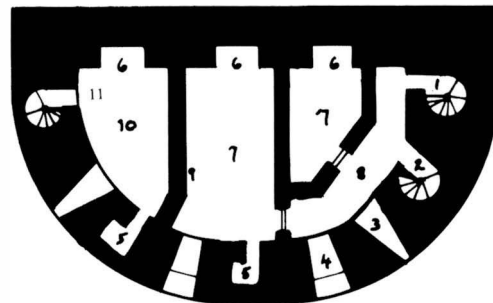
LEVEL 2



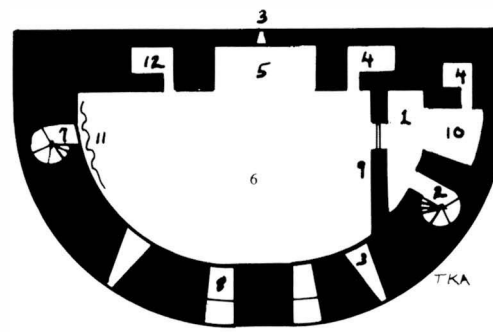
LEVEL 3



LEVEL 1

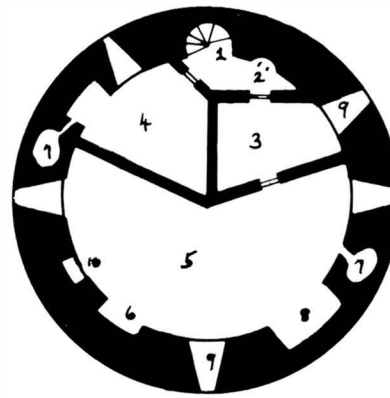


LEVEL 4

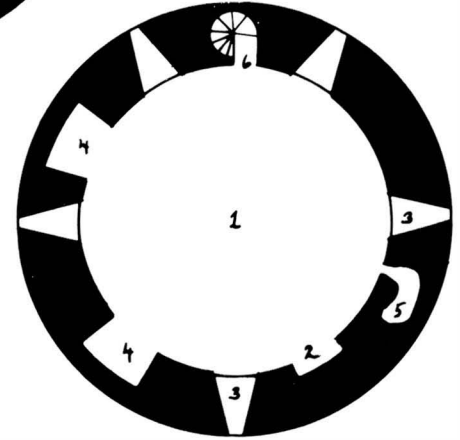


LEVEL 5

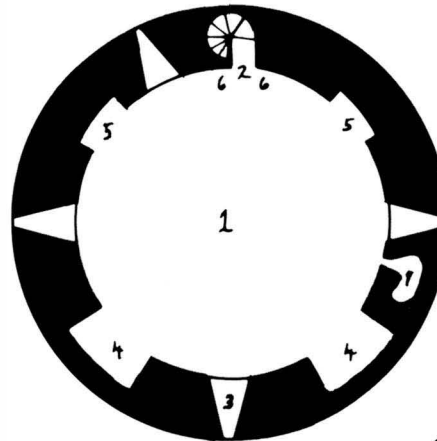
- 7 Spiral staircase down to 11 on floor below; secret door (hard -25 to find, hard -50 to unlock) another door on next level (hard -50 to unlock). Current prisoner is the pregnant wife of one of Eädur's captains. Borathôr is trying to use her to blackmail the captain. Borathôr thinks that he will be the new Chief Captain when Eädur appoints one.
- 8 Window.
- 9 Double door; (complex to unlock).
- 10 Wall chamber for his current girlfriend.
- 11 Tapestry hanging over secret door.
- 12 This looks just like a lavatory opening, but to those who roll a good perception roll it does not smell like one. In the wall (very hard to find) is a secret panel; it has a lock (hard -50 to open). It is trapped on three levels. The first trap (hard -50 to disarm) sets off an alarm; the second (very hard to disarm) drops a stone slab from the top of the opening, sealing it off. This door is trapped; once down, the trap releases poison gas into the room which kills within 5 minutes (hard -20 to disarm). This information is written in glowing letters on the door to discourage the thief from trying to escape. The third trap (very hard to disarm) shoots a poison dart out of the keyhole; poison acts as 10 level, paralyzes. Inside the wall panel is 2,000 GP, jewels worth 5,000 GP, 2 good healing drugs, 4 common healing drugs, and a document that proves that Teldûmeir's fiefholder has been keeping more of the land rents than is his right. Borathôr is blackmailing him.



LEVEL 4



LEVEL 3



LEVEL 2



LEVEL 1



BASEMENT

5.4 RED TOWER (MINAS CARAN)

Red Tower is a circular tower 50 feet in diameter and 100 feet tall with 10 foot thick walls. It has four stories and a small basement. The entryway is on the first floor. There are no windows, only arrow slits. The sides are smooth, unadorned. The roof has crenelations and in the center a large brazier, raised on a tripod that always has a flame in it. The people of the city have dozens of explanations as to what the purpose of the flame is. There is nothing unusual about the flame, but Adûmir hopes that Teldûmeir will believe that there is. Adûmir wants to make Teldûmeir think that he has some flame of knowledge that Teldûmeir does not.

Key to Red Tower

first floor

- 1 Two foot wide door.
- 2 Wall with arrow slits; there are always three guards here.
- 3 Stairs up.
- 4 Guardsmens quarters.
- 5 Wall chamber for captain of the guard. Iron chest (complex to open). He keeps a viper (see sec. 12.1) in chest to discourage thieves. Also in chest one ring with small diamonds worth 35 GP, 1 **mireenna** and some clothes. Chest has holes in bottom to provide air for snake.
- 6 Lavatory.
- 7 Door; lock (hard -30 to unlock).
- 8 Arrow slits.
- 9 Stairs down to cistern and cells.

second floor

- 1 Great Hall; always 6-9 servants, 4-5 guards.
- 2 Spiral staircase up and down.
- 3 Arrow slits.
- 4 Wall chambers; member of Wizard's Guild will stay in one of these.
- 5 Fireplace.
- 6 Guard post; 2 guards.
- 7 Lavatory.

third floor

- 1 Kitchen area; servants quarters.
- 2 Fireplace.
- 3 Arrow slits.
- 4 Wall chambers for low level guest or higher level servants.
- 5 Lavatory.
- 6 Stairs up and down.

fourth floor

- 1 Stairs up.
- 2 Ladder to roof (note: 3-4 guards always on roof).
- 3 Adûmir's office; desk has papers on search for Eläemir, reports from Ancirtân that Teldûmeir does not seem to know where she is, 53 GP, 2 good healing drugs, 3 common healing drugs. Locked desk drawer (hard -5 to unlock) trapped on three levels: poison dart, blinded if fail RR, acts as 10th level; mechanism shatters if opened and 2nd trap not removed, gives 10-50 hits 2 foot semi-circle in front of drawer; third trap sets off an alarm in tower that is so loud it can be heard outside. The first trap is hard to remove; the second one is very hard to remove, and the third is hard -5 to remove. There is nothing in the drawer. Adûmir had it prepared to hide correspondence regarding his plot to establish himself as King but then he got sidetracked looking for Eläemir.
- 4 Best guest chamber.
- 5 Adûmir's quarters; Eläemir's things are still there.
- 6 Fireplace.
- 7 Lavatory.
- 8 Wall chamber with bed.
- 9 Arrow slit.
- 10 Secret closet in wall beside fireplace; 2' deep (hard to find, very hard -5 to unlock) three traps. The first is an alarm, same as for 3; second is a bag of velvet which is dusty, dust becomes dye, bright yellow, when touched by human skin — may wear off in 3 or 4 months; all the **mireenna** in the safe have been treated, they are labeled "experimental **mireenna**, removes 20 hits" but they really give 100. Other items in the safe are 10,000 GP, 4 common magic items, 2 good magic items, and the bag of 16 fake **mireenna**.

5.5 FASTHOLD (MINASTHALION)

Fasthold is an L-shaped tower with four stories. The larger wing is 80 feet by 40 feet and the shorter is 60 feet by 30 feet. The walls are 10 feet thick and the tower is 100 feet tall. Torches are kept constantly ablaze along the edges of the roof. The outer wall is broken by columns rising to arch over the windows on the top floor, but the walls are still unclimbable.

Key to Fasthold

first floor

- 1 Doorway, 3' wide.
- 2 Guard room with arrow slits looking out into entryway. There are always two guards on duty.
- 3 Grill over doorway; only open when outer door is closed.
- 4 Stairs up.
- 5 Stone wall 2' thick; reinforced door, lock (complex -10 to unlock) trapped with alarm (hard -20 to disarm).
- 6 Fireplace.
- 7 Guard post and spiral staircase up.
- 8 Wall chamber for steward of tower.
- 9 Lavatory.
- 10 Kitchen and servants quarters; there will always be 5-6 servants and 3-4 guards in this area.
- 11 Reception area; well furnished.
- 12 Arrow slits.
- 13 Trap door to cells in basement; cell one has low level evil priest that Mireädûr is questioning. He will get nothing useful because the priest's memory has been wiped clean. Cell 3 has a smuggler who was caught smuggling wool into Umbar. Other cells are empty.

second floor

- 1 Stairwell down and up.
- 2 Arrow slit.
- 3 Wall chamber.
- 4 Stairs down.
- 5 Guard post.
- 6 Fireplace.
- 7 Lavatory.
- 8 Grand Hall; there will always be 3-4 servants and 4-5 guards here.

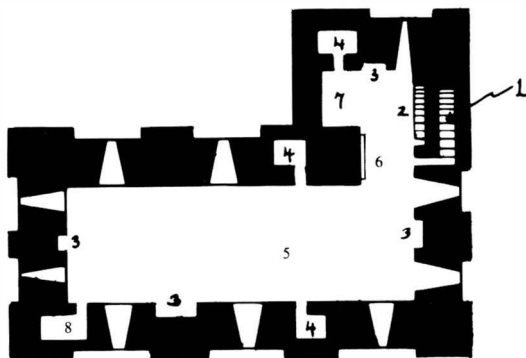
third floor

- 1 Stairs down.
- 2 Stairs up.
- 3 Fireplace.
- 4 Lavatory.
- 5 Guard quarters; always 6-8 guards here.
- 6 'Mirror of True Seeing,' metal, 8' x 10', weighs 300 lbs., firmly attached to the wall. Shows people as they really are, even if cloaked by illusion or invisibility.
- 7 Guard post; 2 guards are always looking at the mirror. Impossible to enter or leave without being reflected in mirror.
- 8 Wall chamber of captain of guard; he has a large chest, lock is complex to open. Inside are 6 poisonous spiders; poison causes hands to swell to twice their normal size, intense pain. Spiders are hard -25 to avoid *if* seen, but hard -10 to see. Inside is 50 GP, one gold earring, small picture of 10-year-old girl, 2 common magic items.

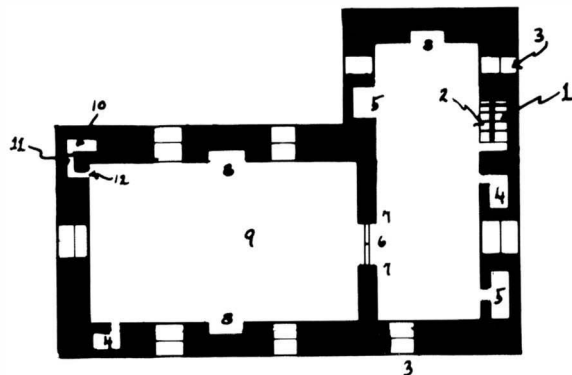
fourth floor

- 1 Stairs up.
- 2 Stairs up to roof.
- 3 Window.
- 4 Lavatory.
- 5 Wall chambers for guests.
- 6 Sliding doors; locked (very hard -25 to unlock), trapped, (hard -5 to remove), sets off alarm.
- 7 Guard post.
- 8 Fireplace.
- 9 Mireädûr's rooms; torches instead of candles, one fireplace has red flame, one has blue flame. Secret room (#10) (hard -25 to find), very hard to unlock; trapped (very hard -20 to untrap). If trap is set off a sliding door (#11) from the ceiling closes off the passage (#12) and the walls close together to give large crush +150 (add 150 to your roll on the crush table, allowing maximum ceiling for damage). Also sets off an alarm in the guard quarters. Room contains 10,050 GP, a large red fire opal set in a ring which everyone will recognize as Mireädûr's, and a report on the Order of Tûthmeld saying that the writer believes further investigation would be worthwhile.

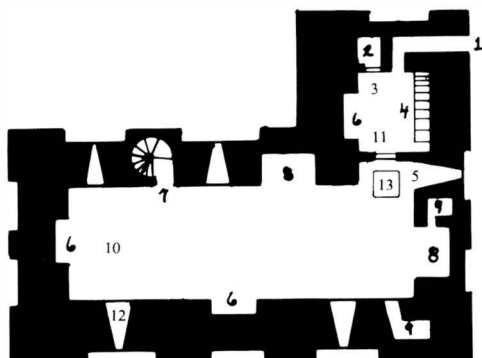
10, 11, 12 See 9.



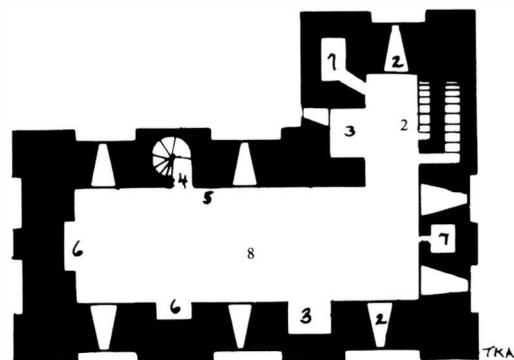
LEVEL 3



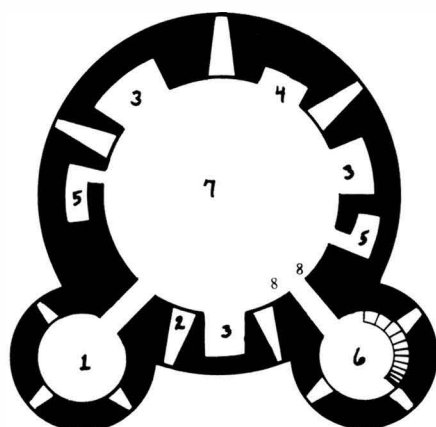
LEVEL 4



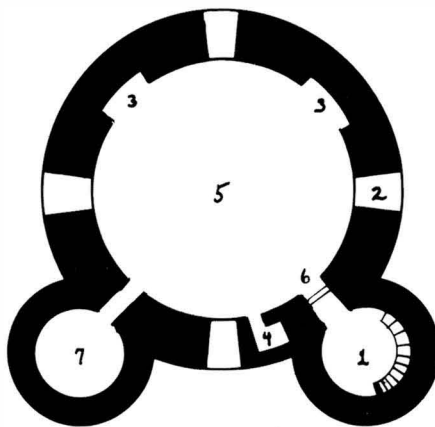
LEVEL 1



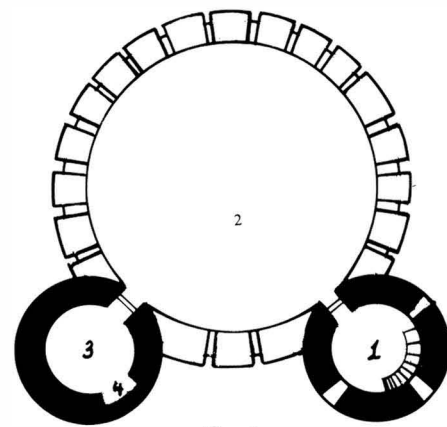
LEVEL 2



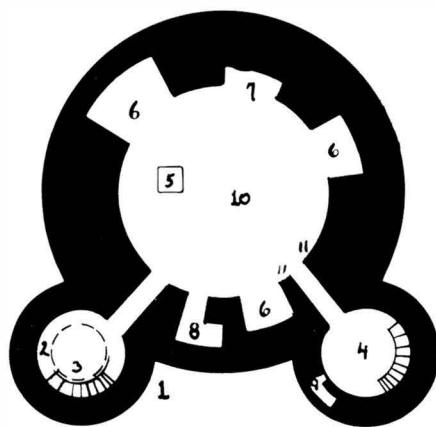
LEVEL 2



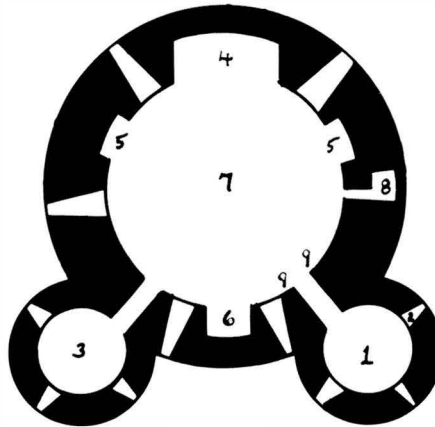
LEVEL 4



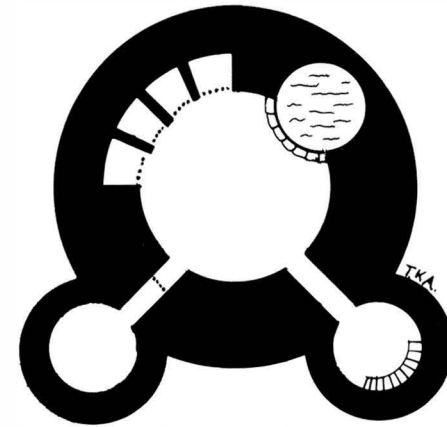
ROOF



LEVEL 1



LEVEL 3



BASEMENT

5.6 WESTERLY TOWER (MINASNUMEN)

Westerly Tower is round tower 60 feet in diameter, 110 feet tall with 10 feet thick walls. It has two round towers incorporated in its floor plan facing the Third Wall. Both 8 foot towers extend about 9 feet above the roof level of the main tower. It has an underground entrance, and is four floors tall.

Key to Westerly Tower

first floor

- 1,2,3 Three foot wide entry goes under the wall and tunnels up into the center of the tower. The first floor of the tower has no openings. There are stairs around the wide of the tower up to a second floor gallery which overhangs the first floor. There are always 3 guards with crossbows on this level, and there is a trigger which will collapse the tower's stairs.
- 4 Stairs from first floor to second floor.
- 5 Well.
- 6 Wall chambers for upper servants.
- 7 Fireplace.
- 8 Lavatory.
- 9 Spiral staircase down to 4 underground cells. Cell 1 has a guard who murdered another of Arkhād's guards in a fit of temper. Cells 2 and 3 are empty, and cell four has a man whose tongue has been cut out. He gave a smart answer to Arkhād one day in court.
- 10 Kitchen and servants quarters.
- 11 Guard post.

second floor

- 1 Best guest chamber.
- 2 Arrow slit.
- 3 Wall chambers (members of Wizard's Guild will be here).
- 4 Fireplace, very large.
- 5 Lavatory.
- 6 Stairs around wall of tower up and down.
- 7 Grand Hall.
- 8 Guard post.

third floor

- 1 Stairs.
- 2 Arrow slits.
- 3 Bāvire's quarters when she is overseeing the tower; only minor things, combs, clothes, 5-10 GP; rest of her things are at her house. She is likely to spend the night here if she has been working late or attending a party.
- 4 Wall chamber for captain of guard. There is a hidden wall safe (hard -15 to find) (hard -25 to unlock) (hard -25 to disarm trap). Metal door shatters giving 20-50 hits to everyone within 2' semi-circle in front of the door. Inside are 50-60 GP, 2-3 common magic items, a love letter from one of Borathōr's ship captains.
- 5 Fireplace.
- 6 Wall chamber shared by the two sergeants.
- 7 Guards quarters.
- 8 Lavatory.
- 9 Guard posts.

fourth floor

- 1 Stairs, continue on up to roof.
- 2 Windows.
- 3 Fireplace.
- 4 Lavatory.
- 5 Arkhād's rooms; richly decorated, 500 GP and ring with 100 GP jewel in desk, general day to day administrative papers.
- 6 Door; complex -100 to unlock.
- 7 Dog quarters. There are four dogs that are trained to attack anyone they do not know; they are also trained not to take food from anyone except their trainer. Dogs weigh 100-120 lbs. attack either by biting once per round with a bonus of 30 or clawing twice with a bonus of 40. Their armour type is 3-25.

roof

- 1 Stairs.
- 2 Roof; 3 guards.
- 3 Room; pentagram on floor in tile, demon guarding room; armour type is 15-75, attacks either by biting with a bonus of 100 or by clawing twice with a bonus of 75. Immune to fire and poison.
- 4 Closet in room; locked (hard -75 to open), symbol on wall of closet, 'absolution'; 2 good magic items, 4 common magic items, 10,000 GP in jewels. If Mireādūr finds out about this room he will attack Arkhād — or start to. Arkhād will tell Mireādūr about the Sword of Syntar and claim to be working to destroy the Dark Priests from inside. He will omit any mention of his plans to make use of them first. Mireādūr may or may not believe him.

6.0 GENERALLY KNOWN INFORMATION ABOUT UMBAR, 1607

Umbar is currently ruled by an oligarchy of six who call themselves Captains of the Havens. Each is the head of a fleet and direct Liegelord of approximately one sixth of the arable lands around the Havens. They are evenly balanced in power, which explains why there is an oligarchy rather than a Kingship. But while they contrive against and compete with each other, the Kin-Strife is clear enough in their memory to prevent open warfare, for they were bred from the losers of that conflict and civil war is still a bitter thing to them. The Captains of the Havens are Adûmir, Eädur, Arkhâd, Mireädur, Teldûmeir, and Borathôr.

Adûmir is a warrior of noble proportions. His favorite weapon is the two-handed war axe. He is married to the Lady Eläemir. His Chief Captain is Valdûrmir, and his fief Isigir. In Umbar he rules from the Tower called Red.

Borathôr looks too fat to move his own bulk, but the fat is only a thin layer over immense muscles, rather like a sumo wrestler. Indeed, one of his favorite tactics is to grab an opponent and squeeze him to death. His fief is Marcôs, and his Chief Captain is Fältur, and his tower in Umbar is Seaward.

Eädur is the only female Captain of the Havens in the year 1607. She fights with rapier and main gauche, a weapons combination that some male warriors have laughed at — but few that are still living. She is phenomenally quick and very agile. She has long brown hair and grey eyes. Her Chief Captain was Telicur, but his ship was lost in a great storm eight months ago, and she has not replaced him, for she still mourns his loss. Her tower is Black and her fief Ardûmir.

Mireädur is the best looking of the Lords, and knows it. He uses rich, well-made clothing and discreet jewels to set off his dark good looks, but this is only a minor hobby. His chief interests are raiding Gondor and being the best swordsman in Umbar. He excels with the broadsword, short sword, two-handed sword, and throwing sword. He usually fights sword and shield or broadsword/short sword. He actively opposes (i.e. kills) the priests of the Dark Religion because he sees that their purpose is to force all to submit to the Dark Lord's will. Most of the others of the oligarchy do not agree with his fears on this subject, but see no reason why Mireädur should not burn a few temples and their attendant priests if it amuses him to do so. His Chief Captain is Tûl-mir, his fief is Caldûr, and his tower in Umbar is called Fasthold.

Arkhâd is the smallest of the Captains of the Havens. His Chief Captain is Bävire (the only woman who is Chief Captain), his tower hold is Westerly Tower, and his fief is Pellardur. He fights sword and shield.

Teldûmeir fights mace and shield. He is fascinated by fire and sometimes goes on raids simply because he wants to burn something. He wears red most of the time. His people are working on a weapon, chemical in nature, that will cling to ships and burn; they are near success. Teldûmeir's Chief Captain is Nûrmir, his fief holding is Erâdas, and his tower is called Flame.

Umbar is a warrior society, and warriors are deemed to be superior to non-warriors. The lowest ranking seaman considers himself vastly superior to the richest merchant, even though the merchant, by reason of his riches, may command vast influence. Those who serve on the ships consider themselves superior to the city guard and the household guards (meinie) or the fiefholders, a position that the city guard and household guards have been known to take exception to. But it goes hard on any non-warrior who resents the warrior attitude — mainly because the warrior is trained in weaponry.

All of the oligarchy are Lord-Warriors. The personal devotion of their followers is based no little bit on pride in their Lord's military abilities. They have an unvoiced but unbroken (so far) agreement not to meddle with each other's territory during absences caused by raids, since they know that they must all raid or lose respect, and thus lose power. This, of course, does not count for any other types of absences, and so they all seek loyal and strong fiefholders to guard their rural interests when they are in Umbar, and Chief Captains to Guard their urban interests when they are at their fiefs.

7.0 MAP OF UMBAR AND SURROUNDING AREA

See the color fold-out map insert.

8.0 ORGANIZATIONS OF UMBAR

8.1 THE WIZARD'S GUILD

The head of the Wizard's Guild is Meriot. His father was a wizard of power who did deeds of note in the areas around Umbar, until the day that a shadow riding a black horse came seeking him. They met in the dusk of the falling evening, and Meriot's father would never repeat what was said. But within the week he took to his bed, and within the month he died.

Meriot's brother Elin was also adept and proud. He flaunted his abilities and was given to boastfulness. One day as he and a friend traveled toward Umbar they were met on the road by a cloaked stranger. The stranger was tall and beautiful, soft spoken. He bade Elin that he must cease to call attention down upon himself lest he attract that which is best avoided. Elin took no note of the stranger's words, but answered that he would do just as he had done before except that his deeds would grow even greater. The stranger said no more, but he looked at Elin with calm grey eyes; and Elin never again remembered how to do magic.

Meriot divined that great forces were moving where magic was to be a factor, so when his skills began maturing he kept them well hidden.

He gathered around him those that he could find who were also adept in the use of magic. He taught them so well that none of his guild has ever been lost, though others of ability have vanished over the years. The great of Umbar know of the guild and make use of it. The general public of Umbar is unaware of the guild's existence (as are PC's).

None of the Captains of the Havens suspect that Meriot's power is such that he could challenge them, and he takes much care to see that they will never suspect. The Dark Priests who skulk outside the city do not know Meriot's strength but even if they found out, they would be unable to defeat him, such is his ability. And the Dark Riders are all busy at Arnor.

It was Meriot's warnings that led Eläemir to keeper family connections a secret, in order to protect them if Eläemir ever attracted the wrong kind of attention. He knows that she is missing, and is also looking for her.

There are 24 members of the Wizard's Guild. Their Guild Hall appears to be a tavern. They act only in secret, and will not make a display of their power.

The guild accepts all users of power, whether essence or mentalism, and has members in all professions: magicians, mentalists, seers, bards, astrologers, illusionists.

Typical Items of Power Users

level	magic items
10-15	+3 or +4 spell adder; +25 or +30 throw and return dagger; 3-4 good items; 1-2 excellent items; 1 rare item; 7-8 common items.
6-9	+2 spell adders; +20 dagger; 2 good items; 1 excellent item; 4-5 common items.
1-5	+1 spell adder; 2 common items; +10 or +15 dagger; 1 good item.

See chart 12.4 f or suggestion re specific items. A +x spell adder means that the holder can throw x more spells/day than he has points for. Only 1 spell adder may be used/day.

Membership of Wizard's Guild

level	# of members (m = male; f = female)		melee bonus/ directed spell bonus	armour type	realm	number of spell lists known to 20th level	number of spell lists known to 10th level
		hits					
10-15	2m; 1f	40-50	40-50/55-65	2-50		5-20	20-5
10-15	1m; 1f	45-55	60-90/25-40	13-60	mentalist	5-20	20-5
11	1m	59	70/35	13-50	seer	2	26
12	1m	75	75/50(missile)	13-40	bard	5	26
15	1f	50	40/40	10-30	astrologer	20	5
10-15	1m; 1f	40-50	40-50/35-45	2-50	illusionist	5-20	20-5
6-9	1m; 1f	20-60	25-50/0-50	?(0-40)	all realms	0	15-20
1-5	4m; 2f	10-25	10-25/0-5	?(0-40)	all realms	0	15-20

MERIOT

Head of Wizard's Guild

Weapon: dagger/throwing dagger
Hits: 95
Level: 20
Melee Bonus: 80
Missile Bonus: 5
Spell Points: 50 + 6 spells
Spell Bonus: +90 icebolt
+50 others
Armour Type: 2-75

Spell lists to 20 level: ice law, fire law, earth law, light law, gate mastery, rapid ways, shield mastery, dispelling ways, invisible ways, spirit mastery, spell reins, plus any 4 more.

Spell lists to 10 level: lofty bridge, rune mastery.

Magic Items: +5 staff; ring of spell storing; ring of seeing invisible; amulet which adds +50 to saving throw; +25 dagger; +20 robes.

Healing Drugs: 10 mireenna, 6 laurre.

Description: Dark grey robes, long grey hair and beard; slightly stooped, 6' tall, 185 lbs., yellow eyes, speaks softly.

Staff: intelligent, can throw icebolt, firebolt, lightningbolt, 1/round unlimited. Can heal 100 hits once/day. Can read all languages, +5 spell adder; its name is Magefriend.

8.2 SMUGGLERS

The Smugglers of Umbar admit to slipping their wide flat-bottomed boats into Gondor to trade without paying the taxes imposed by Gondor ports. They piously add that they would never cheat the rulers of Umbar of their rightful taxes. In reality, they pay taxes on about half of their cargo. When the Captains of the Havens catch a smuggler cheating on his taxes, they take his ship and remove his head. But the smugglers are rarely caught, because the City Guard is hampered by the necessity of getting six signatures on their orders (see sec. 8.15). The last two smugglers to be captured and be-headed were independents ignoring the Smuggler's Guild — men who were informed on.

The smugglers think that the warriors are stupid to use warcraft where slyness works just as well, and the warriors think that the smugglers are cowards who skulk about because they fear to use weapons. The two groups do not mix very well.

8.3 MERCHANTS

The Merchant's Guild of Umbar is run by four families, and anyone wishing to succeed in trade must ally with one of them.

The House of Orath is run by Master Trader Cyrmeirmûr. He is fat, good natured, and given to luxury. He rewards his followers liberally but will not deal with anyone not related to his family unless he is absolutely forced to by circumstances he cannot control, buy, or bribe. He keeps track of even his most distant relatives. His is the richest trade house in Umbar.

The House of Tamruthdûr is run by Master Trader Akûrarii. She is sharp, acid tongued, and ancient. She will deal with anyone, and always honors her contracts to the letter. But she won't give one copper piece that is not called for. Her major joy in life is defeating Cyrmeirmûr in a trade deal.

The House of Dûrmerth is controlled by Tredûrmerith. He is thin, middle-aged, and would sell his mother to a Dark Rider if offered enough gold. He is honest except when he is sure he will not be caught. He has offered jobs to low levels on the off chance that they might survive and make money for him. Of course, he never pays in advance.

The House of Argmûrth is controlled by Zuxzuldûr. He is only ½ Númenorean; his mother came back with his father from a trade mission to the Far South. He is a calm, patient man of method, does nothing on impulse, and works all his plans out in detail. He is not as interested in money as he is in winning the game of trading. He will not work with people who do not plan carefully, even though he sometimes misses out on deals that require quick action.

8.4 THIEVES' GUILD

Thieves are, of course, everywhere, and Umbar is no exception. There are secret caverns beneath the **Drunken Goose Tavern** that act as guild hall to the thieves of Umbar, and storehouses, and other things of which we shall not speak.

The current head of the Guild is Tyreath. She came to Umbar as bride-captive of one of the Ship Captains, but the differences that had once attracted him soon became an irritation. He put her aside in favor of one from Umbar, giving no more attention to Tyreath. This was a mistake that he paid for with his life. But after taking vengeance Tyreath found no purpose to follow, and so she stayed with the thief that she had seduced to learn the secret of poison. Having no interest except thieving, she became the best thief, and in time the Head Thief, of Umbar.

TYREATH

Head of the Thieves' Guild

Weapon: knife/throwing knife
Level: 18
Melee Bonus: 120
Missile Bonus: 85
Hits: 105
Armour Type: 9-35
Traps: 85
Locks: 85
Perception: 90
Hiding in Shadows: 85
Ambush: 42

Magic Items: Shadow cloak; +30 (+6) lockpick; ring of moving in silence (adds 45 to maneuver roll); ring of spell storing, one spell, invisibility 10' radius. She gets her ring re-charged by a member of the Wizard's Guild. He would be thrown out of the guild if it were known that he had told her of its existence.)

Healing Drugs: 12 mireenna, 2 anserke.

Description: Dark grey hair; hazel eyes; 5'6" tall, 145 lbs., pale complexion. Burn scar on right forearm; expert with poison.

Thieves of Umbar

level	hits	melee bonus/ missile bonus	perception	climbing	locks/traps	armour type
1-5	15-35	25-60/20-50	20-50	20-50	20-50	1-15
6-10	35-60	65-90/55-70	55-70	25-70	25-70	1-20
11-15	60-85	95-110/75-80	75-80	75-80	75-80	1-25

All items adds are included in numbers on charts. Agility and silence are important to the Thieves of Umbar so they choose to wear leather armour or normal clothes. They are interested in stealing, not fighting. (Remember that they are stealing from the homes of Umbar and shops, not mugging dungeons.) They are more interested in magic lockpicks and items that give them silence or invisibility, than in weapons. Their more usual weapons are the longknife and the short sword.

Typical Magic Items for Thieves

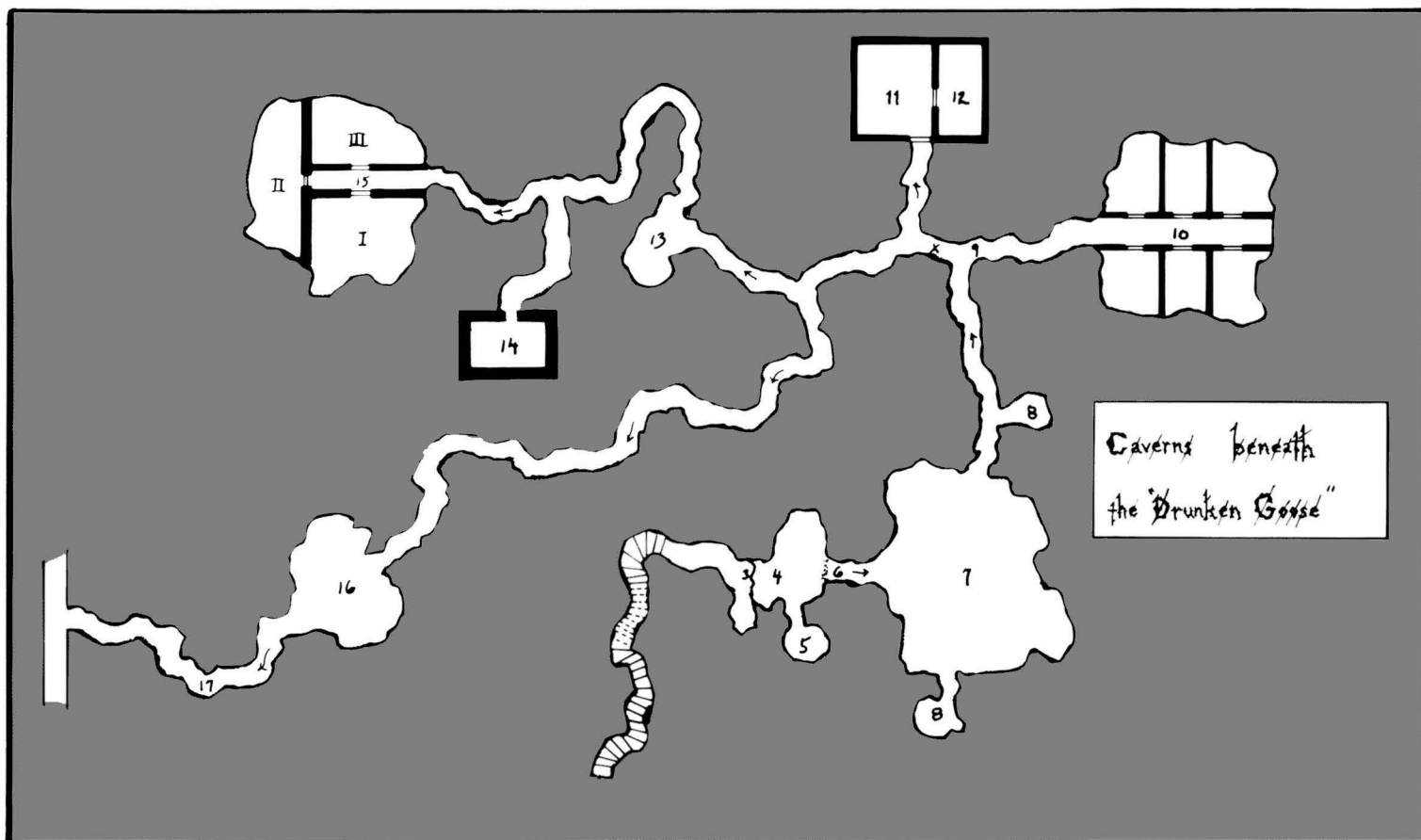
level	items
1-5	+20 long knife; common lockpick; 2-3 other common magic items.
6-10	+25 longknife; good lockpick; 3-4 common magic items; 1 good item.
11-15	+30 longknife; excellent lockpick; 3-4 common items; 2 good items; 1 excellent item.

(see chart 12.6 for suggestions of specific items)

Key to the Thieves' Guild Hall in the Caverns Under the Drunken Goose

- Secret door in closet of tavern; (complex -185 to find; very hard -75 to unlock), trapped (very hard -80 to disarm), sets off alarm in 1 round.
- Stair leading down over chasm, dotted stairs are fakes, made of paper; anyone stepping on them will fall into the chasm, taking hits from the fall (roll on fall/crush table and add 85 to roll). There are handholds on the wall, hard -25 to climb down (but of course thieves climb walls well, so it is as good as a stairway to them).
- Secret door; (hard -50 to find) locked (hard -75 to unlock), trapped (hard -25 to disarm), sets off alarm in 1 round.
- Secretary and two guards; alarm under desk, loud, sounds all over the complex. Every thief in the Guild has a secret identification code known only to the 4 secretaries. The two guards stand next to walls so that they can never be attacked from behind. The guards are fighters, not thieves. They belong to a small group of warriors that have been thrown out of the fleet and warrior society for stealing. They do not act as thieves, but occasionally mug people in dark alleys. They have the lowest standing in the Guild.
- Latrine.
- Doorway covered by bead curtains that also incorporate small bells; impossible to sneak through without noise and movement of the beads.
- Main meeting hall; benches, podium.
- Latrine.
- Guard station; 2-3 guards, 1-2 will be hiding in shadows.
- Rooms for thieves who need to hide until things cool off; most will be 1-5 level, 10% chance 10-15 level.
- Tyreath's office; desk with papers concerning the day to day business of the guild, no names are ever mentioned. Desk has secret drawer, (hard -50 to find; hard -25 to unlock; complex to untrap). Trap shoots a poisoned dart. Poison acts as 10 level and blinds. In the drawer is a box of powders — all poison.

description	RR modification	results if make RR	results if fail RR
black powder	-10	none	sleep for 30 min.
blue powder	-25	nausea	unconscious for 25 hours
yellow gummy powder	-50	act at -25%	take 100 hits
purple gummy powder	-85	100-200 hits	die after 30 rounds of pain
- Tyreath's private quarters; richly furnished, 4-5 easily carried off trinkets, all of which are stolen and easily identified. Closet full of clothing suitable for all levels of Umbar society. 500 GP in jewelry to go with it.
- Armory; contains knives, shortswords, leather armour, lockpicks, dark cloaks, all are non-magic.



- 14 Guild vaults; two guards hiding in shadows, each has an alarm panel. They are independent, destroying one alarm will not silence the other. Vault door is very hard -30 to unlock; there are three levels of traps; (1.) Lock is covered with oily contact poison (will penetrate leather gloves in 6 rounds) that acts as 10th level and subtracts 50 from RR; gives 100-200 hits; (2.) pattern of 10 metal darts shoot out from the door, same poison; (3.) deadfall, 800 lbs. of rock fall into shaded area, roll on the fall/crush table +100. The traps are all very hard -50 to disarm. Inside the vault are 6 chests of gold, 500 GP each; 20 chests of jewels, box with 85 mirennas; box with 35 anserkes; 2 +15 (+3) daggers, 6 +5 (+1) daggers, 2 throw and return daggers; 1 cloak that acts as blur spell. There are triggers under 1 box of gold, 1 box of jewels, the box of anserke, and the throw and return daggers which will set off the deadfall if these objects are removed. Each trigger acts independently, and the others may still function if one has been disarmed.
- 15 Cells; Cell I has the son of Widow Myddurmeir (see 13.2); cell II is empty; cell III has decomposed body hanging from bars. They haven't needed the cell, so they left it hanging to provide 'atmosphere' for the other prisoners. Close examination will reveal that it has no toes, but had 6 fingers on each hand.
- 16 Disguise room, clothing, make-up, wigs, etc.
- 17 Tunnel that opens into sewers.

DEMARI

Chief Captain of the City Guard

Weapon: mace/shield/composite bow

Level: 15

Hits: 110

Melee Bonus: 150

Missile Bonus: 100

Armour Type: 14-65

Magic Items: +20 mace; +15 shield; +10 c-bow; +10 armour; six +5 arrows.

Healing Drugs: 10 mirennas; 6 anserkes.

Description: Blond, blue eyes, youngish, in love with the daughter of one of the chief healers. Her father thinks she is too young (17) to get married yet.

8.5 CITY GUARD

There are approximately 500 city guards. Their orders must be signed by all six of the Captains of the Havens, which makes them react slowly to new situations. But routine or foreseeable situations are covered by standing orders.

Their Chief Captain is Demarii who is the adopted son of Tarfil. He is true to his adopted father's loyalty to Umbar as a whole, even though Tarfil greets him formally as if he were talking to a stranger; he is still angry that Demarii chose a profession other than shipbuilding.

The guards' citadel is a typical 'z' plan castle with square hold flanked by two round towers on the diagonal.

Key to Guard Headquarters

- 1 Main door.
- 2 Reception room.
- 3 Stone which speaks out loud when someone walks on it; names person if it knows them, cries warning of unknown person if it doesn't; normal speaking voice.
- 4 Hospital room; drug storage, 100-200 common, 50-60 good, 20-30 rare, 10-15 special; storage area is trapped (hard -25 to disarm), sets off alarm and locks all doors and windows in room; locked (very hard to open); two guards are always on duty.
- 5 Ladder up.
- 6 Lavatory.
- 7 Guards' barracks room.
- 8 Kitchen; servants sleep here.
- 9 Arrow slits.
- 10 Window.
- 11 Stairs down.
- 12 Stairs to room.
- 13 Great hall.
- 14 Guests.
- 15 Well.
- 16 Cell beneath the first floor, trap door in barracks.

City Guard

rank	level/hits	melee bonus/ missile bonus	armour type	magic items
captain	9-10/80-90	100-110/80-85	12-40	2 good; 3-5 common
lieutenant	8-9/75-85	90-100/75-80	11-35	3-5 common
sergeant	6-7/55-65	80-90/70-80	10-40	2-3 common
guards	1-6/25-50	35-80/25-65	9-30	1 non-magic arm

The guard's first magic item will always be a weapon, and the second will be armour of some type. The armour type includes dex and shield, but no spells. If spells are available they may be added. See chart 12.4 to decide what they have. Weapon adds are included in bonus.

8.6 RELIGION AND HEALERS

Religion is not a major force in Umbar. There are some good clerics who hope by example to lighten the shadow which darkens the fortress, but while their abilities are used and their sermons tolerated, they make few converts. Evil clerics are not permitted to circulate openly in Umbar because of pressure from Mireädur, who believes that Evil's purpose is to rule Umbar (see 9.0).

There are three healing orders with widely divergent goals. The **Healers of Umbar** are interested only in the technology of healing. On the whole, they are loyal to Umbar, and many of them have sailed on the ships during raids. They are the only noncombatant group that the warriors respect. They have only healing spells, and will cure anyone that can pay their fee. They have one main hall and numerous clinics.

The **Order of the Faithful** hopes to reclaim Umbar from the darkness that is falling. They are tolerated because they have the highest level of healing spells. Their leader is Tölmeir. He is a tall, thin old man with flowing beard and hair. Tölmeir walks about Umbar preaching on street corners against evil. He does so safely because he is the highest level healer in the city and everyone knows that many of his spells are nowhere else available. The Order knows spells other than healing spells, but they dare not admit it lest the Captains of the Havens believe them a threat.

The **Order of Tûthmeid** is a new device used by the Dark Priests. They are lower level healers (since they cannot practice their organ transplant methods), but they also work for free. And while they are healing people they read their minds using a device provided by the Dark Lord. Gastmorgath (the leader of the -Dark Religion in Umbar) intends for the Order to be a power in Umbar and is very careful to have nothing in their tower that could give them away. All reports are memorized. They are not making much headway because those who can pay trust the other two Orders more. Umbar is suspicious of anyone giving something for nothing, an attitude Gastmorgath overlooked.

All three orders have open towers, actually hospitals, with only the drug storage room being guarded. The Healers of Umbar and their drugs are guarded by City Guards and, in return they heal the Guards at fixed rates that is paid for by the city. The Order of the Faithful has guards and, unknown to the guards have spell users nearby. The Order of Tûthmeid is guarded by men of the human fighter company of the Dark Religion.

Healers of Umbar — healing spell lists only, do not fight

level/hits	magic items	spell points (does not include adder)
1-5/15-35	2 common items; +1 or +2 spell adder	2-12
6-10/40-60	2-4 common items; 1-3 good; +2 or +3 spell adder	10-24
11-15/65-90	3-4 common items; 2-3 good; 1-2 excellent; +3 or +4 spell adder	18-36

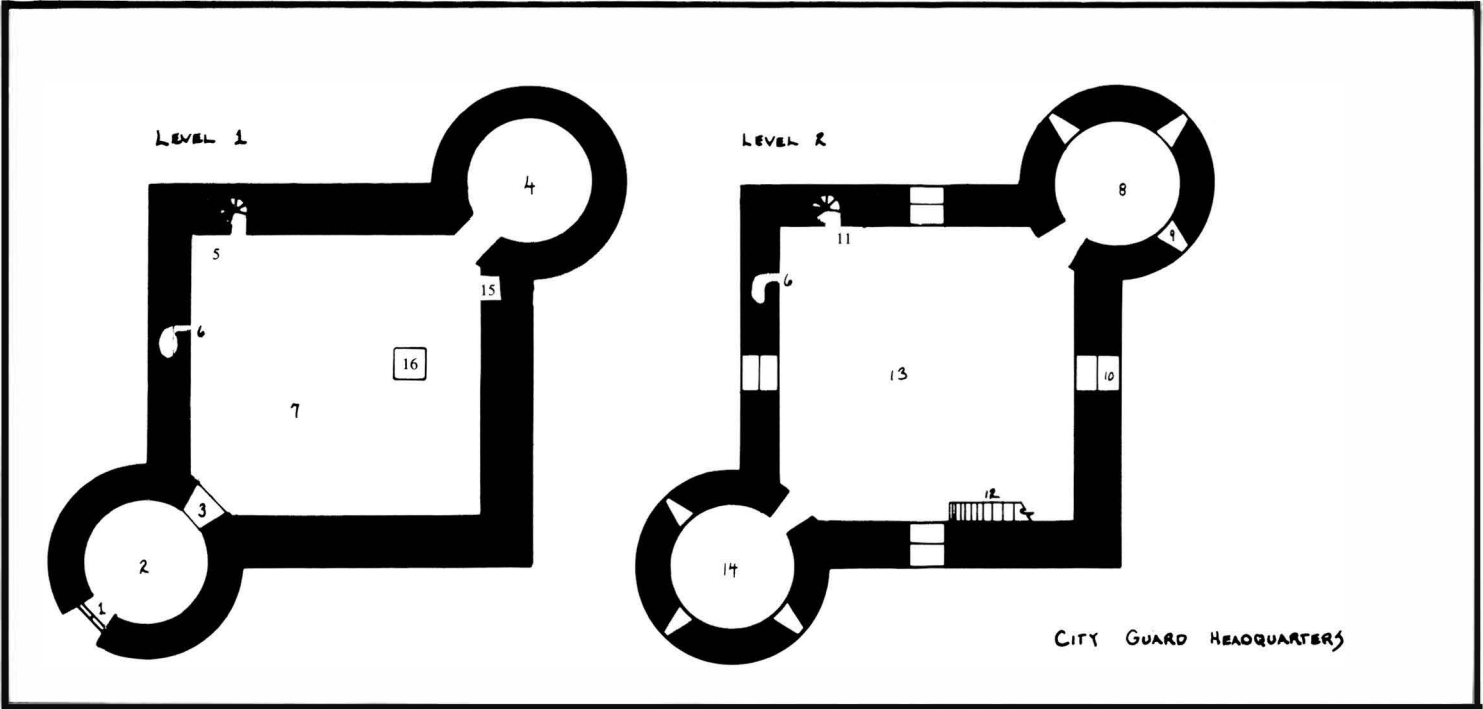
Order of Faithful — openly use all healing lists, may know other channeling spells, but will never use them in public, do not fight

level/hits	magic items	spell points (does not include adder)
1-5/15-35	2 common items; +1 or +2 spell adder	2-12
6-10/40-60	2-4 common items; 2-3 good; +2 or +3 spell adder	10-24
11-15/65-90	3-4 common items, 2-3 good; 1 excellent; +3 spell adder	18-36
16-20/95-100	4-5 common items; 3-4 good; 2 excellent; +4 spell adder	26-54

Note: Tölmeir has 2 rare items in addition to what is listed for 16-20.

Order of Tûthmeid — these are only the healing lists, everyone will also know all Evil lists (see Evil Priest sec. 9.1); all are 5th level, but may pretend to be lower to explain why they have only a few healing lists.

level as healer	number of healing lists to 10th level (do not know any over 10th)
5-7	5-12
8-10	8-18



8.7 SHIPS AND SAILORS

8.71 Seamen

The seamen of Umbar do not have a guild, as such, but they do have a hall, supported by the city, where unattached seamen may find lists of ships with empty berths. Those seamen who are attached to one of the Captains of the Havens can usually be found in taverns near the tower hold of their Lord, or in taverns near where their ships are moored. The typical seaman is more likely to be faithful to a particular captain than to a lord and will follow his captain's loyalties.

8.72 Shipbuilder's Guild

In Umbar, shipbuilders are highly respected. You do not have to be a warrior to belong to the guild, but only guildsmen who are also warriors are allowed to work on fighting ships, the others build flat-bottomed traders for the merchants and smugglers. Tarfil is the head of the shipbuilder's guild and is considered to be the Master Shipbuilder, unequaled. He is currently working on his masterpiece, a ship of such form that captains gaze at her in longing and the Lords of Umbar vie for her possession. She is somewhat larger than normal, yet not a longship. Her hull is formed of alternating strips of dark and light wood. All the Captains of the Havens want her, but chief in rivalry are Teldûmeir and Eädur. It looks as if Teldûmeir is now most likely to win her, because Eädur had intended her for Telicur, who was lost. But the rivalry is friendly, or is given the appearance of such. Tarfil is loyal to Umbar as a whole. Once when desire for one of his ships led to a duel-challenge between Borathôr and Mireädur, he laid torch to the ship and spread her ashes to the winds even though both Borathôr and Mireädur begged him not to. Tarfil can do such things without having one of the Lords of Umbar remove his head because they all value the ships that he builds.

TARFIL

Master Shipbuilder/head of Shipbuilder's Guild

Level: 20

Melee Bonus: +100 short sword/+115 hand axe

Missile Bonus: +85 longbow

Armour Type: 17-25

Description: Early old age, white hair and beard, not overly long but not short, tanned, grey eyes, 6'8" tall, muscular. Uninterested in all save shipbuilding and anything connected with shipbuilding.

Items: +10 short sword; +20 hand axe; +15 shield; misc. shipbuilding equipment, ring of weather knowledge.

8.73 Ship Design

The basic ships of Umbar are oared ships with a central mast bearing one great sail made of linen. An average sized warship will be 70-80 feet long, 18-20 feet wide, and 7-8 feet from the bottom of the keel to the top of the side. It will have 14-18 pairs of oars approximately 16 feet long, and will carry 90-110 warriors (Also see 8.74 following).

The planking on the sides of the ship overlaps rather than having the edges flush. They are thicker at the water line and where the oar holes are. This type of hull construction produces a very elastic hull which gives with the movement of the ship. The bottom of the mast rests on a large block of wood that is fixed to two of the ribs rather than to the keel. The mast will be 28-30 feet tall. The oar ports are round with notches in the side so that the oars may be put in place from inside; they will have port covers to close them off when the oars are not being used.

A merchantman or smuggler will be shorter and wider, although many relatively narrow, sleeker versions can be seen. They generally have a flatter bottom and fewer oars.

The larger fighting ships vary considerably in design, but generally enjoy similar approaches to construction. Haradrim construction methods are often shoddy, however, and those vessels of pure Númenorean origin are usually exceedingly well built.

8.74 Ship Combat

Ships are obviously an integral part of the culture of Umbar. One of the city's main reasons for existence is its large and well-protected harbor. Although relatively small compared to some of the great northern harbors, the city is home to many more ships than can be housed within its confines at any one time.

Three separate fleets and philosophies are evident in Umbar. In T.A. 1607 the Corsair designs are most prevalent, but ships of Haradrim origin nonetheless abound. Relatively few Black Númenorean holdovers and copies are evident. Naturally, this mixture fluctuates with period. By the end of the third Age fewer Númenorean and more Haradrim vessels will be afloat. At the beginning of the Third Age, however, Black Númenorean ships formed the core of Umbar's combined fleets and Corsair designs were no where to be seen. Also note that the prevalence of slaves on board Cor-

sair fleets was a function of wartime need, and was much more common in the later years of the Third Age, when the Shadow had taken hold. The following is a summary of the three fleet structures:

The primary fleet within the city is that of the Corsairs. Comprised of warships designed for long-range raiding, the Corsair's warfleet uses keeled ocean-going galleys for the most part. Large, well-armed deck crews and large, expendable rowing crews mesh well with their "close and board" fighting tactics and their inland raids. Generally being average sailors, they do not often venture far from shore. Some gifted captains, or ones with enough cash to hire an astrologer, have explored the entire coast and developed maps and charts that can be used to navigate if care is exercised and someone on board has the skill.

The Corsair's trading fleet is also extensive. Consisting mainly of sailing vessels, the trading fleet still uses soldiers on all of their merchants and all of the rowing crews are slaves. Plying up and down the coast in great numbers, the merchants are not averse to pirating a weak or stricken ship.

The second group that calls Umbar home is the defense fleet of the local Haradrim. Officered largely by Corsair troops, these ships are largely ineffective and exist primarily to defend the harbor and the bay in the absence of the other warfleets. The crews are uniformly Haradrim, morale is poor, and corruption is always rife. The Haradrim fleet's combat philosophy is simple: avoid it. Since they always stay close to the city this is usually no problem. When combat is inevitable, the fleet does fight well to save their own skins. Being poor sailors, however, they depend mostly on "close and board" tactics.

The third fleet is in many ways the most interesting. The Black Númenoreans field a strange array of ships constructed from designs devolved from the elves. They are the only ones to use catamarans and have the only truly large and efficient sailing ship in Umbar. The backbone of the warfleet is the war prog. Coming in two varieties, light and heavy, these ships are the most vicious in the entire navy of Umbar. Sleek and fast, they still maintain a heavy armored ram that is famed for cutting opponents in half. Crewed entirely by Númenoreans, the endurance of the ships in combat is unmatched. Due to the strength of the rowers, the acceleration and maneuverability of these ships will surprise their opponents. Full speed can often be reached in three ship lengths, and their turning radii are much smaller. The war catamarans are the cavalry of the fleet and also provide a stable firing platform for some light artillery. The final, major ship type is the most important, overall, since it is a design based entirely upon those ships that were built in Númenor. Called the Palanrist, or "Far Cleaver," these ships maintain the Black Númenorean's cultural integrity. A true sailing vessel, they vanish for years at a time on voyages of adventure, trading, exploration, and looting.

8.741 The Corsairs:

Light Raider — Intended for small raids and sorties against merchant ships, this craft has a relatively large deck crew for boarding and a keeled hull to give it superior ocean-going characteristics. The ship is a favorite among the poorer and younger captains and will be the most common warship encountered singly. Its poor endurance tends to keep it close to shore and makes it unfit for extremely long expeditions. Due to the high losses among this class of ships, the log of names of over 200 active vessels is probably overstated.

Heavy Raider — This ship is large and fast. Also possessing a keeled hull, it is the best warship for long raids and attacks on convoys and other warships. Usually operating in groups of three, these vessels are the most feared. A very large deck crew and great speed make it extremely difficult for any but the best of ships to escape or win a boarding contest. Around 130 names are on the active list, but many of these will be far from home at any given time.

Coast Patrol — A small, poorly equipped ship designed mainly to police the rest of the navy, especially the Haradrim craft. Several will be on customs duty outside of the port at all times. The excess, about twenty, will be wherever main fleet units are located.

Slaver — These ships have no keel and thus have poor ocean-going capacity. Their primary purpose is the gathering of poor unfortunates for the insatiable slave marts in Umbar. About thirty exist and operate in large groups in the far south where pickings are easier. Groups of these ships are often accompanied by one or more heavy raiders for scouting and pursuit. Extremely large deck crews and the cargo space for the catch make this design somewhat ungainly, but if the ship's ram does connect, the damage is devastating.

Large Merchant — Far-reaching in their travels, these ships are responsible for much of Umbar's wealth. They are reasonably well stocked with soldiers and provisions, and often venture out without escort. About 250 exist, and can be encountered singly or in groups up to 10.

Small Merchant — Fit mainly for coastal travel, these ships usually travel in convoys of 5-15 with an escort commensurate to the worth of the cargo. About 150 are enrolled in the name logs, but many unofficial ones exist.

The Corsairs

	Light	Heavy	Coastal	Large	Small	
name	Raider	Raider	Patrol	Slaver	Merchant	Merchant
type	bireme	trireme	pentekonter	quinquereme	merchant	merchant
length	110'	140'	60'	120'	100'	50'
beam	12'	14'	12'	16'	22'	16'
draft	4'	5'	2.5'	5.5'	6'	5'
# of oar banks	2	3	1	3	1	1
hull strength	moderate	strong	slight	strong	strong	moderate
% decked	50%	80%	20%	100%	100%	100%
ram	yes	yes	no	yes	no	no
crew:	204	282	83	320	60	40
officers	9	12	3	20	4	4
soldiers	45	70	15	70	8	6
sailors	20	35	5	40	18	10
rowers	130	165	60	180	30	20
turn radius	200'	200'	100'	300'	400'	300'
rowing speed	2.5-6.5 kts	3.0-7.2 kts	1.5-5.5 kts	2.5-6.0 kts	1.0-2.5 kts	1.0-2.5 kts
# of masts	1	1	1	1	2	1
# of sails	1	1	1	1	4	2
sailing speed	1.5-5.0 kts	2.5-6.5 kts	2.0-5.0 kts	2.0-6.0 kts	2.5-6.5 kts	2.5-6.0 kts
endurance	10 days	15 days	5 days	20 days	40 days	30 days
cargo	0	0	0	10 tons	75 tons	25 tons

8.742 The Black Numenoreans

Heavy Prog — An excellent design, this ship is the ultimate ram. It combines rapid acceleration with a very small turning radius and an armored prow. The prow is famed for cutting even larger opponents in half due to the weight and speed of the ship, and the strength of the Númenorean crew allows for maneuvers and abilities beyond those of ordinary ships. Their favorite tactics are (1) the ramming attack and (2) a war of maneuver using the ship's light artillery. If boarded, however, the entire crew is able to fight well. All are armed and armored Númenoreans and are well able to defeat a large boarding party of "normal" men. Due to the nature of the Black Númenoreans, the progs are usually dry docked unless needed for a campaign, and most of the sailors spend their time exploring on the Palanrists. About 30 are dry docked at any one time and a dozen of these can be manned by the Númenoreans resident in the city with a 12 hour notice. Four are always kept manned and in the water at all times — guarding the dry dock area. Those not manned by the city residents take between 2-12 days to be fully staffed.

Light Prog — A smaller faster version of the heavy prog. It has a proportionally larger rowing crew, however, and can accelerate even faster, although the ramming attack is somewhat less fearsome. These ships favor a shearing attack rather than a full ram and use the heavy ballista in the bow to great effect during pursuits, their favorite action. Twenty of these ships exist, sixteen in drydock and four with the fleet at the Bay's mouth (to provide reliable courier service in the event of an attack). Four of the sixteen in drydock can be manned with a twelve hour notice. Those ships not crewed by the city residents are manned as the heavy progs.

War Catamarans — An unusual ship class, the war catamaran is a fast and nimble sailor with good close hauling abilities. This makes them a good scouting force and gives the ability to attack from any angle. The dual hull makes them a stable firing platform and one or more heavy artillery pieces are placed on each ship. Twelve of these ships exist. Two with the fleet at the bay mouth and ten in dry dock that are manned as the heavy progs.

Palanrist — A technological marvel, the Palanrist is a true elvish design. Durability and strength are apparent in their construction and the size provides for excellent endurance and flexibility of cargoes. The Black Númenoreans favor this ship and most of the men of military age spend the majority of their time on board these ships when they make their epic journeys. Twenty-one of these ships exist, but they rarely are seen in port. The design can last for hundreds of years and it is a rare event when one is constructed.

The Black Númenoreans

	Heavy Prog	Light Prog	War Catamaran	Palanrist
name	trireme	bireme	catamaran	caravel/frigate
type				
length	140'	100'	40'	200'
beam	14'	10'	20'	35'
draft	5'	4'	2'	10
# of oar banks	3	2	—	1
hull strength	strong	strong	moderate	strong
% decked	100	100	100	100
ram	armored	armored	no	no
crew:	278	206	25	158
officers	8	6	5	8
soldiers	(270)	(200)	(20)	(150)
sailors	(270)	(200)	(20)	(150)
rowers	(270)	(200)	(20)	(150)
turn radius	150'	100'	75'	200'
rowing speed	3.0-9.0 kts	3.5-10.0 kts	—	1.0-5.0 kts
# of masts	1	1	1	3
# of sails	2	2	2	9-12
sailing speed	2.5-7.0 kts	3.0-7.0 kts	4.5-16.0 kts	3.0-12.0 kts
endurance	5 days	5 days	10 days	240 days
cargo	—	—	—	300 tons

8.742 The Haradrim:

War Galley — The primary fighting ship of the Haradrim navy; seventy-two exist and are stationed in two areas, the main fleet located in the city itself and the vanguard fleet assigned near the mouth of the Bay of Umbar. Smaller versions with slightly reduced statistics number about thirty and are stationed in units of three at the numerous small towns spread around the bay. Unkeeled hulls make them unseaworthy and ships of this type do not stray far out of the Bay.

Merchant — The Bay of Umbar houses a large quantity of these ships and their range extends far up and down the coast out of the Bay. Going on their way unescorted, the captains and crews of these ships have a reputation for toughness and fearlessness. Estimates of their number range from 75-300.

Patrol Boat — A generally useless ship due to its poor design and size. Used mainly for picket duty outside of the small ports along the bay, these ships often board merchantmen ships while performing surprise customs searches.

Khurn-Nagla "Lively Wind" — The only craft used by the Haradrim that suits their tastes. A sub-culture has sprung up around these ships and their crews have fully adapted to the sea, unlike the other "sailors". Strong endurance and excellent sailing characteristics make this ship a good choice for long-range trading missions and the Haradrim aboard use these attributes to fully indulge their nomadic tendencies. Due to the secretive nature of the crews, estimates of their number vary from 25-150. The captains and their subordinates are hard to approach and caution should be used.

The Haradrim

	War Galley	Merchant	Patrol Boat	Khurn-Nagla
name	quinquereme	merchant	pentekonter	carrack
type				
length	110'	45'	50'	70'
beam	16'	17'	10'	20'
draft	4'	5'	3'	9'
# of oar banks	3	1	1	0
hull strength	moderate	slight	slight	strong
% decked	40	50	0	100
ram	yes	no	no	no
crew:	220	20	75	90
officers	15	3	5	5
soldiers	65	—	15	65
sailors	20	(17)	5	20
rowers	120	(17)	50	—
turn radius	300'	300'	150'	250'
rowing speed	2.0-5.0 kts	1.0-3.0 kts	1.5-4.0 kts	—
# of masts	1	2	1	2
# of sails	1	2	1	4-6
sailing speed	1.5-4.5 kts	1.5-4.0 kts	1.0-4.0 kts	2.5-9 kts
endurance	7 days	20 days	5 days	30 days
cargo	—	20 tons	0	75 tons

8.8 ARMORER'S GUILD

The armorer's of Umbar are among the finest in the world when it comes to non-magic weapons. They are able to smelt such fine steel and to work it so well that their best weapons are +10 or +20 even though they are non-magic. Of course such swords and other weapons are works of art that require great skill and much time, so they are rare and sought after.

Only men who have proved themselves in battle and raids on Gondor are accepted as apprentices to the armorer's guild. The guild believes that it takes a warrior to appreciate a fine weapon, and that only one who appreciates a fine weapon can make one. They are careful of their secrets, and do not permit anyone not of the guild to enter their forging areas. The name of their Guild Head is unknown. For purposes of their own they never admit who is chief among them, or who is the forger of any particular weapon, no matter how fine it may be.

9.0 THE DARK RELIGION

The Dark Worship has a minimal visible presence in Umbar in 1607. In 1606, Mireädur burned their largest temple and beheaded all of the priests that he could catch. The arms practice field near his tower has rows of pikes around it bearing the skulls of Evil Priests that he has executed. Mireädur knows too little about the uses of essence and channeling to realize that the true leaders of the temple could easily escape the surrounding soldiers.

The true strength of the Dark Priests is hidden in an underground complex formed by extending a set of sea caves just south of Umbar. The Lord of the Dark Priests, Gastmorgath, regularly sends two of his better priests with 10-20 low levels into Umbar to establish a new temple for Mireädur to burn. The high levels are provided with a method of escape, and the low levels are left to die (they are always adherents who had annoyed Gastmorgath at some time). This keeps Mireädur busy and distracts him from searching out any other temples and perhaps finding the complex.

Gastmorgath believes Arkhâd to be a true convert and will aid his enterprises. Gastmorgath confidently expects to control him once he is king, and likely would but for the Sword of Syntar. Gastmorgath's second in command is Morarthdur, and it is he who is busily subverting Fältur. Morarthdur has suspicions about Arkhâd that he has mentioned to no one, especially Gastmorgath, for Morarthdur wishes to be chief of the Dark Priests in Umbar.

Morarthdur is playing a dangerous game, plotting against Gastmorgath. The leader of the Dark Forces does not care if Morarthdur replaces Gastmorgath, because that would prove that he **was** better fit to rule; but Morarthdur must be careful that his takeover does not harm the Dark Lord's plans, for that would bring sure punishment. Equally, the Dark Lord does not care if Gastmorgath uses his underlings to practice evil spells on, if they are failing their duties. Gastmorgath is aware of Morarthdur's desires and plans to use him as a scapegoat the first time anything goes wrong.

Tulôr is the chief healer of the Dark Forces. Most of his cures are effected through transplants — using unwilling donors, of course. One of the main duties of his orcs is to capture people for his experiments. They are diligent in this duty, because when he runs out of people on which to practice, he uses orcs.

Naldûrgath is in some ways more powerful than either Gastmorgath or Morarthdur, but he has less drive and is content to follow whoever is the current leader. His one interest is Black Channeling, and he is an expert at such killing ways; he has few other spells because of a lack of interest.

Kaldûrmeir, Captain of the human warriors, is an extremely ugly man. Three brothers, warriors of the Haradrim, once taunted him, telling him he was part orc. He flew into a rage and killed all three of them with his bare hands and his teeth. Witnesses were convinced that he probably was part orc but that it was dangerous to comment on it. He was driven to serve the Dark because of people's intolerance for his ugliness.

The only important prisoner that Gastmorgath has is Eläemir. She had gone to a cave by the seaside to practice a spell that she had not fully mastered because she wanted to be hidden from Adûmir. (Eläemir has not told him the true extent of her strength because of an old oath to Meriot to keep such things secret, and because she suspects that he would not be pleased to learn that his pretty young bride is powerful in her own right.) She made a tragic mistake with the spell and it backfired on her, completely destroying her memory. One of Gastmorgath's men found her wandering on the beach and recognized her.

Gastmorgath has not learned anything from Eläemir about the Wizard's Guild because she can not remember it. He thinks her lack of memory is caused by a slight blow on the head that she got while trying to climb down the path from the cave. She is not important to Gastmorgath because he knows of her powers, but because he hopes to use her to cause trouble between Adûmir and Teldûmeir. In order to do this, he has imprisoned her in a room that has been made to look just like a room in Flame Tower, and has her watched by guards wearing Teldûmeir's device. At the proper time for Arkhâd to begin his take-over, Gastmorgath will let her "escape" in order to cause trouble between the two lords, with the intent of turning it to Arkhâd's advantage.

If her memory comes back, she will use her powers to try to escape. Once out of the rooms she is being held in, it will be obvious to her that she is not in Flame Tower.

There are two companies of orcs in the complex, totaling 150, and one company of human warriors, 80 strong. The orcs are used for attacks in the desert and in operations where they will not be seen. The humans are all top fighters, but have been used mainly for spying, a duty that they are not fond of.

The two companies of orcs do not get along well with each other, as is the custom with orcs. Gastmorgath ignores their brawls unless they get in the way of his plans. In that case he practices absolution spells. Their leaders, Garg and Ashturg, are alike in ugliness and crude conduct.

9.1 LORDS OF THE DARK

GASTMORGATH

Evil Cleric, Head of Dark Religion in Umbar

Weapon: mace/shield

Hits: 100

Level: 20

Melee Bonus: 60

Missile Bonus: 25

Spell Points: 60

Spell Bonus: 20

Armour Type: 9-105

Spell lists to 20th level: All evil lists + 12 more

Spell lists to 10th: any 4

Magic items: + 20 mace; + 15 shield; ring that is + 5 spell adder; intelligent ring that can throw portal 2* day; amulet that lets him throw communes 10 levels above his own; robes that act as armour class 9-100.

Healing Drugs: 6'5"; 250 lbs., blond, greyes, very handsome, musical voice.

MORARTHUR

Evil Cleric, second in command to Gastmorgath

Weapon: hammer/shield

Hits: 96

Level: 18

Melee Bonus: 55

Missile Bonus: 25

Spell Points: 50

Spell Bonus: 18

Armour Type: 9-85

Spell lists to 20th level: all evil lists + 11 or more

Spell lists to 10th level: 5

Magic Items: + 20 hammer, + 10 shield; ring that is + 4 spell adder; spell storing ring; robes that act as armour class 9-80.

Healing Drugs: 4 mireenna; 3 anserke; 2 carneyar, 1 gariig, 1 degiik

Description: 6'7", 285 lbs., black hair, vety dark eyes, thick eyelashes, deep voice, very attractive.

KALDÛRMEIR

Chief of the Human Fighters of the Dark

Weapon: sword/shield; crossbow

Level: 12

Hits: 120

Melee Bonus: 165

Missile Bonus: 125

Armour Type: 15-50

Magic Items: + 25 sword; + 10 shield; + 15 crossbow; + 5 chain; + 15 dagger

Healing Drugs: 3 mireenna, 2 anserke.

Description: Black coarse hair, one blue eye, one brown eye, ugly; driven to turn evil because people assumed from his appearance that he already was.

Evil Priests

level	hits	melee bonus/ missile bonus	defensive bonus	magic items	spell lists to 10th/to 20th
general					
11-15	65-90	50-55/15-20	20	1 excellent; 2-3 good; 2-3 common	14-7/0-7
6-10	40-60	35-50/5-15	20	2-3 good; 2-3 common	7-14/0
1-5	15-35	15-30/(-25)-5	20	2-3 common	2-7/0
Tulôr					
15	70	50/15	20	4 excellent; 3 good; 5 common	6/7
Naldûrgath					
17	75	55/15	20	5 excellent; 2 good; 6 common	5/9

Number of spell points = 2* level + adder (a + 2 spell adder means that the holder can throw 2 extra spells/day; only one adder may be used.)

Spell bonus = level

Defensive bonus includes magic items, quickness, but no spells.

SOME EVIL SPELLS

Tongue Rot — Range: 100'. Over the course of 1 week target's tongue will rot away, and he will not be able to speak.

Leprosy — Range: 100'. Target gets leprosy, which causes a gradual loss of feeling in the extremities: this doubles effectiveness of wounds in these areas.

Dark Blinding — Duration: 1 rnd/10% failure of RR, Range: 100', RR Mod: -10. Blinds.

Hemophilia — Range: 100'. Target becomes a hemophiliac: any 'hits/rnd' and concussion hits are doubled, and healing hits requires double the normal expenditure.

Elephantiasis — Range 100'. Target gets elephantiasis: one of his extremities swells and grows up to 5x normal-size.

Absolution Pure — Range: 50', RR Mod -20. Target's 'soul' is torn from body: it remains in whatever place 'souls' go unless brought back through lifegiving.

Running Death — Duration: until curse is removed, Range: 100'. Target will run until he dies of exhaustion: he may be restrained, but whenever freed he will begin to run again.

FATAL CHANNELING PROJECTIONS

name	effect	range	RR modification
Channels of Chey	Severe brain disorder; convulsive spasms; foe operates at 75% permanent coma; + 10 hits	100'	-10
Umli Breeze	Erases facial area.	50'	none
Black Finger	Blood boils.	25'	-50
Desert Curse	Liquifies skeleton.	50'	-30
Death's Wave		100'	none



ARKHÂD

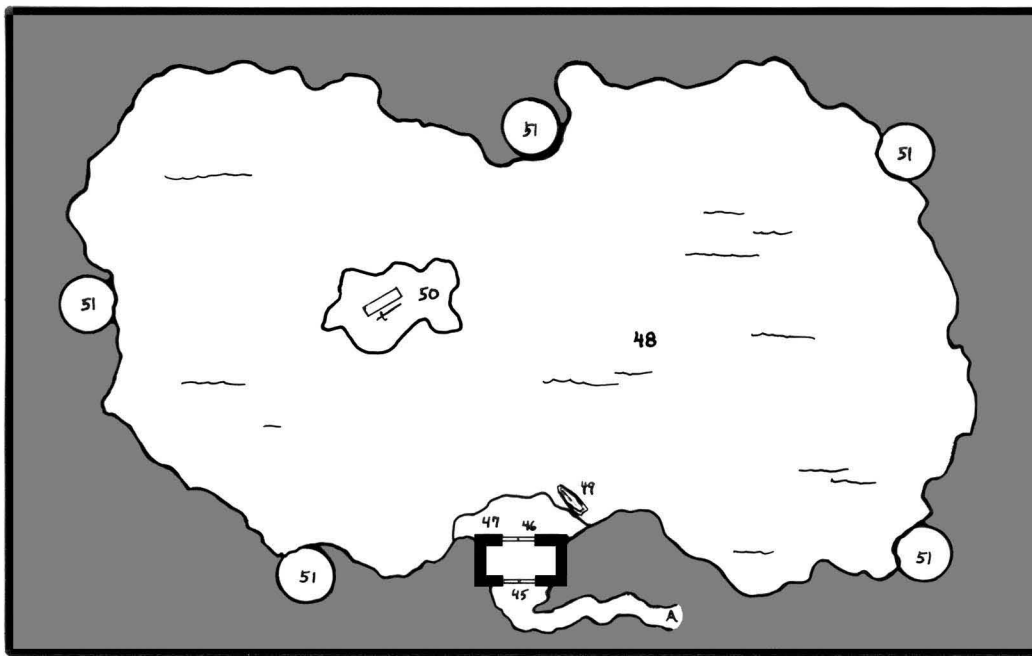
9.2 LAIR OF THE DARK

Key to evil dungeon

- 1 Typical sea cave, not guarded.
- 2 Hidden door; very hard to find; very hard to unlock; trapped, hard to disarm, causes deadfall to close off cave mouth.
- 3 Path slopes down, goes underwater for 15 feet, it appears deeper to an untrained viewer.
- 4 Guards, 3 orcs.
- 5 Quarters for Garg's company, areas where orcs live are dirty, smelly.
- 7 Guard post, there are always 5-6 low-level orcs and at least 2 10th level or over.
- 8 Long tunnel, man-made, slopes sharply downward.
- 9 Cells for prisoners; cells 1-5 have orcs who have displeased Gastmorgath; cell 6 has a human guard caught cheating at cards (he was cheating a sergeant); cells 7 and 8 are empty; cell 9 has an old man who has been driven crazy, he keeps saying "I know, but I won't tell". He is a smuggler who accidentally stumbled on the cave complex. Morarthdur has been amusing himself with him; cell 10 has a knight of Gondor that Gastmorgath has tried to brainwash into being a spy; cell 11 has a human guard, his duty is to pretend to be a prisoner and spy on the knight; cell 12 is empty.

- 10 Typical torture chamber; knives, saws, fire, branding irons, chains, machines, cages, vats of acid, etc. There is a tunnel leading to the cave where Gastmorgamorth keeps his pet vampire: he keeps her down here because it is easier to feed her in the torture chamber. She refuses to drink orc blood. She is beautiful and smart, and may ask a group to 'rescue' her — if she's not hungry.
- 11 Kaldûrmeir's quarters; in a stone chest (hard to open) there is a trap, 300 GP, 6 gems worth 600 GP total, and a + 15 short sword. The trap is a symbol, Tongue Rot. Since the symbol is a spell, not a mechanical trap, it can only be detected by detect evil or detect channeling.
- 12 Sergeants quarters, 50-75 GP; 2-3 common magic items.
- 13 More sergeants quarters.
- 14 Storage area.
- 15 Kitchen/dining.
- 16-17 Barracks for human warriors, always 5-6 in each room.
- 18 Unused caves, human warriors go spelunking and etc. in them.
- 19 Narrow entryway dug out by warriors so that they can sneak out of dungeon and visit Umbar. Heads will roll when it is found.
- 20 Storage caves, food, clothing, bedding, common weapons. Nothing unusual or really valuable except in bulk.
- 21 Hallway, slopes upward.
- 22 Guard station, always 4-6 human guards, only allow priests into 23.
- 23 Hall.
- 24 Rooms of minor priests.
- 25 Hospital.
- 26 Lab where Tulôr practices his organ transplants. Jars of various organs lying around. He has found a way to preserve them until needed.
- 27 Secret door to Tulôr's rooms — can only be opened from the other side.
- 28 Quarters of higher level priests, they will have 100-150 GP, 2-3 good magic items, 4-5 common ones, but they will be kept in a stone closet and trapped with a symbol. Each priest uses his own special favorite (leprosy, dark blinding, hemophilia).
- 29 Guard post; only priests allowed beyond this point.
- 30 Workshops; potions, runes, etc. All powerfully evil; even to carry them involves a 10# chance of turning evil and losing free will.
- 31 Spiral staircase going down, built so that the slightest noise echoes and whispers carry.
- 32 Guard post; 5-6 guards always 10th-12th level; there will be at least 15 if any alarm has sounded.
- 33 Secret tunnel to lab downstairs.
- 34 Tulôr's rooms. Three closets carved into stone; closet one has only robes (non-magic) and clothing and a symbol, Tongue Rot; closet two has surgeon's robes and medical bag containing 15 mirennas, 12 packs thurl, 4 sleep drugs; closet three has an undead that will attack when the closet is open (+ 150 with broadsword, will not parry, takes 80 hits).
- 35 Naldûrgarth's rooms. Closet contains robes, wooden staff — evil, + 2 spell adder; intelligent, it will tell any spell user that it is a stolen holy staff and wants to be rescued, and then will take over anyone who tries to use it; it will cry for help if this fails. It speaks mentally. Anyone can understand it, but person must be touching it in order to 'hear'. Desk has 173 GP, unset uncut diamond, 5 scrolls (blackfinger, desert curse, death's wave, umli breeze, channels of chey), these scrolls are so evil that use causes 20# chance of turning evil and losing free will. There are also notes on the new black channeling spell that he is researching. It amputates limbs, but heals stumps so that victim lives.
- 36 Guard room, 4-6 guards, only Gastmorgath and people accompanied by him are allowed in.
- 37 Gastmorgath's private workshop filled with torture items and spell research items — all very evil.
- 38 Elaëmir's prison; looks like a room in Flame Tower.
- 39 Gastmorgath's rooms; large walk-in closet with symbols on 3 walls (elephantiasis, absolution pure, running death); robes; bundle of wooden staffs, + 1 or + 2 spell adders, all evil (for junior priests); large (500-800 lb.) stone chest, symbol in lid (friendslayer), 200 GP, jewels worth 1000 GP, 2 good magic items, 3-4 common items.
- 40 Secret entrance; solid stone wall between his room and antechamber to entrance, he uses portal (from ring) to pass through; undetectable.
- 41 Morarthdur's rooms; large walk in closet with symbol on walls on back (absolution I); robes, spare staff, evil; small chest, trapped with poison dart (if trap goes off must roll RR, acts as 15th level, if save paralyzed, if fail, die in 3 rounds), trap is very hard to disarm; has 1,000 GP, 6 large gems 500-600 GP each; 2 good magic items and 6 common ones.
- 42 Morarthdur's secret escape route; secret entrance is very hard -25 to find.
- 43 Morarthdur's workshop; same as Gastmorgath's.
- 44 Room for Morarthdur's pet orc: It is a fighter, dumb, devoted to Morarthdur. + 250 with mace, armour type 12-30; takes 150 hits. All his armour is evil. Opponents subtract 5 from attack rolls because he is so ugly that it is disturbing.
- 45 Huge doors; very hard -10 to unlock.
- 46 Huge doors; easily opened, lock is on other side, hinges are on this side, also trap that is obvious on this side, deadfall that closes off antechamber.
- 47 Ledge.
- 48 Dark water, fishy smelling, ripples on surface.
- 49 Small boat, 3-4 people capacity.
- 50 Island with altar, + 30 holy sword lying at base of altar, was stolen from the faithful of Númenor in last days. + 30 sword, moderately intelligent, fights as holy arm only in the hand of a ranger, otherwise just + 30 magic sword.
- 51 Large vats of burning liquid that dribbles down side of dave and burns providing a flickering red light and many shadows.

Now in this dank, dark lake, lives a monster that was once a giant squid before the Dark Lord 'improved' it. It uses a Large monster critical hit table, and takes 800 concussion hits. It is immune to fire, but cold spells give double hits. It has a 200 add to attack with its arms. First it rolls on the entangle table to see if it catches its opponents; if it does catch someone, the next round it rolls on the large crush table. If the arm is given 100 hits it will drop its prey, otherwise it will continue to crush until prey is helpless, and then drown or eat it, or both. The arm is large enough that anyone trying to hit it will — if it is slowed by having caught someone; all criticals should be modified to strike arm. It is immune to poison. It is under a compulsion to guard the island. Its armour type is 12-80 for arms and 16-40 for body.



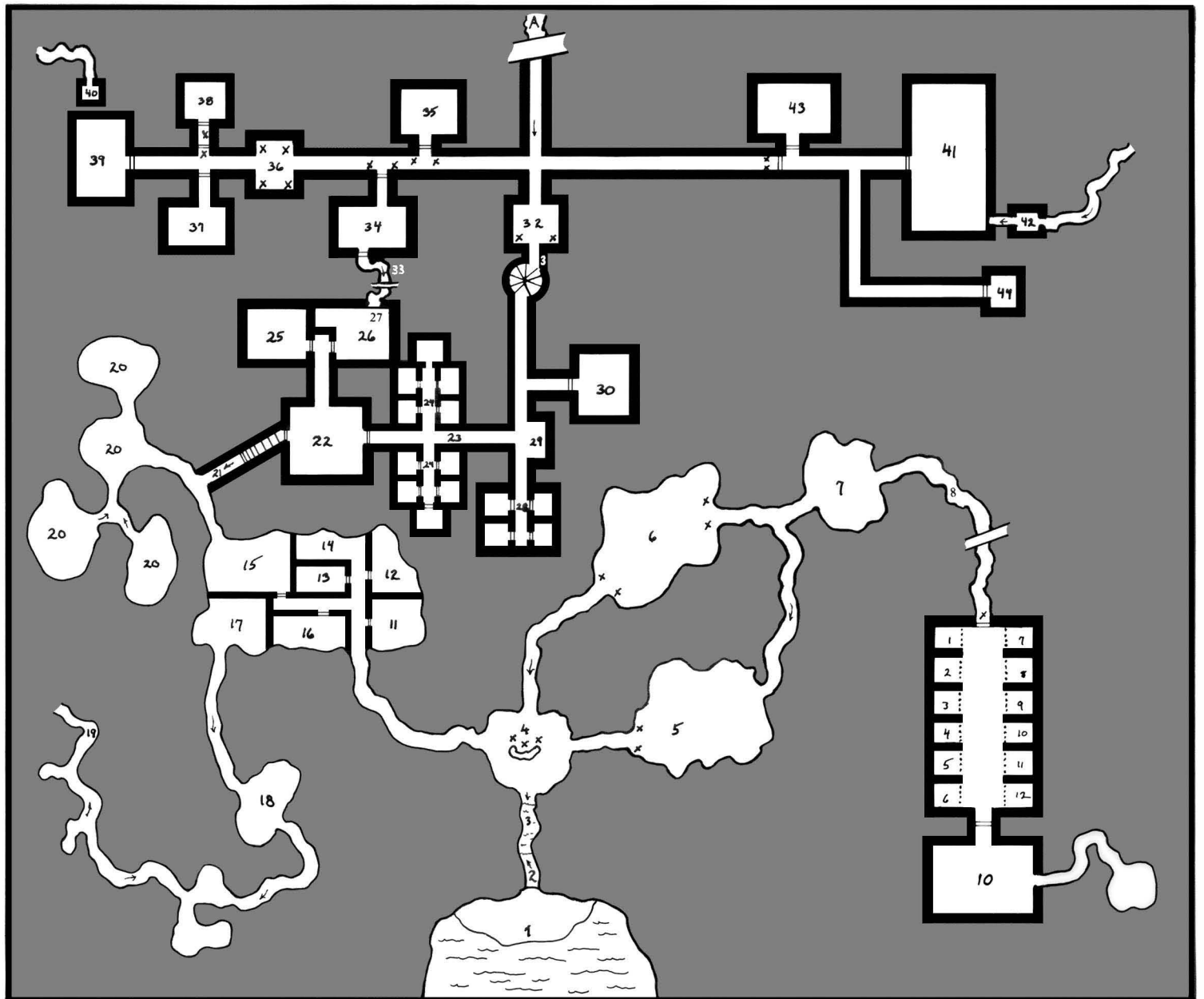
Lair of the Dark

THE TUNNELS MARKED "A" CONNECT VIA A LONG, SPIRAL CORRIDOR - 1/2 MILE DOWN FROM THE MAIN COMPLEX TO THE LAKE.

→ ARROW POINTS DOWNSLOPE

X INDICATES GUARD POSITION

T.K.A.

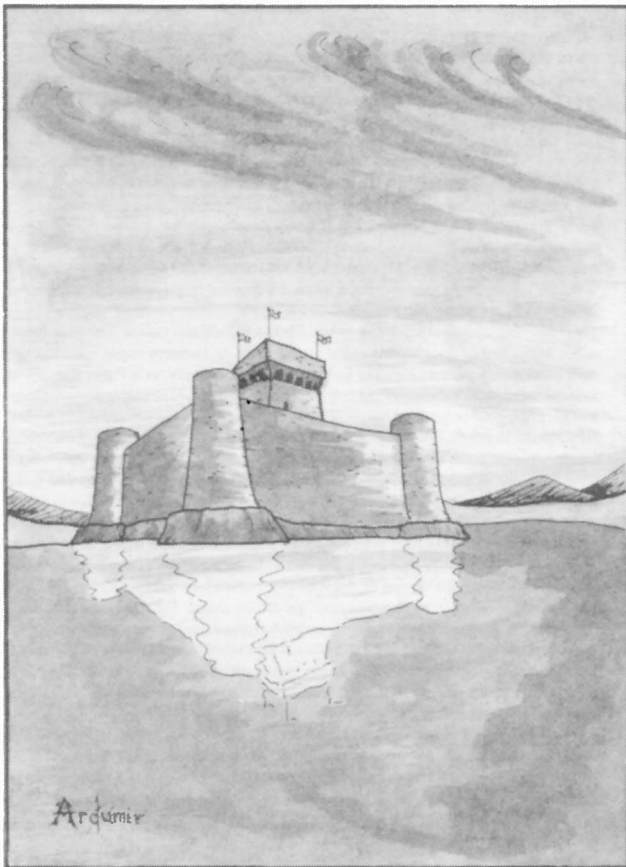
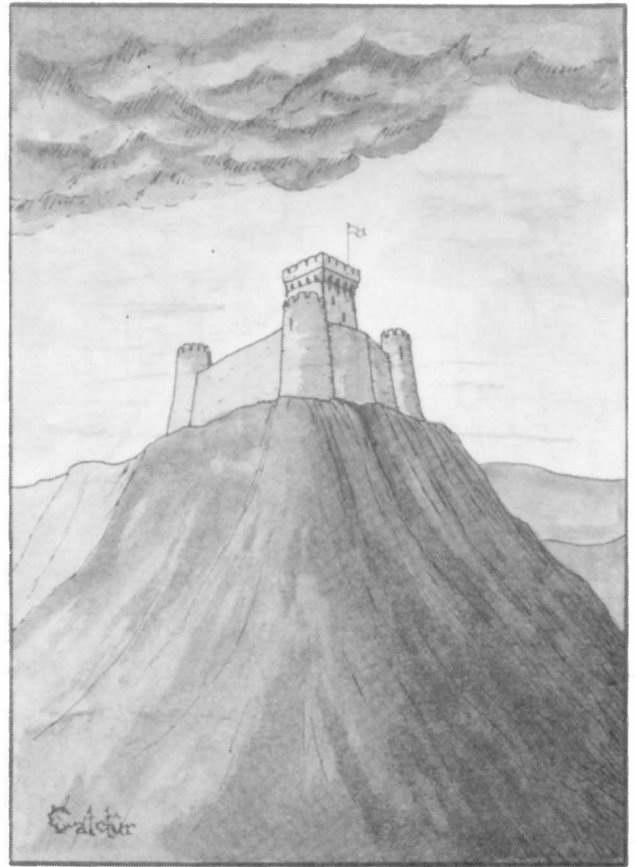


10.0 CASTLES OF UMBAR

Each of the six castles of the Lords of Umbar control the fertile land around it. There are eight to fifteen villages and three to four simple towers under direct control of the castle lord. The towers are simple two story strongholds with ten to twelve warriors, two to three messengers, and two to three servants. They have massive bonfires laid on high points to use for warning of attacks (see 1.0 for description of villages.) The Lords of the castle hold their fief's directly from one of the Lords of Umbar, and are accountable only to him.

Each castle will have from 150-200 men-at-arms with a sergeant for each 20 men and a captain for each 50. A senior captain commands the whole troop. There will be 50 to 60 servants, with a steward in charge of them. Being a servant in the castle is the best job a peasant can have, and those so favored by fortune tend to look down on the others. Some skilled servants (e.g. smith) may be permitted to talk back to the Lord if they disagree with him, but not to disobey him. Masons, those in charge of building the castles and fortifications, are freemen and highly trained professionals. They are well paid and respected, but in 1607 their guild in Umbar consists of only one old man who corresponds with the others who are all away at various sites of construction. There is very little major construction going on in Umbar now, certainly nothing to merit the attention of a Mason.

The six major outer castles of Umbar, Isigir, Erādas, Caldūr, Māros, Pellardūr, Ardūmir, are extremely well built. The Captains of the Havens have ample loot from Gondor to be able to afford all the extra refinements for their keeps. The walls are two stone walls filled with concrete, and they slope outward at their bottom (by means of additional masonry) to make besieging them difficult, and undermining ineffective. On the whole, their foundations are on rock, anyway, which prevents undermining. Each castle has a well and a cistern and ample food stores to last out an extended siege. They also have a secret tunnel extending well beyond the expected circumference of a besieging army. Only the Captain of the havens and the Castle Lord will know its location, and it would take a minor miracle for the PCs to find it. They are all shielded against 'information spells.' The postern gates are as described for the city.



All the stairs in the castle are constructed so that a defender retreating upward will have his shield to the wall and his sword free. Of course the opposite is true for an attacker moving upward, and thus 50 should be subtracted from his attack bonus.

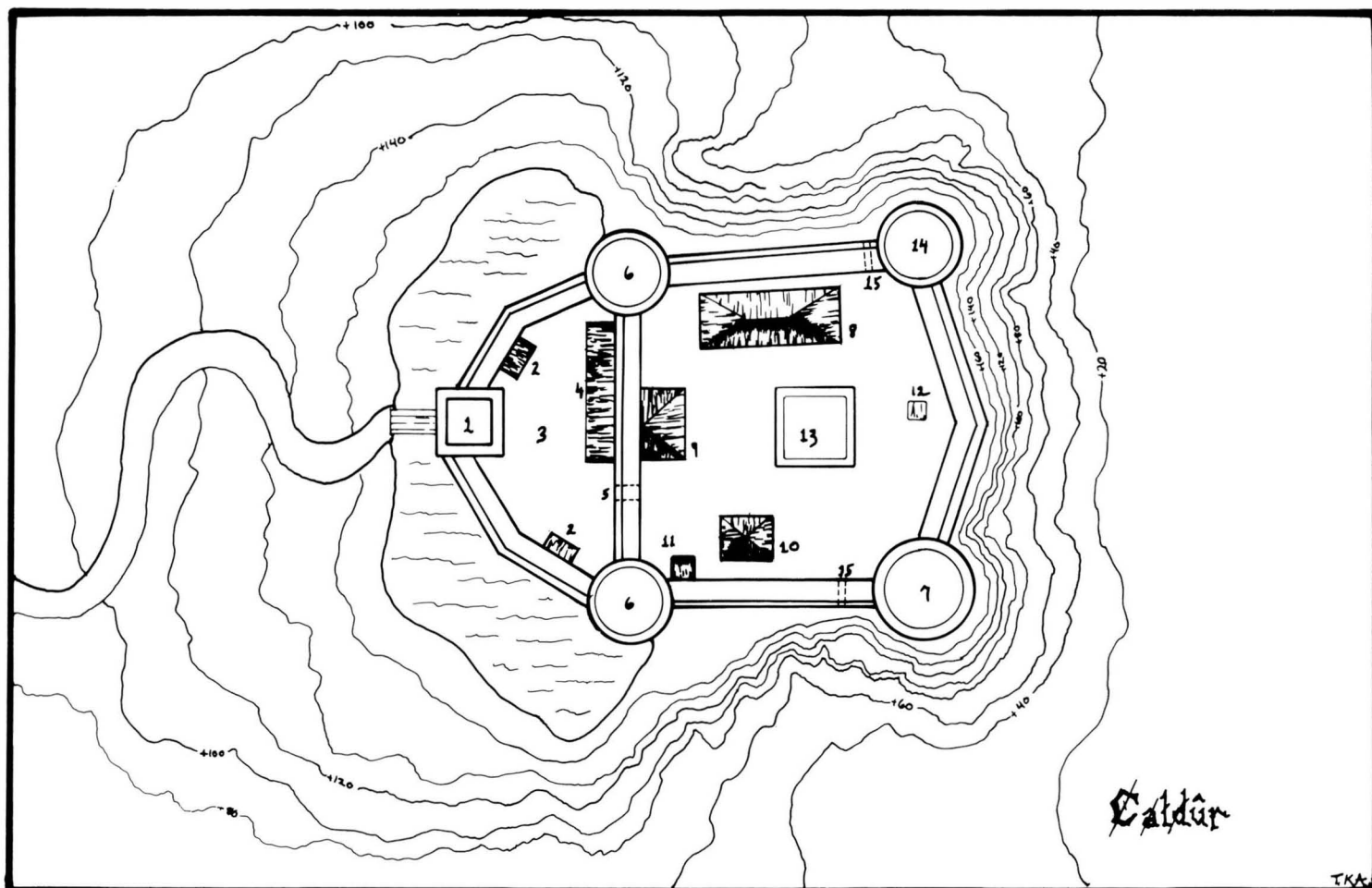
There are machicolations all along the walls, holes which allow boiling water, hot sand, or stones to be poured on those attacking the base of the walls. The Lords of Umbar are rich, so they also have supplies of oil and tar for the same purpose.

The towers all have stone enclosed parapets extending out from their sides so that archers can shoot through holes in the floor at attackers near the base of the wall.

The gatehouse and the keep are the two strong points in the castle. The gatehouse is usually so strong that no enemy would ever attack there, preferring rather to attempt the walls. The keep is the last stronghold to retreat to in case the walls are taken. The entrance to the keep is always on the second story, and it will have no other openings except the access to the roof from the top floor and arrow slits. The stairs to the keep door will be wooden so that they may be burned to delay an enemy attack on the doors.

None of the castles have ever fallen to an attacker. The builders of the castles are more interested in defense than in comfort. There are few windows, and only on the third floor, so the rooms are dark and tend to be damp. There are fireplaces in most rooms and wastefalls on every floor which serve as lavatories.

There is a village within sight of each castle whose major duty is growing food for the castle. The area within one day's ride of the castle will be very well controlled, and encounters are unlikely except with the Lord's men-at-arms.



10.1 Caldur

Caldur is the fief of Mireädur. Its Castle Lord is Isdärth. He was married, and she is supposed to be dead, but really she ran away with a guardsman two years younger than her oldest son. Of their three sons, two are with the fleet, and the third is Isdärth's second in command.

To one side Caldur is protected by a steep slope that is virtually unclimbable, and to the opposite side it is protected by a moat. The outer wall (curtain wall) is 20 feet tall, the inner wall is 30 feet tall. All the towers are three floors, and about 56 feet tall.

Key to Caldur

- 1 Drawbridge, leads into square tower.
- 2 Storage sheds.
- 3 Outer Bailey.
- 4 Stables.
- 5 Gate, small, one man at a time, overlooked by slits from tower.
- 6 Three story towers with two wall chambers on each floor and spiral stair cases connecting the floors. Used as quarters for men-at-arms with captains and sergeants getting the wall chambers. The captains will have chests with locks that are hard -10 to unlock, trapped, hard to remove trap; trap shoots out a flame directly from lock, roll critical on heat table (C critical), 50% chance of melting the lockpick, 25% if it is magic. The chest will have 60-80 GP and 1-2 common magic items.
- 7 Tower just like 6 except that the first two floors are servants quarters.
- 8 Great hall; there are always 4-5 servants and 6-8 guards in the hall. There are 6 fireplaces.
- 9 Great Chamber; this is where Mireädur holds court when he is at the castle
- 10 Kitchen and ovens; always servants and guards around.
- 11 Well house.
- 12 Entry into dungeons; there are fifteen underground cells. Four are occupied. One is an ex-sergeant who supposedly disobeyed an order, actually Isdärth never gave him the order, but the ex-sergeant is not sure that he didn't disobey because he was so drunk that he does not remember what happened. Isdärth framed him because he wanted an opening for sergeant to give to a man who is excessively loyal only to Isdärth. Another prisoner is a guardsman who always starts a brawl when drunk, another is a spy of Adümir's who got caught. They haven't bothered to question him since no Captain of the Havens would ever tell a spy anything. The last one is what is left of a dark Priestess (she's almost still alive). Mireädur suspects that there is a dark stronghold somewhere about, but although he has 'questioned' 14 servants of the Dark, he still has no firm information.

- 13 Keep, two stories. The first story is open room with fireplaces and 20-25 guards always lounging around. The second story is partly empty, partly storage for sieges (food, arrows, cross-bow bolts), and the rest is strongroom. The stairs go up the side of the wall in clear sight of the guards. There are four guards in front of the strongroom door. One of them has a rope in his hands, when the rope is released an alarm sounds all over the castle. The door is trapped, hard -50 to unlock, hard -50 to disarm. If the trap is set off, then 6 minutes later the strongroom is filled with fire (everything is stored in fireproof chests), roll a 'D' flame critical on anyone in the room. The alarm also goes off because the rope burns. Each chest is also trapped. The traps on the chest are hard -25 to disarm. The lock shatters and give 'B' critical (puncture) to anyone within a 2' semi-circle of the lock. The trap goes off automatically if the chest is moved. In the chests are 80,000 GP, 60,000 GP worth of jewels, 20-30 common magic items, 15-20 good magic items, 8-10 excellent magic items, and 2 rare magic items.
- 14 This tower has the private quarters of Isdärth and Mireädur. On the first floor there is an office with a locked door leading to the second floor. In Isdärth's rooms there is a heavy door blocking a wall chamber. The lock is very hard to unlock, as is the lock on the door into the room. Inside the room are two chests, trapped as are the chests in the strongroom and also fireproof because he got them from the strongroom. Inside the chests are 300 GP, 200 GP in jewels, 2-3 common magic items, 1-2 good magic items, Isdärth's private journal, kept in code, would take an expert in languages (bard, etc.) to decode it and they would take 6-8 months to do it. Even when decoded it is cryptic, keys to remind Isdärth of things rather than real information. The spiral staircase leads to an antechamber in the second floor that always has 4 guards and two great dogs that attack as wolves (see chart 12.1 for their stats), they have been trained to attack anyone who tries to feed them except their trainer. The guards must pull a bell cord near the door every 10 minutes or an alarm goes off. The door into the rest of the floor (Mireädur's quarters) is very hard -50 to unlock, and hard -50 to untrap. The trap sets off the alarm. The staircase does not go on up to third floor. Mireädur's rooms are richly furnished, lots of big, red fireplaces. There is a wall chamber with a bed and 15 candles. There is another wall chamber with desk, bookcases with essays on the nature of fire one of which was written by Mireädur. The desk has 5-10 GP in a drawer. There is also another staircase leading to the third floor. Half way up the stairs they are no longer stone, but are paper painted to look like stone. Unless a person stepping on them makes a hard maneuver roll, he will fall down a shaft inside the wall (roll on the large crush table and add 40). The only opening in is through the fake stairs. When the paper is torn, alarms go off. There are hand holds along the wall that form a ladder that is easy to climb the rest of the way, but hard -50 to find. The third floor is Mireädur's laboratory for researching the nature of fire. There are 3 runes on a table, fireball. There are also stairs along the side of the wall to the roof.
- 15 Postern gates.

10.2 ERÄDAS

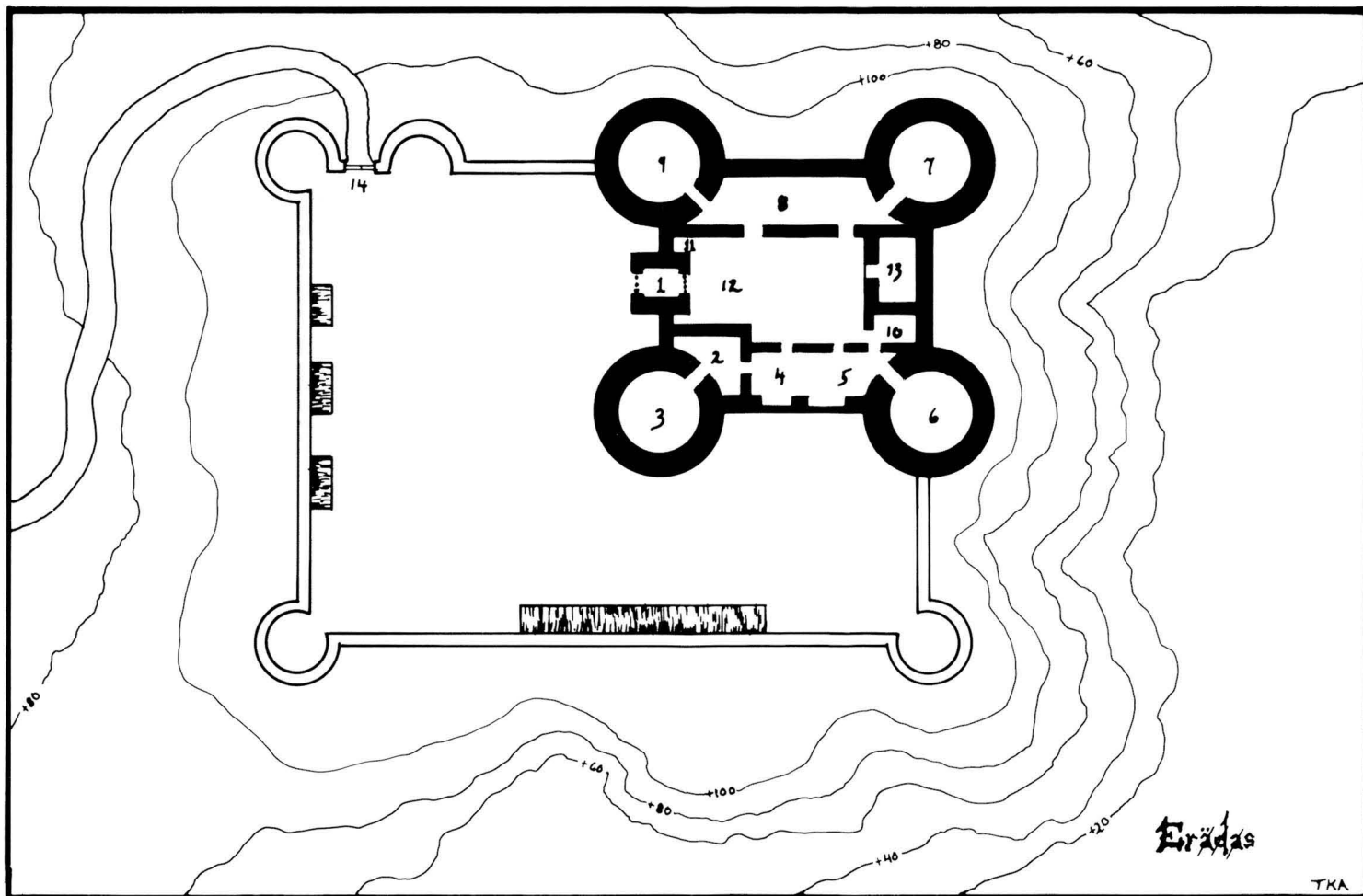
Erädas is the fief of Teldûmeir. The Castle Lord is Armeirtân, who is very loyal to Teldûmeir. He is married to Degla, who is slender, not beautiful, but with an enchanting smile, and they have one son, Trdûrith, who assists Armeirtân, and who will probably be Castle Lord after him. Armeirtân was the childhood companion of Teldûmeir and loves him like a brother. Armeirtân is one of the few people that Teldûmeir trusts completely. Teldûmeir is Trdûrith's godfather.

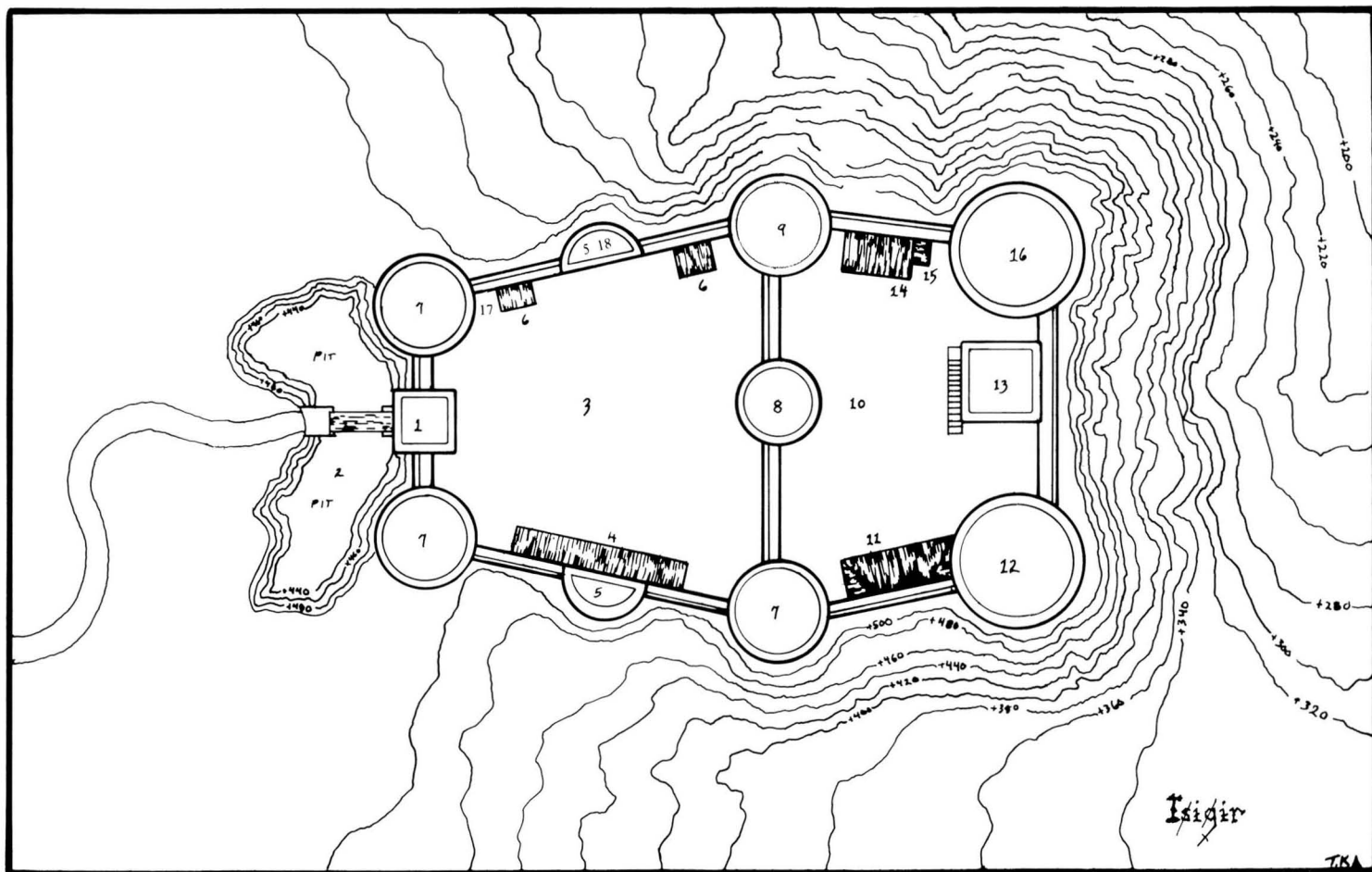
They have let Borathôr get his hands on faked evidence that Armeirtân is embezzling so that Borathôr can try to blackmail him. Armeirtân is currently feeding him lots of false information. Only Nûrmir knows what is going on besides them. There are **no** documents lying about with any reference to this.

The land behind Erädas slopes steeply and makes an attack from that direction nearly impossible. The curtain wall is 9 feet tall, the inner wall is 30 feet tall. The towers are all about 60 feet tall.

Key to Erädas

- 1 Gatehouse; one of the two major strongpoints in the castle. The gatehouse is a two story tower with the entry to the castle going through the lower story, holes in the floor allow those in the second story to easily attack anyone in the first. There are two portcullis.
- 2-3 Great Chamber leading into tower; these are Teldûmeir's private quarters. On the first floor there is a private sitting area with wall chambers (4) that act as guest rooms. There is a spiral staircase in the wall leading to the second floor of the tower. The stairs come into an office area with a wall chamber off of it. There are always 4 guards on duty in the wall chamber watching the stairs and door to Teldûmeir's quarters. A desk is in the office area; it will have day to day papers on the running of the castle. There is a door, hard -85 to unlock, that leads to Teldûmeir's private sitting room. There is a wall chamber off it, and spiral stairs up to the third floor. These stairs go on up to the roof unlike the first set of stairs, which only come as far as the second floor. There is an antechamber on the third floor with a wall chamber off it. The wall chamber will always have 2-4 guards on duty watching the door to his private rooms. There is a door, hard -95 to unlock, not trapped. Just inside the door, against the wall on each side of the door are two metal pillars built into the floor, 300-600 lbs. each, that fire lightning bolts (1 per round) at anyone not wearing one of 3 rings, Teldûmeir has one, Armeirtân has one and Nûrmir has one. In a desk you will find: account books, 3 chaste letters from Eläemir in a metal strongbox welded to the desk. Lock is very hard to open, trapped on 3 levels: 1. hard to disarm, shoots out spray of liquid which will hit anyone working on the lock, 10th level poison which paralyzes hand 6-8 weeks, 2. hard -25 to disarm, when opened lock will explode doing 1-100 hits on whoever opens the box, 3. when box holding the letters (wooden, velvet lined) is removed from the strongbox, an alarm goes off in the guard quarters on this floor. Very hard to disarm. In the desk there is also 20 GP, 6 necklets, 4 bracelets, and 14 **miarena**.
- 4 Small room with wall chamber, used for very important guests, sometimes used by his Chief Captain.
- 5 Great hall, main gathering and eating chamber, always 4-5 servants and 5-6 guards; wall chamber is office of castle steward, will have desk with information re castle supplies, account books, a few personal letters.
- 6 Three story tower that is Armeirtân's private quarters. The first floor is a general sitting room reached by 5 stairs from the Great Hall, there are three wall chambers, one guardroom and two guestrooms. There will be 2-4 guards. The second story has a floor plan just like the first; the private sittingroom has Degla's loom in one corner (she is famous for her tapestry work), one guest chamber, Armeirtân's desk is in one wall chamber, and the 3rd wall chamber is Trdûrith's. The desk is locked, hard -20 to open, it has 80 GP, 4 random healing drugs, and misc. papers about running the castle. Trdûrith has a locked footlocker, hard -25 to open. It has 20 GP, 5 **miarena**, 6 pieces of jewelry worth 100 GP total, rich clothes, love letters from 4 different women, a small sword such as is given to a child for his first sword, and 2 common magic items. The third floor has only one wall chamber. This is the Castle Lord's private quarters. There are chests of his and Degla's clothes, bed in the wall chamber and furniture to make it a bed-sitting room. There is a secret closet, hard -50 to locate, very hard -10 to open, trapped, very hard to disarm. Sets off alarm and locks doors. Guards respond in 30 seconds. There are 1000 GP, 3-4 common magic items and 2-3 good magic items in the closet.
- 7 Three story tower, two wall chambers on each floor, stairs along wall, servants quarters with high level servants in wall chambers. Steward may have 2-3 GP hidden in bed.
- 8-9 Quarters for men-at-arms, will have 10-15 guards lounging around, captains will have chests hard -25 to open, trapped, hard to disarm, shoots a dart with 10th level poison that paralyzes. They will have 20-30 GP and 1-2 common magic items. The bottom floor of this tower has the entry to the dungeon. There are 8 cells, but only one has a prisoner — a guard found drunk on duty. He will give away anyone sneaking about, hoping to be forgiven for being drunk.
- 10 Kitchens, always 7-8 servants.
- 11 Well house.
- 12 Inner Bailey (courtyard).
- 13 Keep, the keep is the strongest point in the castle. It is also three stories tall with no wall chambers. Four guards watch the main door and let no one enter who has no duties in the building. The first two floors are used for various castle business when no enemy is attacking. The third floor has the emergency food stores (there is a cistern under the Keep), arrow and crossbow bolt supply, and the strongroom. There is one door into the strongroom. There are always 6 guards watching it with 6 more guarding the stairs that go to the third floor. The strongroom has 50,000 GP, 80,000 GP in jewels, 20-25 common magic items, 10-15 good magic items, 6-8 excellent magic items, and 1 rare magic item. The strongroom is watched by a guardian stone. It looks like all the other stones in the keep, but if anyone not introduced to it tries to remove anything from the strongroom it puts them to sleep with a sleep spell for 25 days. It is a 20th level spell which subtracts 40 from RR that was researched especially for this item by a long dead wizard of Númenor. This is an area spell and will cover the interior of the strongroom. The stone is intelligent and cranky because it was not built into the city tower where it would have had more interesting things to watch. It may talk to intruders if they are interesting, but CANNOT let anything be removed. It is an item, not person, therefore cannot be fooled by illusion.
- 14 Outer gate in curtain wall, must state business in order to enter, anyone not expected is taken to duty captain.





10.3 ISIGIR

Isigir is the fief of Adûmir. The Castle Lord is Härderin who is completely loyal to Adûmir. He is being especially supportive right now because his wife died five years ago and he knows how Teldûmir feels. He is trying very hard to find Eläemir.

The land drops off into a sharp cliff of about 500 feet toward the rear of the castle acting as a major line of defense. The wall is 30 feet tall, the two story towers are 40 feet and the three story towers are 55 feet tall.

Key to Isigir

- 1-2 Drawbridge, dry ditch in front, sharpened stakes in ditch.
- 3 Outer Bailey.
- 4 Stables.
- 5 Two story 'D' shaped towers with wall chambers on first floor and only arrow slits on second. Stairs go up side of wall. Used for storage.
- 6 Storage sheds.
- 7 Three story towers with two wall chambers, spiral staircase, and lavatory on each floor; used to quarter men-at-arms. Captains and senior sergeants get wall chambers. Captains will have a chest in their wall chamber hard -10 to unlock and hard to untrap. The trap will shoot 1-3 poison darts with a poison that acts as 10th level. Poison will blind for 6 months. Chest will have 15-100 GP and 2-3 common magic items. Sergeants may have 2-5 GP in a locked chest, hard to unlock.
- 8 Two story tower, gate in wall is in the first story, second story has open floor for attacking going through gate.
- 9 Tower just like 7 except that servants are quartered there. The steward may have 1-2 GP in his wall chamber.
- 10 Inner Bailey.
- 11-12 Great hall and Härderin's quarters, door from great Hall leads into tower. The first floor has a private sitting room and three wall chambers for guests. There is a spiral staircase in the wall up to the second floor, third floor, and roof. The passage leading from the stairs to the third floor were bricked off when his wife died. On this floor there is what used to be their bedroom, and just outside the door, a wall chamber that was a nursery. There is another wall chamber for the maids that took care of the baby. This floor has been bricked off since his wife and baby died of the plague. Her clothes are still in chests in the room. The second floor is now Härderin's bedchamber. There are 3 wall chambers on this floor. One has his bed and chests with his clothes in them. One has a desk with castle account books, papers relating to general business and letters from his brother who is a ship

captain for Adûmir. Reports on search of surrounding territory for Eläemir, all negative. 100 GP, 5 *mirenna*. The third is a wall chamber used for storage. There are old clothes, odd armour, lots of old letters from his parents (now dead), from his brother, from his sister (who is now married to a healer in Umbar), odds and ends. Trunk in the very back is locked, hard -25 to open. Has 1,080 GP and 2-3 common magic items. Old armour and trunks of old clothes must be shifted before this trunk can be seen.

- 13 Keep, three stories with only door on second floor reached by wooden stairs; first two stories are used for castle business and third is food storage, arrow and crossbow bolt storage for siege. Also strongroom. Eight guards on second floor keep out everyone who does not have a good reason to be there. Two dogs (Attack as wolves, see 12.1), are tied at the foot of the stairs leading to the third floor. They have been trained not to take food from anyone except their trainer. The strongroom is locked, very hard to unlock, and trapped, on three levels: 1. hard to disarm, shoots a pattern of 150 poison darts in front of the door and 2 feet on each side; poison acts as 10th level and subtracts 30 from RR stuns without parry for 6 days. 2. hard -50 to disarm, opens trap door in front of strongroom door 6' by 10' and dumps intruders into a metallic net (can only be cut with a magic knife and then dulls it) that hangs 3' above the floor on the second story. Lots of guards will watch them swinging about. 3. hard -60 to disarm, fills strongroom with poison gas, gas acts as 10th level and subtracts 45 from RR, paralyzes for 1 month. In the storeroom are 80,000 GP in jewels, 25,000 GP, 15-20 common magic items, 8-10 good magic items, 3-4 excellent magic items, and 1 rare magic item.
- 14 Kitchens, always 3-4 servants and 1-5 guards.
- 15 Well House.
- 16 Adûmir's quarters: first floor is a general sitting room with three wall chambers for special guests. There are stairs up one wall. The second floor has a private sitting room, two empty wall chambers, and one wall chamber with Adûmir's desk. The desk has nothing but negative reports about Eläemir. There is a secret drawer, unlocked and empty. The third floor, reached by a spiral staircase in the wall, is his bedroom, newly redecorated. There are 2 posts reaching from floor to ceiling at the four corners of the bed, but two feet away from them, made of clear glass, but unbreakable. If anyone crosses between any two posts they are hit by a shockbolt with 85 added to the roll. Eläemir's clothing and items are still there. There is 4 GP in the desk and 4 *mirenna*.
- 17 Postern gate.
- 18 Entry to the dungeon below the castle, six cells; three prisoners. One is a guard who is due to get out in 3 more days, in for sleeping on duty. He is loyal to the castle. The second prisoner is a man who tried to get money by pretending he had information about Eläemir when he had no such knowledge. He has been tortured and will be again. The last was a spy of Arkhâd's, he has not been greatly mistreated. Adûmir will trade him back to Arkhâd some day.

10.4 MARÖS

Marös is the fief of Borathôr. Its Castle Lord is Desinôr, a good fighter, and loyal, but somewhat dull otherwise.

The curtain wall is 10 feet tall, the inner wall is 45 feet tall, and the four story towers are 68 feet tall. Marös is situated on the top of a hill so that any attackers will be fighting uphill from all approaches.

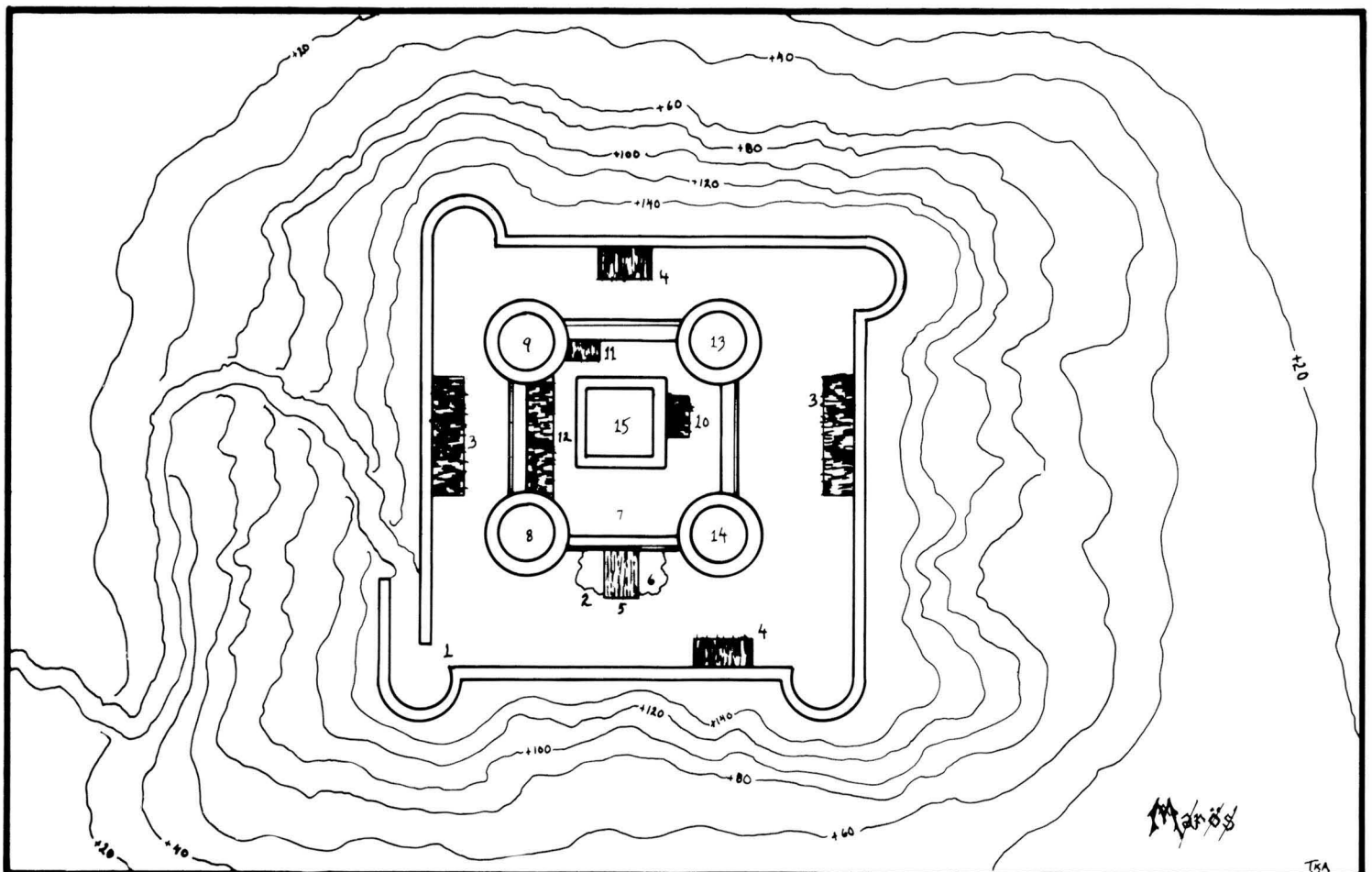
Key to Marös

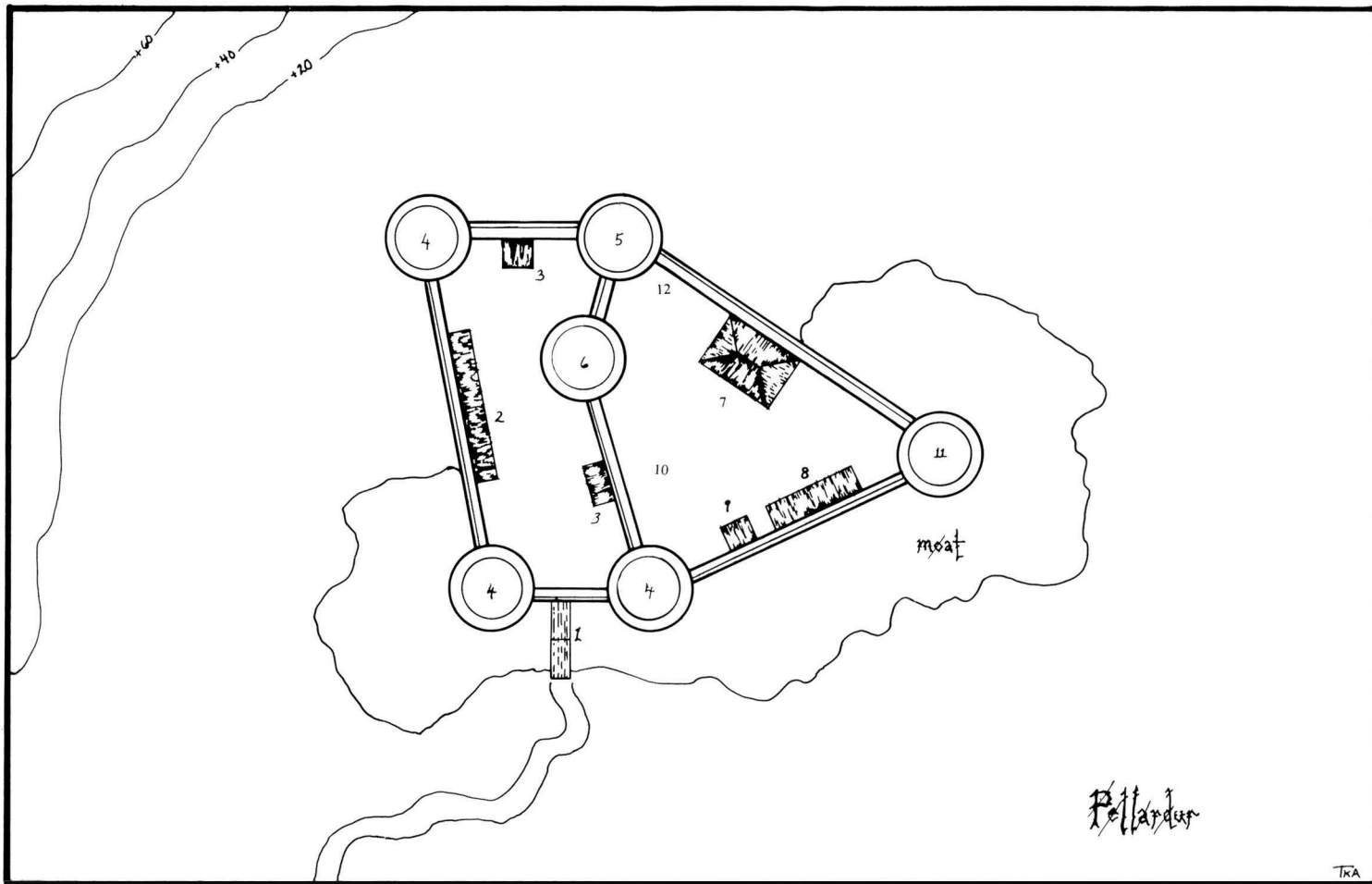
- 1 Gate, always 4 guards and a sergeant on duty.
- 2 Outer Bailey.
- 3 Stables, couple of really big warhorses besides the usual mounts.
- 4 Storage sheds.
- 5 Drawbridge, always 6 guards on duty.
- 6 20' deep pit with sharpened stakes in the bottom.
- 7 Inner Bailey.
- 8 Four story towers with two wall chambers, spiral staircase and lavatory on each floor. Quarters for men-at-arms. Captains will get the wall chambers. They will also have locked chests, hard to unlock, hard -20 to untrap. Trap is a poison spray that fills a 3' cubic volume in front of the chest, acts as 10th level and lowers the temp. strength and dex to 5 (can only go up when PC goes up a level). Inside will be 20-25 GP, and 3-4 common magic items.
- 9 First two stories are servants quarters, second two floors are storage and otherwise unused. Steward has a wall chamber with 6 GP hidden under mattress.
- 10 Well house.
- 11 Kitchens, always 4-5 servants and 3-8 guards.
- 12 Great hall, one story, chief meeting and eating place.
- 13 Private quarters of Desinôr and Borathôr. The first floor is hers. The first room is her office. It has a door leading to her private chambers. The office has a desk that has only the daily records of the castle and 10-15 GP. The door into her rooms is hard -10 to unlock. In her rooms there is a wall chamber with a bed in it, and another wall chamber with masses

of expensive clothes that have never been worn. There is 8,000 GP worth of jewelry to match the dresses. There are no magic items. The rest of the room is her sitting room. Stairs going up the outside of the tower from the ground to the second floor are the only way to get to Borathôr's private rooms. The second floor has a very hard -20 lock to unlock and very hard -20 to untrap. If the trap goes off the ledge and the top 6 stairs fall off. Roll on the large crush table and add 35. Guards also come running, large crashing noise alerts them. The second floor is a sitting room for Borathôr with two wall chambers for special guests, and a spiral staircase up in the wall. The third floor is Borathôr's bedroom. There is a very large bed in the center of the room. There are two wall chambers, one with a lot of chests containing clothes, very large size; and the other has a desk. The desk has some general purpose letters, reports from spies, one unopened reports on Eläemir's absence (he will read it the next time he comes to Marös), 60 GP, and 6 **mirena**. There are stairs up the wall to the fourth floor. This is his laboratory. He is constantly experimenting to try to discover a means of producing everlasting youth and immortality. Nothing he does will ever work.

14 Same as 8.

15 Keep, three stories, stairs are wooden and lead to the second story entrance. First story is unused unless besieged, but has entry to dungeon. If the stairs are burned, as they would be if defenders are driven into keep, a stone ceiling falls and crushes the prisoners. There are 6 cells, currently two have someone in them. One is the father of a young daughter that Borathôr was interested in who will not tell where she has been hidden, and the other is an assassin who tried to kill Desinôr, they haven't been able to find out why. He was hired by two captains who did not like taking orders from a woman. The second story is used for castle administration. Stairs to the third floor go up the wall in sight of 10-20 men-at-arms. Two guards are always posted at the bottom and stand in such a way that an invisible person could not slip by them. The top floor has the usual stores for siege and the strongroom. The door is very hard -10 to unlock, and is trapped on 3 levels. First, very hard -25 to disarm, sprays poison in liquid form from ceiling of antechamber. Poison is 10th level and subtracts 20 from RR, causes blindness for 10 months; second, hard -40 to disarm, drops pillar from the roof to seal the door to the strongroom, weighs 400 lbs.; third, hard -60 to disarm, sets off an alarm all over the keep. In the strongroom is 1,000 GP and 102,000 GP in jewels, 25-35 common magic items, 10-20 good magic items, 4-5 excellent magic items, 2-3 rare magic items.





10.5 PELLARDUR

Pellardur is the fief of Arkhâd. Its Castle Lord is Vilmûr. He is loyal to Arkhâd, but also is in love with a spy in Eädur's pay and tells her things that he should not.

The towers are three stories, 60 feet in diameter and 50 feet tall. The wall is 30 feet tall and 12 feet thick.

Key to Pellardur

- 1 Drawbridge, type that is hinged in the middle to fold double thick over the gate, portcullis behind it, piling in the center of the moat to support the hinged middle.
- 2 Stables.
- 3 Storage sheds.
- 4 Three story towers with two-three wall chambers per floor along with spiral staircases and lavatories. Quarters for men-at-arms. Captains and sergeants get wall chambers. Captains will have chests, hard -30 to open and hard -15 to untrap. Trap gives electrical shock, roll on lightning bolt table, but 'B' is worst critical you can give. Chest will have 50-60 GP, 2-3 common magic items. Vilmûr prefers to have his quarters with his men, and so his rooms are in the top floor of the tower closest to 5. The first third of the room is an office with a desk in wall chamber. The desk will have 20-30 GP and papers regarding the daily working of the castle. There is a door to his private rooms that is hard -20 to unlock and not trapped. There are two wall chambers, one with a bed, and one with two chairs and a table between them with 3 books on it. The books are on military tactics.
- 5 Arkhâd's private rooms. The first floor is a private sitting room with three wall chambers off it for guests. There are stairs going up the wall to the second floor. On the second floor here is a lush office and a spiral staircase going up. The desk in the office has a secret drawer hard to find, hard -20 to unlock, very hard to untrap, shoots a poison dart.

The poison is 10th level and subtracts 15 from RR, puts to sleep for 10 days. Inside are spy reports on various ships captains of other lords, the only interesting thing is a document proving that one of Borathôr's ship captains is drinking too much, also 50 GP and 4 mirennas. The first third of the next floor is an antechamber. There is a wall chamber off it fixed as a bedroom and decorated in blue. The door into Arkhâd's bedroom is hard -25 to unlock, very hard to untrap, sets off an alarm. There are just the usual clothes and personal belongings in the bedroom.

- 6 Three story tower that guards gate. The two towers are only 3 feet apart, only one man may pass at a time. First 2 stories are servants quarters.
- 7 Great hall; one story, always 2-3 servants and 3-4 guards, center of the life of the castle.
- 8 Kitchens; always servants and men-at-arms around.
- 9 Well house.
- 10 Inner Bailey.
- 11 Keep, four stories, entrance on third story, one story is underground. Underground story has cells and strongroom separated by a wide hall with a guardroom at the foot of the stairs down. There are always at least four guards there. The cells have a warder who was keeping part of the taxes he was collecting, and an alchemist who told Arkhâd that he could turn lead to gold and couldn't. The strongroom has a hidden door that looks like part of the foundation. The entrance cannot be seen from the cells. It is hard -50 to find, hard -25 to unlock and is trapped on three levels. 1. Very hard to disarm, sets off alarm all over the keep, 2. very hard to disarm, releases deadfall that covers 10' square in front of the door, roll on large crush table and add 100, plus it makes a lot of noise, 3. hard -95 to disarm, ten minutes after it has been set off it fills the entire room with a gas that acts as 10th level and subtracts 50 from RR. It paralyzes for 2 days. Absorbed through skin, so holding breath does not help. The strongroom has 50,000 GP and 65,000 GP in jewels. Also 40-50 common magic items, 15-20 good magic items, 8-10 excellent magic items, and 3-4 rare magic items.
- 12 Postern gate.

10.6 ARDUMIR

Ardûmir is the fief of Eädur. Its Castle Lord is Peldûr, who is very loyal to Eädur. He began his service to Ardûmir under her father and watched her grow up. He is the one person who can sometimes talk her out of something she wants to do. (Telicur could too, but he is more likely to try to help her get what she wants, even if it is unwise.)

Ardûmir is half surrounded by a small lake. The curtain walls are 12 feet high, and the inner castle walls are 50 feet high. The four round towers are three stories and 56 feet tall.

Key to Ardûmir

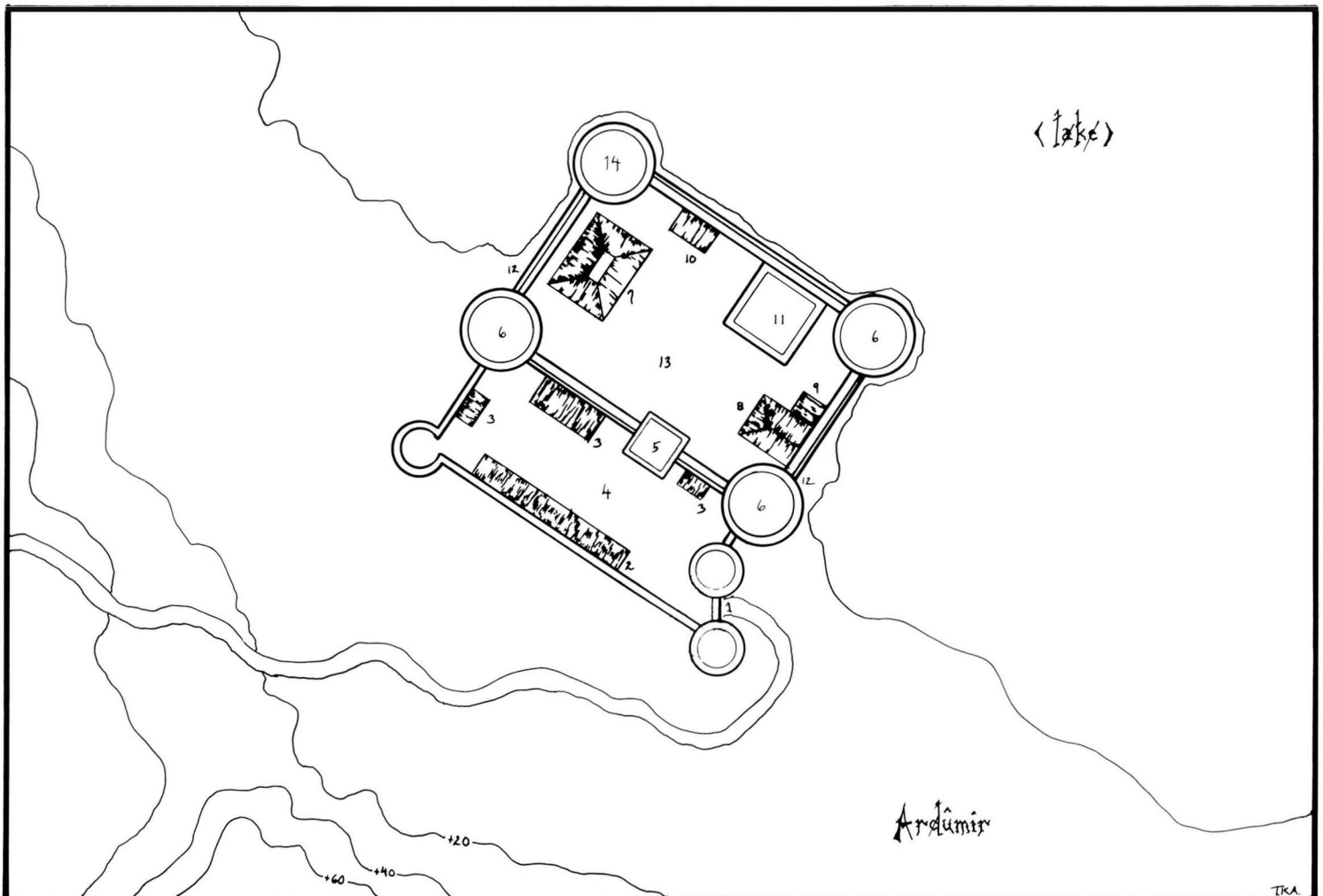
- 1 Gate, narrow, flanked by two towers that are always manned by 6-10 men-at-arms.
- 2 Stables.
- 3 Storage sheds.
- 4 Outer Bailey.
- 5 Two-story gatchouse, entrance is through first story; hole in second story floor permits defenders to attack those in the first story.
- 6 Three story tower that houses the men-at-arms; rear-most tower also has servants quarters; there are two wall chambers, a lavatory, and a spiral staircase on each floor. The captains will have wall chambers. Each will have a chest; hard -30 to unlock and very hard -20 to untrap; trap sets off a buzzer-like alarm. Chest will have 40-50 GP and 1-2 common magic items.
- 7 Great Hall, main meeting and eating place in the castle. Always 3-4 servants and 4-5 guards.
- 8 Great Chamber, sometimes used for special guests.
- 9 Well house.
- 10 Kitchens and ovens.
- 11 The keep, strongest point in the castle, three stories, entry on the second floor by means of the usual wooden stairs. The first floor is storage (food, arrows, cross-bow bolts) and has a cistern under it. The rest of the floor is unused. The second floor is devoted to the general running of the castle; there are always 10-12 guards in the main room. The third floor has the strong room. The rest of the floor is unused. There are two guards in front of the strongroom door. One has a strange 1" diameter rod hanging from his belt, but it is not very obvious. As long as it is held vertically nothing happens, but as soon as it is mostly horizontal (as would be the case if the guard was knocked down) it begins to scream 'alarm, thieves' loudly enough to be heard all over the keep. Screams until Peldûr picks it up. The strongroom is very hard -25 to unlock. There are no traps on the door. In the center of the room there is a huge moonstone, almost 1 1/2' in diameter. Everyone

entering the room must make a RR. The orb acts as 15th level and subtracts 25 from their RR. If they fail they are held staring into the orb until Eädur releases them. Globe complains a lot about having to let them go. If any one tries to move the globe they get automatic max out on the lightning bolt table. The globe does not want to leave Ardûmir. It believes that guarding Eädur's treasurer is the best thing that it has ever been allowed to do. In the strongroom is 80,000 GP, 101,000 in jewels, 25-35 common magic items, 15-20 good magic items, 6-9 excellent magic items and 2 rare magic items. There is a chest with Peldûr's name on it that has 1,000 GP, 14-15 common magic items, 4-5 good magic items and 1 excellent magic item.

12 Postern gates.

13 Inner Bailey.

14 Tower with Peldûr and Eädur's private quarters. He has the second floor, and she has the third. Each floor has two wall chambers, a spiral staircase, and a lavatory. The first floor has only a spiral staircase and two desks along walls. One desk has 59 GP, 10 mireenna, and information about the day to day running of the castle. The other desk only has day to day reports on the search for Telicur. The spiral staircase opens into an antechamber that has a wall chamber opening off it. The wall chamber is used for guests. There is a door leading into Peldûr's private rooms. It is very hard -50 to unlock and very hard -80 to untrap. The trap sets off an alarm. Inside are Peldûr's pet dogs. They fight as wolves (see chart 12.1). The female has just had pups (they are under the bed in a box), and so she gets an extra +50 to her attack bonus because she is also protecting her young. There is one wall chamber, Peldûr's bed is in it. He has about 6 pillows and a table beside the bed with wine, candles, and a book of old legends. There are three chests of clothing and jewelry worth 90-150 GP. (He keeps his more valuable things in the strongroom.) There is a secret hiding place in the bedpost that is hard -80 to find; not locked or trapped. It has some letters from a woman in town, obviously a widow of one of Eädur's captains. They are just friendly chatty letters. (Peldûr intends to court her seriously after the traditional year of mourning has passed. He has loved her for three years, ever since he met her. She does not suspect this. Only believes that he is being kind.) On Eädur's floor the spiral stairs open onto a hallway. to the left, about 1/3 of the area on the floor, is a room whose entry has been bricked up. It was Telicur's room. Nothing inside except his clothes, furniture, etc. The door into her room is very hard -50 to open and hard -80 to untrap. Trap sets off an alarm. There is a wall chamber with a bed. There are six chests of clothes and a lot of non-magic but well made weapons on the walls. There is a chair and table and a rug before the fireplace. There is a locked chest, hard to unlock, with 200 GP, 8 mireenna, and 2 common magic items. There is also a mirror that reflects the whole room, even though it is small and should not be able to. It is metal, attached to the wall, and is magic. It will show Eädur the reflection of everything that happened in her room while she was gone. It will not respond to anyone else. It is turned off when she is in the room. It is impossible to move it unless you also move the tower wall.



11.0 TYPICAL VILLAGE

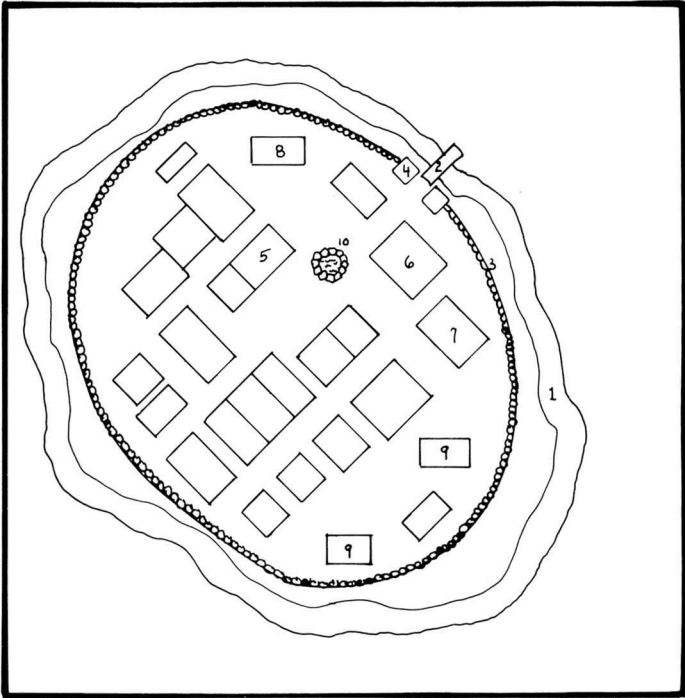
The villages are simply housing for the farmers who till the fertile area around Umbar. There will be a fighter called the Warder of the village who is technically in charge with five to ten men-at-arms under his command. The day to day workings of the village will actually be controlled by the Hedman. He will make decisions as to what crops are planted, and will also mediate in disagreements between villagers. The Warder will have final say, but few will dare disturb him with petty matters. New fighters who have just completed their training will be sent to outlying villages for their first assignment. Fighters usually hate such duties.

There will be 50-80 people in the village. Around 45% will be men, 35% women and 20% children. The village, depending on size, will have one to three craftsmen who make the farming implements used by the farmers and one to three weavers. The rest of the goods they use that they cannot make themselves are purchased in Umbar or from traveling traders from Umbar that go from village to village with their wares. The typical villager will have been to Umbar perhaps twice in his life. Most villages will make good ale, and will have one or two houses where a room is set aside for drinking it. They are not properly taverns, but in addition to ale there is usually a kettle of stew at the fireplace, and travelers can sleep on the floor if they do not mind fleas.

The guards do not particularly care about the village, but they are jealous of their reputations and zealous in their guard duties that they do not lose honor by letting a village under their protection be attacked by animals or outlaws. The Warder will have 1-2 sergeants. The rest of his troop will be men-at-arms. The latter tend to be young and over-eager or young and sullen. Sometimes the Warder will be a fighter who was disabled and sent to the village for semi-retirement. Sometimes such a duty is punishment. The village will belong to the nearest fief. There may be two to three rangers in larger villages.

Houses are wooden, one to three rooms. Three room houses are rare and probably only the Hedman will have one. Almost all the houses will have a loft for sleeping. Animals are stabled in sheds against the house, and sometimes inside the house.

The Warder's quarters are more strongly made, a place for a last defense. It generally will be two stories, the lower one stone, the upper wood, with a walled courtyard for weapons practice. In smaller villages it may not have the courtyard.



Key to Village

- 1. Ditch 6-10 feet deep with sloping sides.
- 2. Removable wooden bridge three feet wide.
- 3. Wooden log palisade 6-8 feet tall.
- 4. Wooden gate towers 10-12 feet tall.
- 5. Ale room.
- 6. Warder's quarters.
- 7. Hedman's house.
- 8. Weaver.
- 9. Craftsman.
- 10. Village well, very deep, cold water.

12.0 CHARTS AND TABLES

12.1 TYPICAL ANIMALS OF THE AREA

animal (number)	location	armour type/ offensive bonus/hits	type of attack
Camel (1-12)	desert	3-30/40/85	bite, kick
Deer (4-10)	fertile area	3-40/20/70	antlers, kick
Desert wolf (8-20)	desert and edge of fertile area	3-30/65/110	bite, claw
Dolphin (1-8)	ocean	1-40/50/80	ram with head (doesn't attack men)
Vulture (6-8)	desert/fertile area	1-10/0/35	none
Hawk (1-2)	desert	1-30/45/30	claws
Giant rat	sewers	1-60/80/100	bite, claw
Horses (wild) (6-30)	desert	3-60/50/150	kick, bite
Lizards (1-10)	desert	1-80/10/16	bite, claw
Viper (1-30)	desert	1-50/25/10	bite, poison
Shark (5-10)	ocean	4-40/100/250	bite
Tarantula (1-2)	desert	1-30 harmless unless PC dies of fright	
Water snakes (1-2)	sewers	1-50/30/20	bite, poison
Wild dogs (10-15)	fertile area	3-25/30/50	bites, claws
Sloth bear (1-4)	hills	8-20/100/190	grapple & bash, claw, bite

Snake poison (10th level) kills 6-12 rounds unless resistance roll is made. Poison subtracts 30 from resistance roll. If one saves, ill and useless for three days.

12.2 PRICE LIST

BASIC ACCESSORIES

Item	Cost	Notes
Lantern	20 bp	50' diameter light. 6 hours per refill.
Pole (10')	12 cp	Will break 1-10% of time when strained.
Oil Flask	6 bp	1 refill.
Rope (50')	6 bp	Will break 1-10% of time when strained, and must be "retired" after stopping 1 substantial fall. 5 lbs.
Superior Rope (½ wt.)	X3	
Sack	16 cp	Holds 50 lbs. weight. 1 cu.
10 Pegs (Wood)	2 cp	Will break 1-10% of time when strained.
10 Pitons (Iron)	36 cp	Iron spikes suitable for climbing. Double cost if holes or rings for rope incorporated. if they do not have rings or holes, 5% chance of rope losing hold.
Torch	6 tp	Needs refill of oil every 1 hour. Exhausted after 6 hours. 20' diameter light.
Flint and steel	18 cp	Starts fire in 3 minutes.
Backpack	44 cp	Holds up to 50 lbs, 1' cu.
Waterskin	18 tp	Holds 1 pint (16 oz.) liquid.
Fire-starting bow	18 tp	Starts fire in 5 minute. Easy to fashion from rope, stick, and flat slab of wood.
"Lock Pick Kit"	16 bp	Essentially a few narrow, pliable pieces of iron. Adds up to 10 on lock picking rolls versus accessible mechanisms if in hands of one with basic understanding of locks. Truly advanced kits extremely rare.

MAINTENANCE COST (1 normal person)

Item	Cost	Notes
Light Meal	2 cp	
Normal Meal	4 cp	
Heavy Meal	46 tp	
Week's Rations	16 cp	
Week's Rations (Preserved for 1 month)	4 bp	
Poor Lodging	14 tp	
Average Lodging	24 tp	
Good Lodging	3 cp	(includes stable)
Stable & Food	6 tp	
Mature pony	11 GP	
Light Horse	12 GP	
Medium Horse	15 GP	Most farm horses.
War Horse	100 GP	
Fine Draft Horse	18 GP	
Mules/Donkeys	94 sp	Twice power, 110 in combat.

12.3 HEALING DRUGS

NAME	FORM	USE	COMMENTS	PRICE
Common				
MIRENNA	berry	heals 10 hits	1 may be held in mouth during battle and used while fighting(only drug so useable)	10GP
THURL	clove	heals 1-4 hits	brew as tea, limit to how much may be drunk at one time	5SP
REWK	nodule	heals 2-20 hits		8GP
GORT	leaves	euphoria	habit forming	15GP
FIIS	resin	heals 1-6 hits		8SP
DRAAF	leaf	heals 1-10 hits		6SP
ANKII	berry	restores as 8 hours sleep	takes 1 pt. off temp. con first use in a week, 5 pt. for 2nd use and 25 pt. for 3rd use	50GP
MERRIG	salve	regular use adds 5 to presence	must use 10 days before 5 is added; add lost after 2nd day of non-use	1GP/day's supply
Good				
YAVETHALION	fruit	heals 5-50 hits		65GP
TELPERION	silver leaf	heals 10-100 hits		100GP
ARDUVAAR	powder	universal antidote	imported from east	200GP
GARIIG	cactus sap	heals 30 hits		30GP
THRAAKIN	twigs	speeds healing		25GP
ZARDAK	grey powder	cures disease		150GP
HEVIK	powder	induces sleep	must roll 80 under con to save	350GP
Rare				
DEGIK	leaf	lifekeeping	keeps stats from falling if applied	2,500GP
OLVAR	flower	lifekeeping 2-12 days	same as above except time limit	1,500GP
ANSERKE	root	clotting	stops all bleeding	500GP
DURAD	root	slows morgurth	50-85% slowed	2,000GP
CARNEYAR	flower	healing fully	concussion hits only (and bleeding)	1,000GP
KOLANDOR	leaves	regenerate limbs	takes 1-6 months	15,000GP
Special				
LAURELIN	gold leaf	lifegiving (all)		50,000GP
ATHELAS	leaves	heals all living	in the hands of a King, cures everything (does not give life)	29,000GP
LESTAGII	white crystal	restores stats	only restores lost amounts	35,000 GP
LAURRE	white flower	cures morgurth	from East	29,500GP

12.4 ENHANCED ITEM TABLE
(Typical Magic Items, Etc.)

Common Items (also refers to Superior Items)
+ 5 non-magic items of all usual types (see rare items below for exceptions); cost multiplier: x5;
+ 10 non-magic items of all usual types; x20;
+ 1 spell adders (which allow caster to use one extra spell a day);

Good Items
+ 5 magic items of all usual types; cost multiplier x10;
+ 15 non-magic items; cost multiplier x100;
+ 2 spell adders (whcih allow caster to use two extra spells per day);
+ 3 spell adders;
x2 spell multipliers (which allows caster x2 power points per day);

Excellent Items
+ 10 magic items; cost multiplier x100;
+ 20 non-magic items; cost multiplier x500;
+ 25 non-magic items; cost multiplier x2,500;
+ 4 spell adders;
x3 spell multipliers (which allow caster x3 power points per day);

Rare Items
+ 30 and better non-magic items; cost multiplier x12,500 and up;
+ 15 and better magic items; x1,000 and up;
+ 5 and better spell adders;
x4 and better spell multipliers.

12.5 SUMMARY OF CAPTAINS OF THE HAVENS
ADÛMIR

Wife: Eläemir (member of Wizard's Guild, missing, captive of Dark)
Chief Captain: Valdûmir (does not like Adûmir, but is loyal out of self interest)
Fiefholder: Härderin (loyal to Adûmir)
Fief: Isigir
Tower: Red
Comments: will not use shield, has set spy on Teldûmeir (Ancirtân)

BORATHÔR

Chief Captain: Fältur (would like to take Borathôr's place, talking to Dark Priests)
Fiefholder: Desinôr (loyal, good fighter, dull otherwise)

Fief: Marös
Tower: Seaward
Comments: Sumo wrestler, fat

EÄDUR

Chief Captain: Telicur (loves Eädur, shipwrecked on island off coast)
Fiefholder: Peldûr (very loyal)
Fief: Ardûmir
Tower: Black (once called Dawn)
Comments: would like to be Queen, but also wants Telicur

MIREÄDUR

Chief Captain: Tûlmir (completely loyal)
Fiefholder: Isdârth (would like to arrange for Mireädur and Tûlmir to die on the same raid so he could seize power)
Fief: Caldûr
Tower: Fasthold
Comments: does not wish to rule, but will not be ruled, kills Dark Priests because they wish to control him

ARKHÂD

Chief Captain: Bävire (loves Arkhâd, but thinks he doesn't love her)
Fiefholder: Vilmûr (loyal, but in love with a spy in Eädur's pay and tells her things that he shouldn't)
Fief: Pellardur
Tower: Westerly
Comments: plans on getting help from Dark Priests and then double-crossing them; loves Bävire, but doesn't know it

TELDÛMEIR

Chief Captain: Nûrmir (giving complete loyalty with plans of eventual bctrayal)
Fiefholder: Armeirtân (very loyal)
Fief: Erâdas
Tower: Flame
Comments: Loves Eläemir, loves fire, wears red

12.6 NPC SUMMARY CHART													
Name	Level	Hits	Armor Type	Defensive Bonus	Shield	Melee OB	Missile OB	Character Notes	Spells to 5th Level	Spells to 10th Level	Spells to 20th Level	Spell Notes	
lords of umbar													
BORATHÖR	22	190	16	100	Y25	230	205	6'8", 365 lbs. SD 94, Co 97, Ag 98, Me 90, Re 91, St 99, Qu 100, Pr 93, In 92, Em 91. War hammer + 30, Heavy Crossbow + 20.	—	—	—	None.	
MIREÁDUR	21	145	16	105	Y30	240	215	6'8", 240 lbs. SD 92, Co 91, Ag 100, Me 91, Re 90, St 98, Qu 100, Pr 90, In 91, Em 93. Sword + 30, Throwing sword + 30.	—	—	—	None.	
EÁDUR	23	130	15	100	N	200	195	Female. 5'6", 130 lbs. SD 96, Co 90, Ag 100, Me 92, Re 94, St 96, Qu 100, Pr 93, In 91, Em 90. Maine Gauche + 30, Rapier + 25, Longbow + 20.	—	—	—	None.	
ARKHÂD	20	139	16	90	Y25	225	205	5'5", 140 lbs. SD 99, Co 92, Ag 100, Me 90, Re 90, St 98, Qu 98, Pr 94, In 91, Em 91. Sword of Syntar + 30, Heavy Crossbow + 20.	—	—	—	None.	
ADÛMIR	21	135	16	85	N	235	220	6'7", 225 lbs. SD 91, Co. 93, Ag 100, Me 91, Re 92, St 100, Qu 100, Pr 90, In 90, Em 90, Battle axe + 30, Crossbow + 15.	—	—	—	None.	
TELDÛMEIR	24	185	16	110	Y30	225	200	6'5", 220 lbs. SD 90, Co 100, Ag 98, Me 93, Re 92, St 99, Qu 100, Pr 92, In 96, Em 90, Mace + 30, Com. bow + 25.	—	—	—	None.	
chief captains of umbar													
TELDÛMEIR	24	185	16	75	Y20	215	190	6'5", 220 lbs. SD 87, Co 91, Ag 98, Me 85, Re 86, St 99, Qu 100, Pr 93, In 78, Em 86, Mace + 20, Comp. bow + 15.	—	—	—	None.	
FÁLTUR	14	115	15	75	Y15	170	185	6'7", 240 lbs. SD 87, Co 91, Ag 100, Me 85, Re 86, St 99, Qu 100, Pr 93, In 78, Em 86. Sword + 20, Heavy Crossbow + 15.	—	—	—	None.	
NÛRMIR	11	115	15	70	Y15	195	145	6'5", 240 lbs. SD 94, Co 87, Ag 97, Me 87, Re 88, St 100, Qu 100, Pr 85, In 82, Em 86. Hammer + 20, Longbow + 10. Female.	—	—	—	None.	
BÁVIRE	12	105	15	60	Y15	160	175	5'7", 135 lbs. SD 69, Co 86, Ag 98, Me 79, Re 96, St 91, Qu 99, Pr 92, In 77, Em 70. Sword + 20, Comp. bow + 15.	—	—	—	None.	
TELICUR	15	135	15	80	Y15	170	130	6'2", 200 lbs. SD 89, Co 86, Ag 93, Me 84, Re 88, St 100, Qu 98, Pr 90, In 83, Em 82. Axe + 20, Two throwing axes + 10.	—	—	—	None.	
TÛLMIR	12	111	15	70	Y15	180	160	6'4", 235 lbs. SD 84, Co 83, Ag 99, Me 79, Re 86, St 100, Qu 98, Pr 76, In 90, Em 87. Sword + 20, Heavy Crossbow + 15.	—	—	—	None.	
VALDÛRMIR	13	110	15	70	Y15	175	135	6'9", 275 lbs. SD 97, Co 84, Ag 97, Me 76, Re 81, St 96, Qu 98, Pr 69, In 84, Em 92. Hammer + 20, Light Crossbow + 10.	—	—	—	None.	
guild masters													
MERIOT	20	95	2	75	N	80	5	Head of Wizard's Guild. SD 95, Co 84, Ag 77, Me 97, Re 96, St 84, Qu 100, Pr 88, In 96, Em 100. Dagger + 25. 6', 185 lbs.	—	2	15	Magician. Base magic lists. Specializes in dispel movement, invisibility, spirit mastery. 50 power points + spells. Staff + 25. Ring of spell storing. Ring of invis.	
TYREATH	18	105	9	35	N	120	85	Head of Thieves' Guild. SD 87, Co 88, Ag 100, Me 92, Re 87, St 95, Qu 100, Pr 79, In 84, Em 89. 5'6", 145 lbs.	—	—	—	Shadow cloak + Lockpick + 45, Ring of silence + 45, Ring of spell storing and 10'r invis.	
TARFIL	20	127	17	25	Y15	100	85	Head of Shipbuilder's Guild. SD 97, Co 79, Ag 100, Me 96, Re 97, St 88, Qu 90, Pr 81, In 91, Em 79. 6'8", 325 lbs. Shortsword + 10, Hand axe + 20, Long bow + 15.	—	—	—	Ring of weather lore, Misc. ship building equipment.	
lords of the dark													
GASTMORGATH	20	100	9	105	Y15	60	25	Head of Dark Religion. SD 97, Co 87, Ag 93, Me 96, Re 94, St 66, Qu 99, Pr 92, In 100, Em 77. 6'5", 250 lbs. Mace + 20.	—	4	17	Evil Cleric. 6 power points. + 5 spell adder that can throw portal 2x/day. Amulet of communing.	
MORARTHÛR	18	96	9	85	Y10	55	25	Gastmorgath's lieutenant. SD 76, Co 66, Ag 92, Me 98, Re 91, St 81, Qu 95, Pr 78, In 99, Em 75. 6'7", 285 lbs. Hammer + 20.	—	5	16	Evil Cleric. Ring + 4 spell adder. Spell storing ring.	
KALDÛRMEIR	12	120	15	50	Y10	165	125	Masters of dark fighters. 6'4", 210 lbs. SD 66, Co 90, Ag 99, Me 88, Re 79, St 100, Qu 93, Pr 29, In 86, Em 66. Sword + 25, Heavy crossbow + 15.	—	—	—	None.	
city guard captain													
DEMARI	15	110	14	65	Y15	150	100	6'3", 205 lbs. SD 89, Co 87, Ag 96, Me 79, Re 86, St 100, Qu 100, Pr 77, In 80, Em 88. Mace + 20, Comp. bow + 10.	—	—	—	None.	
castle lords													
ISDÁRTH	13	120	15	65	Y20	180	135	6'8", 256 lbs. SD 85, Co 90, Ag 100, Me 79, Re 83, St 100, Qu 97, Pr 61, In 94, Em 77. Sword + 20, Heavy crossbow + 15.	—	—	—	None.	
ARMEIRTÂN	14	135	15	70	Y20	185	145	6'7", 250 lbs. SD 76, Co 90, Ag 99, Me 80, Re 86, St 100, Qu 97, Pr 67, In 91, Em 80. Hammer + 20, Heavy crossbow + 10.	—	—	—	None.	
HÄRDERIN	13	175	15	70	Y20	175	145	6'8", 285 lbs. SD 77, Co 91, Ag 98, Me 78, Re 92, St 99, Qu 98, Pr 84, In 88, Em 76. Sword + 20, Heavy crossbow + 10.	—	—	—	None.	
DESINÖR	14	120	15	70	Y20	180	155	5'10", 165 lbs. SD 84, Co 92, Ag 99, Me 80, Re 84, St 100, Qu 99, Pr 53, In 90, Em 87. Axe + 25, Heavy crossbow + 20.	—	—	—	None.	
VILMÛR	15	135	15	85	Y20	185	135	6'1", 196 lbs. SD 59, Co 91, Ag 96, Me 79, Re 77, St 100, Qu 98, Pr 79, In 68, Em 82. Hammer + 20, Heavy Crossbow + 15.	—	—	—	None.	
ARDUMIR	14	130	15	80	Y20	175	125	6'10", 285 lbs. SD 51, Co 93, Ag 96, Me 73, Re 86, St 99, Qu 99, Pr 67, In 68, Em 92. Sword + 20, Heavy crossbow + 20.	—	—	—	None.	
lords from other times													
EARNIL I	27	235	18	105	Y30	250	205	6'11", 305 lbs. SD 88, Co 95, Ag 100, Me 92, Re 95, St 100, Qu 100, Pr 99, In 91, Em 97. Sword + 30, Longbow + 25.	—	—	—	Wind control ring. Haste ring 2x/day. Necklet that prevents neck crits. Helm that prevents head crits 25% of the time.	
ARMEITHDÛR	25	225	18	55	N	230	205	6'10", 290 lbs. SD 86, Co 94, Ag 100, Me 87, Re 92, St 100, Qu 100, Pr 98, In 83, Em 79. Axe + 25, Light crossbow + 25.	—	—	—	Ring of seeing invis. Healing 20 hits 1x/day. Wrist bands, protect vs arm crits 45% of time.	
Note: Defensive bonuses include stats, and shield. Shield references include quality bonus (e.g. "Y5" means "yes, a + 5 shield"). See chart 12.4 for a breakdown of items. See section 1.3 for explanation of stat. adds, armor types, spells, and other bonuses. Combatants untrained in a type of weaponry (e.g. ones untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.													

12.7 MASTER MILITARY CHART

Rank	Number	Level	Hits	Armor Type	Defensive Bonus	Shield	Melee OB	Missile OB	#Spell Lists Known to 5th Level	#Spell Lists Known to 10th Level	#Spell Lists Known to 20th Level	Notes
lord's meinie												
Captain	6	12	135	18	40	Y10	130	110	—	—	—	1 good, 2-3 common items.
Sergeant	12	9	90	17	40	Y10	100	90	—	—	—	2-3 common items.
Men-at-arms	240	5	65	17	30	Y5	80	75	—	—	—	1-2 common items.
captain's household guard												
Sergeant	6	6	80	14	40	Y5	85	65	—	—	—	1 good, 2-3 common items (see chart 12.4 for items listed here), 2-3 mirennia berries.
Guard	75	4	60	14	30	Y	70	50	—	—	—	2-3 common items, 2 mirennia, Favor broadswords and maces.
umbar city guard												
Captain	6	10	90	12	40	Y10	110	85	—	—	—	2 good, 3-4 common items (a weapon and armor always among these).
Lieutenant	18	8	80	11	35	Y10	90	75	—	—	—	3-5 common items.
Sergeant	54	6	65	10	40	Y5	80	70	—	—	—	2-3 common items (at least 1 non-magic).
Guards	422	3	45	9	30	Y	65	55	—	—	—	1 common non-magic item.
seamen												
Captain	2-300	10	90	18	35	Y5	105	95	—	—	—	2 good, 3-5 common items.
Mate	2-300	8	75	13	35	Y5	85	80	—	—	—	1 good, 2 common items (at least 1 non-magic).
Boats	500	6	60	10	30	Y	80	65	—	—	—	2 common items (at least 1 non-magic).
Seamen	3-5K	2	25	9	25	Y	45	40	—	—	—	1 common non-magic item.
village military component												
Warder	60	7	95	15	35	Y5	95	75	—	—	—	1 magic weapon, 1-2 common items.
Sergeant	90	5	65	14	30	Y5	80	65	—	—	—	1 common weapon.
Men-at-arms	450	2	25	13	25	Y	45	35	—	—	—	1 common non-magic item.
Ranger	45	5	45	9	30	Y	80	80	1	2	—	1 good item (often a longbow), 0-2 common items. Specialize in tracking, movement, concealment spells. 10 power points, spelladder +1.
castle lord's men-at-arms												
Senior Captain	6	12	140	18	40	Y10	140	105	—	—	—	1 excellent, 2 good, 2-4 common items.
Captain	18	10	115	17	40	Y5	115	100	—	—	—	1 good, 2-3 common items.
Sergeant	56	7	95	17	35	Y5	95	80	—	—	—	2-3 common items.
Exp. Guard	240	5	65	17	30	Y	80	70	—	—	—	1-2 common items (at least 1 non-magic).
Guard	660	2	25	17	25	Y	50	45	—	—	—	1 common non-magic item.
typical human fighter												
Experienced	?	10	110	18	35	Y10	110	110	—	—	—	2 good, 2-3 common items.
Good	?	6	80	17	30	Y5	85	80	—	—	—	2-3 common items.
Average	?	3	45	17	25	Y	60	60	—	—	—	2 common items (at least 1 non-magic).
Novice	?	1	25	9	25	Y	35	35	—	—	—	1 non-magic item.
typical orc fighter (note orc equip. designed for orcs)												
Experienced	?	10	110	14	35	Y5	90	30	—	—	—	2 good non-magic items, 2 common items.
Good	?	6	75	13	35	Y5	60	5	—	—	—	1 good non-magic item, 1-2 common items.
Average	?	3	45	10	30	Y	35	-25	—	—	—	1-2 common non-magic items.
Novice	?	1	15	1	20	Y	20	-25	—	—	—	0-1 common non-magic item.
orc commanders												
Garg & Ashturg	2	14	175	12	50	Y15	170	45	—	—	—	1-2 excellent, 2 good, 3-5 common items. Scimitar +20.

Note: Defensive bonuses include stats, and shield. Shield references include quality bonus (e.g., "Y5" means "yes, a +5 shield"). See chart 12.4 for a breakdown of items. See section 1.3 for explanation of stat. adds, armor types, spells, and other bonuses. Combatants untrained in a type of weaponry (e.g., orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

13.0 GAME PLANS

13.1 SUGGESTED PC BACKGROUNDS

Player characters like to have a personal history for their character, especially if it includes at least one item that they can keep secret and some day spring as a great surprise. Careful consideration should be made before giving any player character a background in Umbar. Giving a player character a persona from “out of town” will eliminate arguments based on “but I should have known that and not done what I did” when the “that” which was “done” ended up in the messy death of a character. Some suggested backgrounds follow, to be fleshed out with mostly useless detail as you see fit.

- Tûlmir’s missing son with amnesia because of an old head injury. He can remember the people who adopted him, but not Tûlmir.
- Elaëmir’s younger sibling come to look for her. Of course he/she does not know that she is a wizard, or that she married Ardûmir.
- Koldûrmeir’s younger sibling come looking for him. To join him? To redeem him? You could be very cruel and make the PC very good looking. Perhaps he/she was so young when K. left that K. would not recognize him/her.
- Brother/sister of the Knight of Gondor who is prisoner in the evil dungeon. Of course, if they were recognized as coming from Gondor they would be in trouble.
- Some one from Gondor or Elves, trying to rescue the sword of power in the evil dungeon (on the island at the lowest level). Perhaps Gastmorgath killed his/her father to get it. Remember that the whole darkness that covers Umbar had its beginnings in envy of those beings whose endings do not come about through the unknown of death, hence Elves would not be revered in Umbar as they would be in Gondor of this period.
- A child (of a hidden marriage because she was not of Umbar) of a previous Lord of Umbar who was assassinated by one of the current ones.
- Young bride-to-be of the Widow Mydurmeir’s son come from her home outside Umbar against the wishes of her parents to look for him (see next section).
- Tyreath’s old love from her home town who has been shipwrecked outside Umbar. He is on a spy mission trying to set up a warning system so they will know when Umbar plans to raid them.
- Spy from Pelargir (Umbar’s favorite place to raid) who is going to try to increase dissent between the warlords.

These should give you a good start at making up histories, but one caution, it is unwise to give PC’s goals that conflict with each other. The game will run much more smoothly if the conflicts are all with NPC’s. This helps keep all the fighting inside the game.



MIREĂDUR

13.2 RANDOM PEOPLE IN UMBAR

Of course there are many people to run into in Umbar. To begin with there are all of the members of the various organizations (see section 8.0). All of them except the Wizard’s Guild and the Thieves’ Guild move about Umbar quite freely, and any of them might be anywhere in the city. So might wizards or thieves, but they will not be advertising themselves as such. The player characters will not even know about the Wizard’s Guild unless their background gives them some special reason for doing so. If a magic user in the group is tactful in the use of his power, he might be invited to join the Guild. If his use of power is open and noticeable, he will be avoided. Also, any thief in the group might be invited to join the Thieves Guild, and might be turned in to the City Guard if he does not. The Healers of Umbar will gladly certify anyone who passes their tests and will pay their guild fees, but the other two healing groups only accept members who have the same philosophy as do their Orders (i.e. active Good or active Evil).

Some other typical people of the city are:

The Widow Mydûrmeir. She owns the largest goldsmith shop in the city and is extremely rich. She caught a high level thief raiding her storerooms and knocked him unconscious with a large gold candlestick. (She moves with remarkable silence for a woman her size.) The thief is currently in the cells at the city guard headquarters. The Thieves Guild has kidnapped her son and wishes to trade him for the thief, but the City Guard will not deal with the Guild and the Widow could not care less. He is not really her son, but her husband talked her into pretending that he was in order to assure that his father, who owned the goldsmith shop, would leave the shop to him instead of to his brother who only had three daughters. The old man wanted a grandson very badly. The boy was really captured as an infant on a raid to Pelargir. Only the captain of the ship knew who they were taking him to, and he died on his next raid. The boy’s background is now known only to the Widow, who is not about to talk even though the old man is dead and the shop hers.

Absûmeir. He is the junior captain of the City Guard who likes to solve murders. He is so good at it that he is regularly relieved of all normal duties to concentrate on solving murders. Two sergeants help him. He is one of the main reasons that the Guild of Thieves frowns on murders. Absûmeir is currently working on six disappearances of random citizens which are thought to have been caused by the same person or persons. All six are believed to have been murdered.

Cult of Loks. The six missing citizens that Absûmeir is looking for have indeed been murdered. The Cult of Loks is a secret association of sadists who get their fun torturing people to death. They operate out of what appears to be a normal house, but which is very well soundproofed. The shutters on the windows will not open. It has a torture chamber that Gastmorgath would envy. In fact, he would instantly adopt the whole group if he knew it existed. There are 12 members of the group. They wear black leather armour (9-35), and only attack when 4 or 5 of them can corner one lone person late at night. They always kill someone on the dark of the moon. Their attack bonus is 125-155, they have 65-67 at stalking and hiding, and have 7-9 ambush points.

The Nydûr Brothers. They are 6 fighters aged 24 to 36 who are very strong, but not at all bright. Their favorite activity is fighting, and when in the mood they will fight anyone even if they are outnumbered. Their armour type is 14-25, melee bonus is 150-170 (they consider missile weapons to be for sissies). They are still wandering about free because their father is both proud of his brawling sons and rich enough to pay their fines and damages.

Soldiers of the Dark Forces. Since spying is the main duty of the human fighters of the Dark Lord, several of them are to be found in the taverns and public places of Umbar on any given day. Duis, the guardsman who captured Elaëmir is one of them. His favorite tavern is the **Dead Calm**, but he will not admit to himself that it is his favorite because of the Landlord’s daughter. Sa’Kelen, another sergeant in service to the Dark, is well aware of his reasons for going to the **Dead Calm** so often, and this knowledge does not please her. She has plans for Duis that include only herself, and she is even more determined since his promotion by Gastmorgath. (It was a reward for capturing Elaëmir). If she were stupid, she would have made plans to kill the landlord’s daughter, but she is far from stupid. She has contrived to gain the confidence of a young sailor more muscular than smart, and has convinced him that a tavern owner’s child would be a perfect wife for a sailor. Sa’Kelen believes that the girl will prefer the boastful sailor to the quieter Duis, and so is content to let things proceed as they are. Sa’Kelen would have far different plans if she knew that Kaldurmeir was in love with her, for rank and fighting ability are more important to her than appearance or morals; but he has never told her, and she does not suspect. Kaldurmeir has been rejected so often by women that he does not even dream of approaching her.

13.3 RANDOM PEOPLE IN AREAS SURROUNDING UMBAR

If the player characters travel the lands outside Umbar it is possible for them to run into other groups moving through the same area. Wild animals are also a possibility (see section 12.1). The following is a summary of some of the typical groups they could run into.

The lords of the castles regularly send out patrols in the immediate areas of their castles who will require travelers to explain who they are and what their purposes are. All that is required is some reasonable answer in a civil manner. They are trying, mostly with success, to keep down outlaw groups. The patrol will be 10-15 men.

At night, especially when the moon is dark, groups of orcs go out looking for organ transplant material for Tûlor (see section 9.0). They will always try to capture the PC’s alive.

There will be other groups moving about to their own purposes who will probably act reasonably civil unless they are angered or attacked. A typical group is Rathor’s. They move about the fertile areas of Umbar looking for profit. They indulge in trading, hunting dangerous animals, bodyguarding, but try to stay within the law. This is not to say that a display of wealth from someone that seemed to be of lesser importance might not tempt them. They avoid Umbar because Rathor is the brother of a girl Borathôr was once interested in, and helped her flee to the north. Borathôr would be pleased to cause him harm. His group consists of 5 fighters (including himself); an ex-healer of the Healers of Umbar who was thrown out because she deliberately let a woman she was caring for die (her younger brother had committed suicide over the woman); a magician who saw his parents killed by a rider on a black horse; and a thief who refuses to join the guild. For typical stats see sections 8.5 for the fighters, section 8.4 for the thief, section 8.6 for the healer; and section 8.1 for the magician. Vary their levels to fit the level of encounter that you want.

Another type of group is outlaws. Outlaws are not approved of by the castle lords who tend to send large bodies of warriors to hunt them down, but they exist just the same. A typical outlaw group is Tacôur’s. It consists of 6 fighters and 2 medium level thieves who were thrown out of the guild

for being too prone to murder. (Not, you understand, that the guild has a great regard for human life, but because Umbar's City Guard tends to get involved in murders and the guild does not like to attract their attention.) There is also a Healer from the Order of the Faithful who is a prisoner. They will torture any captive they take until she cures them. She is chained. For stats see section 5.0 for the fighters, section 8.4 for the thieves and section 8.6 for the healer. If she is rescued, the Order will provide free healing for the group from then on. They will have 40-50 GP and 2-3 common magic items.

13.4 SOME SUGGESTIONS ABOUT ADVENTURES

At the beginning of a game it is often useful to give the PC's a job to accept or reject in order to get them started. Some possibilities for this game are:

- Captain of one of Eädur's ships hires the group to rescue his wife from Borathôr. He believes that he and his friends are being watched, so he can't try it himself (see section 5.3, fifth floor, #7).
- Teldûmeir might hire the group to find out about Adûmir's fire on top of his tower. Of course, he would be disguised so group would not know who they were being hired by because he is too proud to admit that Adûmir knows something about fire that he does not. (see section 5.4)
- They could try to rescue Widow Mydûrmeir's son (see section 13.2).
- They could be hired to find one of the missing people who was killed by the Cult of Loks (see section 13.2).
- Armeirtân might hire a low level group to get the "proof" of his theft from Borathôr, expecting them to be caught. The attempt would be to make Borathôr believe that his "proof" was genuine.
- Try to rescue the father of the girl who was hidden from Borathôr (see section 10.4, #5).
- The captains who hired the assassin to kill Desinôr could hire someone to free him before he talks. Of course, they would really plan on everyone being killed while trying to escape.
- And don't forget the ever favorite tavern fight.
- For PC's wandering around the countryside the abandoned home of a Great Sloth Bear (see sec. 3.5) offers a good minor complex to get in trouble in. The Great Bear could still be at home, or orcs could have moved in. A band of low level outlaws could also be a possibility.
- An attack by wild dogs or by wolves that have been taught to hate man-scent by the orcs (see sec. 3.5) could happen anywhere in the wild.
- Since wild dogs tend to have permanent lairs, and since they might pull a body back to their lair to eat later (wild dogs do co-operate in hunting, and so might co-operate in moving a body) you might have PC's attacking the wild dogs in order to rescue a good sword or a bag of gold pieces.

13.5 PLAYER CHARACTER MAP

The view map on page 48 (following) is intended as an example of the kind of vague, but mildly informative map that a newcomer to the Umbar region might first acquire. Player characters who have only modest knowledge of the area, or those adventurers purchasing a "standard" map for a moderate sum should be given a map of this kind; more knowledgeable or well-traveled characters might be allowed access to a map resembling the color insert view. Normally, the detailed color version should be reserved for the GM's eye alone.



TELDÛMEIR

14.0 GLOSSARY OF PEOPLE AND PLACES OF UMBAR, T.A. 1607

Absûmeir — junior captain of the city guard who likes to solve murders

Adûmir — Captain of the Havens

Akûrarii — head of the trade house of Tamruthdûr

Ancirtân — spy in Adûmir's service in Teldûmeir's household

Ardûmir — Eädur's fief

House of Argmûrth — trading house

Arkhâd — Captain of the Havens

Armeirtân — castle lord of Erâdas

Bävire — Arkhâd's Chief Captain

Black Tower — Eädur's hold in Umbar

Borathôr — Captain of the Havens

Caldûr — Fief of Mireädur

Captain of the Havens — title of ruling 6 of Umbar's oligarchy

Cyrmeirmûr — head of trade house of Orath

Degla — Armeirtân's wife

Demarii — Chief Captain of city guard

Desinôr — Castle Lord of Marôr

Dûis — sergeant of dark who captured Elaëmir

Dulimer — murdered smith

House of Dûrmerth — trading house

Eädur — Captain of the Havens

Elaëmir — wizard married to Adûmir, loved by Teldûmeir, captured by Dark Priests

Erâdas — Fief of Teldûmeir

Order of the Faithful — healers dedicated to saving Umbar from domination by the Dark

Fältur — Chief Captain of Borathôr

Fasthold — Tower of Mireädur

Flame — Tower of Teldûmeir

Gastmorgath — leader of the Dark Forces at Umbar

Härderin — Castle Lord of Isigir

Healers of Umbar — healers, work for anyone who can pay their fee

Isdärth — Castle Lord of Caldûr

Isigir — Fief of Adûmir

Kaldûrmeir — Captain of the Dark's Human Fighters at Umbar

Cult of Loks — sadists who murder on the dark of the moon

Marôs — Fief of Borathôr

Meriot — Head of Wizard's Guild

Minas Caran — see Red Tower

Minas Gaerna — see Seaward Tower

Minas Mor — see Black Tower

Minas Naro — see Flame Tower

Minasnumen — see Fasthold

Minasthalion — see Westerly Tower

Mireädur — Captain of the Havens

Morarthdur — second in command of Dark Forces at Umbar

Naldûrgarth — Evil Priest, expert in Black Channeling

Nûrmir — Chief Captain of Teldûmeir

Nydûr — six brothers whose favorite pastime is brawling

House of Orath — trading house

Peldûr — Castle Lord of Eädur

Pellardur — Fief of Arkhâd

Rathôr — leader of a group of adventurers outside Umbar

Red Tower — Adûmir's hold in Umbar

Sa'Kelen — sergeant of Dark who wants Dûis

Seaward Tower — Borathôr's hold in Umbar

Tacôur — leader of an outlaw group outside Umbar

House of Tamruthdûr — trading house

Tarfîl — Head of Shipbuilders Guild

Teldûmeir — Captain of the Havens

Telicur — Chief Captain of Eädur, shipwrecked on island off coast

Trdûrith — Armeirtân's son

Tredûrmerth — head of house of Dûrmerth

Tûlmeir — head of Order of the Faithful

Tûl-mir — Chief Captain of Mireädur

Tulôr — Healer of the Dark Forces, expert in organ transplants

Order of Tûthmeid — healers in Umbar working for the Dark Forces

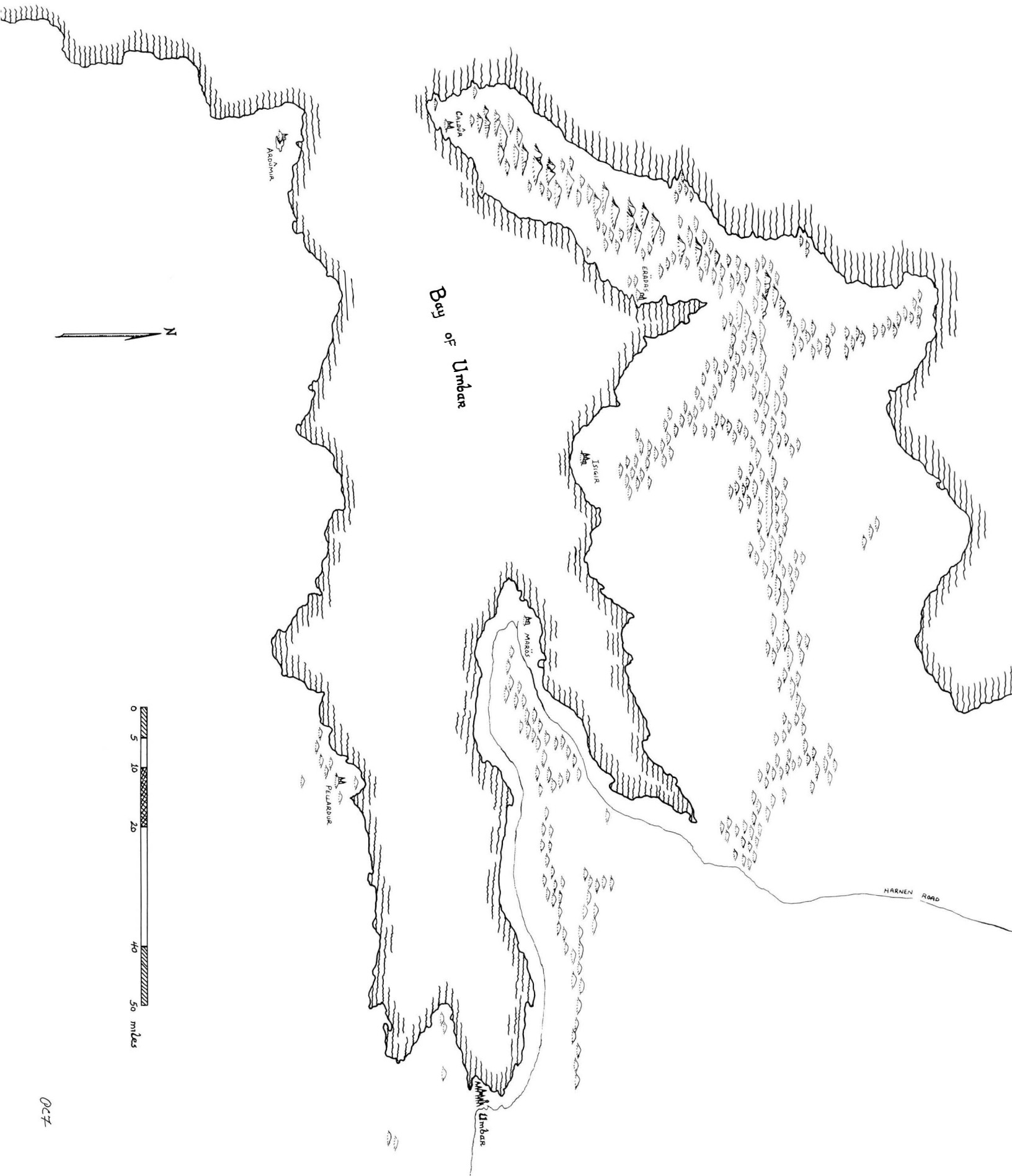
Tyreath — head of Thieves' Guild

Valdûrmir — Adûmir's Chief Captain

Vilmûr — Castle Lord of Pellardur

Westerly Tower — Hold of Arkhâd in Umbar

Zuxzuldûr — Head of house of Argmûrth



15.0 UMBAR AT OTHER TIMES

15.1 NOTES ON UMBAR — T.A. 935

Political Background

Umbar in 933 still followed the way of pride that led Ar-Pharazôn to assail the Undyinglands that were forbidden to mortal men, hoping to learn the ways of immortality. Gondor, founded by the Faithful of Númenor who had no part in Ar-Pharazôn's plans established their Fleet in that same year.

The conflict that started when Ar-Pharazôn was seduced by Sauron into betraying the ways that ordered the life of Númenor still continued between Gondor and Umbar. Open warfare finally broke out as Gondor sought to end the raids of the Black Númenoreans. In T.A. 933 Earnil I sailed with a great Fleet and captured Umbar, but he was unable to capture the lands surrounding the city, and they remained in the hands of the Black Númenoreans.

In 935 the city is in the hands of Gondor, but is actively besieged by the Black Númenoreans. Umbar is easily supplied by the Fleet of Gondor, so there are no hardships caused by shortages, but there are repeated attacks on the walls. Attacks are easily repelled at this point. (The siege will continue until T.A. 1030). Earnil I controls the city from the 'z' shaped towerhold that will in a later age be the headquarters of the City Guard.

The Black Númenoreans have set aside their usual rivalries and united under the leadership of Armeithdûr, whom they have given the title 'Warlord.' He rules at Ardûmir.

The City

The City extends only to the Second Wall in T.A. 935. The monument to Sauron's defeat by Ar-Pharazôn is only in the planning stages. The 6 great towers have not been built yet, and the main tower of the city and headquarters of Earnil I is the tower that in 1067 will be the headquarters of the City Guard.

The Second Wall is 35 feet tall and has a 20 foot deep ditch in front of it. It has two main gates of the same plan as those in the First Wall and three postern gates. It has the same 'D' shaped wall towers as the Third Wall. They are about 500 feet apart. The city has not yet filled up all the land inside the Second Wall.

Holds and Towers

The six great towers have not yet been built. Most of the Captains of the forces of Gondor live in modest houses similar to those described for the Chief Captains in 1607.

What will one day be the tower of the City Guard is now Earnil I's tower. His quarters are #17, and those of his chief advisor (a great wizard, but cloaking his powers) are #16. There are always 15-20 guards on the roof. Various officers of his staff and a few trusted servants are quartered in the tower.

Organizations

The Wizard's Guild has not yet been formed, but there are a few people of power in the city. Most will be on Gondor's side, but a few spy for the Black Númenoreans.

The merchants exist, and make great profit from the war, as is usual for merchants.

The Thieve's Guild exists, has existed since the first stone was put atop the second in the building of the First Wall. Their cavern guildhall is almost as old as the First Wall.

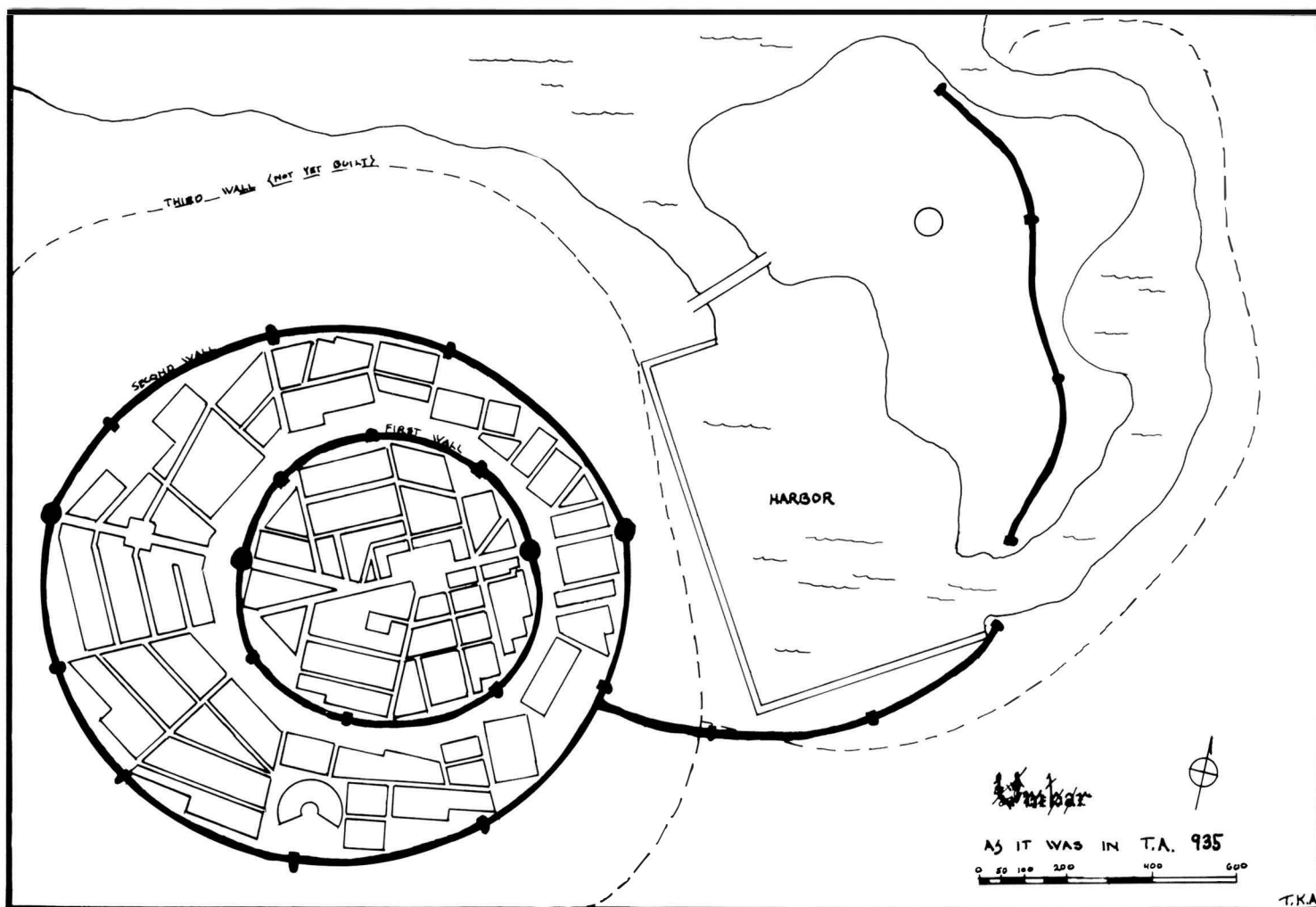
The Order of the Faithful is just being organized. The Healers of Umbar went with the Black Númenoreans.

The Dark Religion is dormant; its influence lies only in the split in loyalties between Gondor and Umbar that was first caused by Sauron's influence.

Castles

Only Isigir and Ardûmir exist at this time, but they are completed. Isigir is controlled by Armeithdûr's most trusted general, and Ardûmir is the headquarters of the warlord himself. Both are surrounded by the camps of great armies.

The villages have been more heavily fortified and those nearest Umbar have soldiers quartered in them. A few near the sea have been turned into ports for the ships that can no longer enter Umbar.



The Siege

The army of the Black Númenoreans surrounds Umbar, but Gondor's fleet is so strong that they are unable to prevent the city from being re-supplied. Thus it is impossible to use starvation as a weapon against the city. The most generally effective method of attacking a fortress, undermining the walls, is also ineffective against Umbar because she is built on a great outcropping of stone.

The Black Númenoreans are reduced to using the less effective and more costly (in the terms of men's lives) methods against the wall. They are greatly aided in that they have complete knowledge of the fortifications of what was once their city. (But this will not be enough, and the siege will end in 1030 T.A. with Gondor still in control.)

Several methods were used to protect besiegers from the forces inside while they attacked the walls.

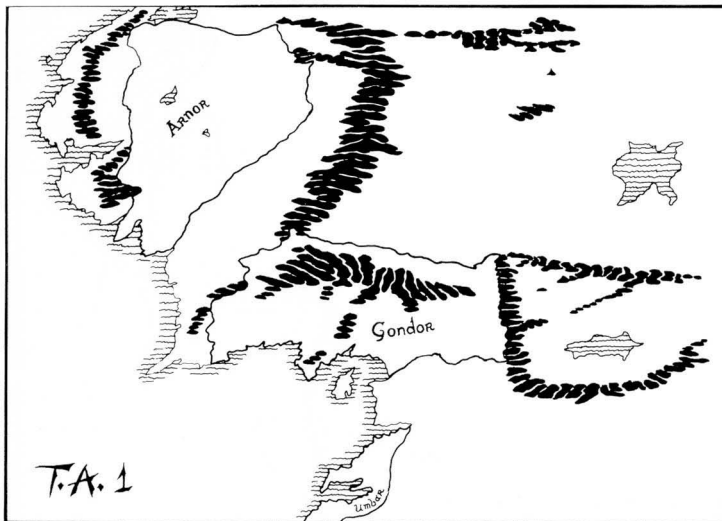
Trees are cut into logs and laid side by side one end against the wall and one end on the ground to offer a shelter underneath them for men-at-arms to chip away at the walls. One favorite instrument for doing this was nothing more than a large pick swinging from a tripod that was swung like a battering ram. They are not very efficient against Umbar because the base of the wall slopes outwards giving it an oblique area of impact. A trench, with logs laid over the top as a roof, protected the men-at-arms as they moved to and from their attack positions.

Another protection was a structure that looked much like a covered-bridge on rollers. The roof was covered with wet hides to keep it from burning.

They also used wooden towers on rollers with a drawbridge on the top. They pushed these towers against the wall, lowered the drawbridge on top of it, and used this as a ladder to reach the top of the wall. Of course, while they are doing this, the defenders try to push the tower over or set it afire. It is also covered with wet hides.

There are also catapults, but they were very inaccurate and not much help in destroying the wall.

The area around Umbar has been denuded of trees in order to make siege weapons and rollers for moving them. Numbers of animals have also been killed to provide the wet hides for protection against fire. There is a constant flow of carts bringing provisions for the surrounding army.



Earnil I

Weapon: falchion and shield

Level: 27

Hits: 235

Melee Bonus: 250

Missile Bonus: 205

Armour Type: 18-105

Magic Items: + 30 falchion; + 30 shield; + 30 shield; + 30 armour; + 25 dagger; + 25 longbow; 20 + 15 arrows; ring of wind control; ring of haste 2 times per day; necklace that prevents neck criticals; helm that prevents head criticals 25% of the time.

Healing Drugs: 5 mireenna; 4 ankii; 6 ardavaar; 6 degiik

Description: 6'11" tall, 305 lbs, brown hair, brown eyes, tanned. Moves quickly with great sense of balance.

Armeithdûr

Weapon: two handed war axe

Level: 25

Hits: 225

Melee Bonus: 230

Missile Bonus: 205

Armour Type: 18-55

Magic Items: + 25 axe; + 30 armour; + 20 dagger; + 30 crossbow (light); ring which permits him to see invisible; ring that can heal 20 hits once/day (intelligent so spell will go off even if he is unconscious); two wrist bands that protect 45% of the time against arm criticals.

Healing Drugs: 5 mireenna, 2 ankii; 6 gariig; 4 degiik

Description: 6'10" tall, grey eyes, black hair, a pale complexion for someone who is a ship captain.

Air of command. Very physically impressive.

15.2 NOTES ON UMBAR — T.A. 3020

Political Background

The Dark Lord has just fallen, destroyed when the One Ring, forged by him as part of his power, was destroyed. As he was destroyed when that part of his power which was tied into the One Ring was destroyed, so were those who drew their power from him.

The followers of Sauron who were supreme in Umbar have fallen, and the city waits in shock. The great Fleet that sailed to destroy the old enemy, Gondor, has been destroyed, and those few who returned to Umbar whisper tales of Great Wizardry and an Army of the Dead.

But Umbar is a warrior city and will not long be paralyzed by either shock or fear. Likely the Lords of Gondor will come, but not yet. First they must put their own realm in order. The old rulers of Umbar are dead, and the conquerors of the great Fleet not yet come so the city ignores past and future alike for the problem of the present: who will rule? Who will grasp the trailing reins of power and lead Umbar?

There were two main centers of power, the leaders of the old warrior structure and the lesser minions of Sauron who survived his fall. But now there is only one. Umbar has always demanded success of its leaders. The anger of a defeated city was easily turned against the servants of Sauron by the chief commanders of the city. Those of his servants who did not take to hiding were torn apart in the streets. Now that the last of Sauron's power has been destroyed, the Captains are free to begin struggling with each other for power in the city, although there are some few of Sauron's priests who lie in hiding seeking a chance to do harm.

The City

The city has not changed much since 1607, save that there is now little unused land inside the Third Wall. The character of the people, however, is somewhat altered. Sauron ruled here, and the masses have learned more of Fear than they knew before. The soldiers are easily brought to obedience by one stronger, but are also more cruel to those weaker. It is now thought to be as honorable to knife your enemy in the back, or to kill him by poison, as it is to face him in open combat. And the knife and the poison are thought to be far more clever. The Corsairs are Haradrim now and have been since they took the city in T.A. 1846.

Four of the tower holdings were given to the great of Sauron's forces, and are even now dank with the evil done within their walls. Fasthold is empty save for dust and spiders. Every minion of Sauron who claimed this tower died, as did the orcs sent to tear it down. So it was left deserted. Mirëadur's rage at the slavery to which Umbar permitted itself to be subjected to is such that his spirit is bound by it to the tower where he died. He has not the power to cleanse all of Umbar, but his rage protects his tower. Black Tower is similarly protected by the Sword of Syntar which lies unsheathed, still clutched by the skeleton hand of its last wielder. She drew it knowing that she was so tainted by Sauron that its power must burn her too, but willing to sacrifice herself to build a protection for the child that lies in an enchanted sleep in a cradle beside her body. She has the sword because she is directly related to Arkhâd and Bävire, and she dwelt in Black Tower because her lineage is equally straight back to Eädur and Telicur.

Seaward Tower is haunted by the ghost of the High Lord of Darkness who ruled there. His power is such that he can still kill as an earth-bound spirit. But he cannot leave the tower. The other towers are empty except for mouldering bodies and a few minor evils, although soon the warriors of Umbar will dare to re-enter and claim them.

Most of the great items and weapons of magic that were brought to Umbar from Numenór have been lost or broken over the years. Only the massive items built into the towers and castles themselves and the Sword of Syntar remain of those actually forged at the peak of Numenór's power. The skill of the smiths and alchemists has declined, and the weapons they forge now are of lesser power than those of the past.

The Order of Tûthmeid is the only healing organization in Umbar, and they still specialize in organ transplants. Their fees are less if you bring your own donor, and they do not really care if he is willing or not.

The warrior and seamen's organizations are strong, but the code that they follow has less honor in it. Only the death of your enemy matters, not its manner.

All of the castles still stand, but they have been long ruled by evil. There are great Dark Symbols trapping their strongrooms, and all poisons in traps now kill. Evil creatures roam their halls.

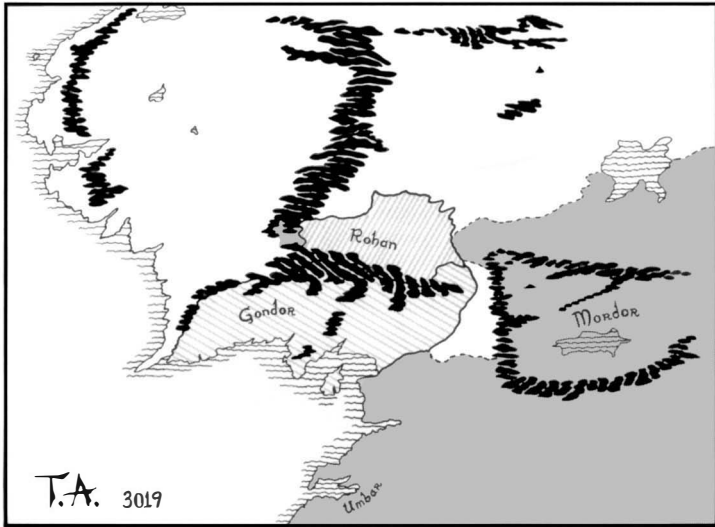
This castle is the chief stronghold of evil in the area of Umbar. It was built of dull black stone over the sea lair of the evil forces, and connected to the lair by a steep-staired tunnel that connects to #32 in section 9.2. The old lair is much as it was. The lake still harbors foul creatures, and the lowest levels still are filled with orcs. Orcs have also moved into the chambers once reserved for the human guard. The guard was moved into the castle. The leaders also went to the keep, of course, and their old quarters were turned into workshops for the performing of their foul experiments on men and beast.

Orcs may be wandering around on either of the first two floors in groups of 5-20 (see section 9.1 for stats), but they are afraid to go to the top floor.

- 3' wide passage, door on both ends of passage.
- Guard station, now deserted, may have a few wandering orcs.
- Maze
- Secret door, hard -35 to find, very hard -80 to unlock, untrapped, evidence of dismantled trap.
- Quarters of human guards, completely empty.
- Kitchens, everything that could be carried off is gone.
- Novice priest quarters, 3 of them are empty, two have dead bodies, one cut his wrists, one hung himself, atmosphere is pretty foul. All rooms have been looted.
- Spiral stairs up.
- Lower level priests rooms, of the nine, 3 have dead bodies in them, burned; 4 are completely empty; and two are made up as expecting new people to move in. The first three have closets trapped with evil Symbols, 2 common magic items, 2 good magic items, and 7-20 GP. The magic items are all evil. The other four have closets with just Symbols.
- Cells and torture chamber. Cells have 15-20 dead bodies, all power blasted by absolutions.
- Kitchens, bodies of dead servants, power blasted. Silver plated serving dishes worth 80-200 GP but 20-80 lbs. in weight.
- Libraries, some books are missing, others thrown around.
- Rooms of high levels, there are bodies in each of the rooms. There are also ghosts hovering over each of the bodies. They can throw spells up to 12th level (they were 20-30 level when alive) with no spell bonus. Each room has a closet with 15-20 common magic items, 8-10 good magic items, and 2-3 excellent magic items. Each item has an 80% chance of being evil. There will also be black robes with the red eye of Sauron, and 20-100 GP. The closets are hard -80 to unlock and have 2-4 Symbols on their walls.
- Stairs down to lower levels. Go down about 800', very steep, Symbols on the wall at each turn, one turn ever 20', but the last 5 are burned off and dead orcs are lying on the stairs. There are orcs all over the lower levels. They have nowhere to go.



Third Age 3019 (At the time of the War of the Ring). Showing the area where the Shadow had complete dominance.



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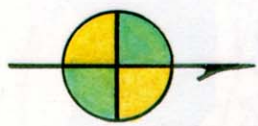






UMBAR

City of the Corsairs



0 50' 100' 200' 400' 600'

TKA

City Key	
	Residence
	Warehouse
	Theatre
	Food Merchant
	Inn/Tavern
	Stable
	Wheelwright/Cooper
	Weaver/Tailor
	Smith
	Armourer
	Mason
	Blacksmith
	Cobbler
	Slave Dealer
	Money Lender
	Wood Carver
	Cartwright
	Stationer
	Administration
	Brewery
	Tanner
	Jeweller
	Religious
	Potter
	Misc.



Inset outlines area detailed.

an artist's interpretation of middle earth

including the wild lands - east, south, & north



Lettering Key	
Barred Areas	
Wild/Plains Areas (see Notes)	
Mountains	
Mines	



Scale	
0 to 100 Miles	0 to 100 Kilometers
0 to 100 Nautical Miles	0 to 100 Sea Miles
0 to 100 Air Miles	0 to 100 Air Miles

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