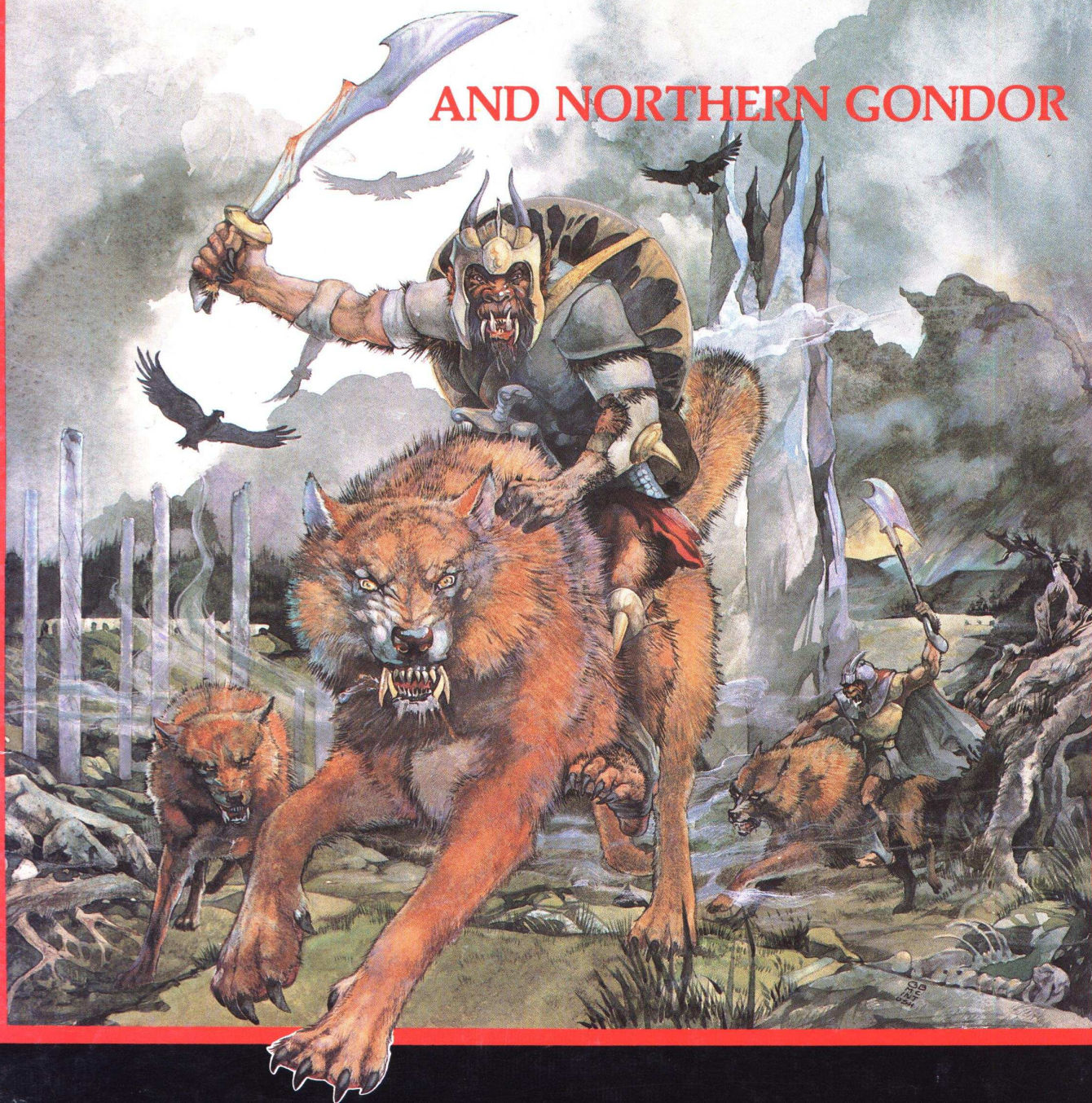


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AND NORTHERN GONDOR



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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).

1.1.1 ABBREVIATIONS

A.	Adunaic
Ag.	agility*
AT.	armor type
bp.	bronze piece(s)
B.S.	Black Speech
Ch.	charisma*
Cr.	Cirth
Co.	constitution*
cp.	copper piece(s)
CRIT.	critical strike
Du.	Dunlending tongues
E.	Edain
El.	Eldarin
Em.	empathy*
EP.	exhaustion point(s)
F.A.	First Age
F.A.	Fourth Age
GM.	gamemaster
gp.	gold piece
H.	Hobbitish (Westron variant)
Har.	Haradrim
Hob.	The Hobbit
In.	intuition*
Int.	intelligence*
ip.	iron piece(s)
Kd.	Kuduk (Ancient "Hobbitish")

Kh.	Khuzdul (Dwarvish)
LotR.	Lord of the Rings (I = Book I, etc.)
Me.	memory*
ME.	Middle-earth
mp.	mithril piece(s)
MP.	movement point(s)
Or.	Orkish dialects
Pr.	presence*
Q.	Quenya
Qn.	quickness*
R.	Rohirric
Re.	reasoning*
Rh.	Rhovanion tongues
RR.	resistance roll
S.	Sindarin
S.A.	Second Age
SD.	self discipline*
sp.	silver piece(s)
S.T.	Silvan tongues
St.	strength*
T.A.	Third Age
Teng.	Tengwar
tp.	tin piece(s)
V.	Variag
W.	Westron (Common)
Wis.	wisdom*
Wo.	Wose (Druedain)

* references to stats

1.1.2 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.

Aman: The continent west of Middle-earth. It is located in the Farthest West, across the Sundering or Great Sea (S. "Belegaer"). It contains Valinor, the home of the Valar (see below) and the great of Elven Kind make their home along its eastern shores. In the west of Aman lie the Halls of Awakening, the place of the dead.

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 deities 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 of "concussion hits."

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.

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 (F.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 F.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.

at the Gladden Fields. The Ring had a sense of its own and sought power, particularly that of its maker. Sauron believed it would inevitably surface somewhere in western Ender. He went about the business of conquering the continent, but always kept his eye out for the return of the Ring. His agents and troops always informed him of occurrences which might lead him to it. The search became more active when he was aware that it was no longer truly lost. Although it appeared as a plain old band (its inscription could only be read when the ring was heard), the One Ring was actually the most powerful item forged in Ender since the construction of the Iron Crown. It was purely evil and heeded to magnify the holder's desires and obsessions to such a degree that, regardless of intent, a perverse evil result would eventually occur. The Ring embodied much of the substance of Sauron's greatest works (e.g. Barad-dûr). With the Ring's destruction in T.A. 3019, Sauron was forever crippled; his spirit could no longer assume physical form as we know it and he was "banished" from Middle-earth.

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.

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 usually 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.

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 green eyes. 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 preferred clothes are usually forest green, grey, or brown, and are much more functional in design than the draped robes and tunics of the Fair Elves; they are less elaborate than those worn by High Elves.

Elves do not need sleep. Instead, they receive rest through meditation involving memories, past events they recall with remarkable vividness. Normally they go into this trance-like state for approximately two hours each day, although they can function for many days with little or no relief. While in their meditative state, Elves are extremely difficult to awaken; they rise at a point previously decided.

Dwarves (Khazâd): The dwarves are descendants of the Seven Fathers of their kind and tied to the Vala Aulë (The Smith). 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 racemines 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). Khuzdul is marked by harsh consonants and uses three-consonant patterns to denote common concepts. For example, "KZD" structures refer to the Dwarves or things essential to the Dwarven identity (e.g. Khazâd - Dwarves, Khuzdul - Dwarvish).

The two kindreds discussed here are those of Durin the Deathless and Balli (I) Stonehand. The former, "Durin's Folk," is the oldest and most revered of the Seven Houses. They are identified by their unusually long, forked beards which are often braided and worn tucked into their helms; hence the label "Longbeards." Balli's Folk is an "eastern group," and its kin sport each wear a ring of dark, glassy stone on the small finger of their left hand. Both Houses favor colorful, hooded clothing and hand arms. Although many are proficient with standard bows, they generally employ crossbows when a need for missile weapons arises. Dwarves like mechanical devices.

The ancestral home of Durin's Folk is at Khazâd-dûm ("Moria" or "Hadhodrond" among the Elves). Balli's House is centered at Akhuzdah ("Ahulë").

Hobbits (Halflings): Smallest of the speaking people, hobbits average between 2 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. There are three principal varieties, or tribes, of Hobbits: the *Harfoots*, *Stoors*, and *Fallohides*. The tall, slim, fair Fallohides are the least numerous, most adventurous, and closest to Elves and men. The smaller, browner Harfoots are the most common and are closest to Dwarves; both races enjoy rugged highlands and hills. The Stoors fall somewhere in between in size and numbers. It is this tribe that returned to Wilderland during the 15th century T.A. and settled by the Gladden Fields, on the Anduin's west bank.

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 "incontinent men" and work in stone.

Drúedain (Woses): Also called "Wild Men of the Wood," they are masters of woodcraft. This ancient mannish race occupies the Drúadan 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 cohabit 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). Ghân-buri-Ghân was one of their kind.

Easterlings: A generalized grouping of a tremendous variety of races occupying Middle-earth as far west as Rhûn. 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.

Loxsoth: This group of stocky, relatively short nomads of the Far North are often called the "Snowmen" or "Forodwaith" (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. The Ectarve are one such group of the former.

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 massives, 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

This package focuses primarily on Northwest Gondor (Calenardhon) proper.

The GM should take care to keep the information contained in most sections strictly confidential. The discussions of the land, climate, flora, and fauna, and the cultural summaries are more general and will help the PC get an overview of the region.

All statistical summaries and questions concerning stats, adds, spells, etc. are contained or addressed in Section 8.0.

The following steps may be helpful when beginning to explore 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 the mid Third Age 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.

Note: As a general rule, all bonuses include advantages or disadvantages which normally operate in activities involving the given character. Offensive bonuses include stats, enhanced primary weapons, constantly or near-constantly operating spells, skill levels or expertise, etc. Similarly, defensive bonuses incorporate the effects of shields, stats, special items, skill, normally activated spells, etc. Spells of limited duration or access, secondary weapons, and other factors involved in a given situation may act to modify these bonuses. The character's description will act to give the reader a breakdown of the specific components making up the bonuses. Bonuses preceding weapons or shields are modifications to the inherent strengths of the given item (e.g. a +10 Shield would subtract 30 from an opponent's attack, for the shield would normally add +20 to the holder's DB, and the bonus adds another +10).

1.321 Converting/Determining Stats. Ten stats are used to describe each character detailed in the module. Should you use a character development system 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, liteness, 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, judgement, alignment, wisdom, mana, magical prowess, bardic voice, etc.

REASONING: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgement, 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.

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."

TABLE 1.321 STAT BONUSES AND CONVERSION

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-percentage 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." Each list has a common theme and normally will have a different but related spell at each level. For instance, knowledge of "Fire Law" to tenth level would result in the acquisition of 10 similar fire-based spells, one of each level from one to ten. Whether the spell user could effectively cast these spells would be up to the GM, the system, and the caster's level or degree of skill. 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. An NPC's add, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows: (a) where the skill level is zero the bonus is -25, a reflection of basic unfamiliarity; (b) a bonus of +5 is awarded for skill level one (+30 jump); (c) for each skill level between one and ten an additional +5 bonus is applied (e.g. skill level seven yields +35); (d) for skill levels eleven through twenty the additional bonus is +2 (e.g. skill level nineteen yields +68); (e) for skill levels twenty-one through thirty an additional bonus of +1 per level is awarded (e.g. skill level twenty-eight yields +78); and (f) a bonus of +1/2 is given for each skill level above thirtieth level.

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 descriptive term is a relative constant based on the following order of modification: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (-70). Poor lighting, one's physical condition, nearby activity, etc. may affect the lock/trap modification number, but not the difficulty category. Thus, a trap might read "very hard (-50)," indicating it is normally a "-20" construct, but other factors (e.g. dark) make it harder to disarm. These additional problems are easier to overcome than the intrinsic complexity of the mechanism; this explains why it differs from a well-lit pit which reads "sheer folly (-50)" to disarm. The "-50" associated with the "very hard" trap can, with thought, easily be reduced to "-20," but no more advantage is normally attainable, short of disassembling the mechanism. We suggest that a modified (D100) roll exceeding 100 results in success; skills, stats, etc. should be applied versus the difficulty subtraction and the roll to yield a result.

Example: *Worn in the thief encounter: a supposed trap in the passage wall. The GM tells him that the mechanism appears to be "hard" to disarm, and that the darkness in the passage*

will make it even more difficult; the module states "hard (-40)." As stated above, the normal modification for a "hard" category mechanism is -10, so the GM knows that the additional -30 is due to factors other than the trap itself. Often the descriptive passage will show what the other problems are (e.g. lighting), but in any case the GM will be able to note some external factor(s) and will allow the acting character to reduce the difficulty modification to the usual addition/subtraction by acting correctly to overcome the outside obstacle. In this case, a lit torch will eliminate the -30 modifier for lighting, reducing the trap to a -10, the norm for a "hard" trap. Should the trap read "extremely hard (-30)," the GM would note that the -30 is the intrinsic modifier for a trap of that category, and that lighting etc. play no part in the figure; the trap would have to be disarmed accordingly. The terms used here, in order of difficulty: Routine, Easy, Light, Medium, Hard, Very Hard, Extremely Hard, Sheer Folly, and Absurd.

SUGGESTED SPELL LISTS

ESSENCE

GENERAL

Spell Wall: RR enhancement
 Essence Perceptions: listen; watch
 Rune Mastery
 Essence Hand: telekinesis
 Unbarling Ways: magic lock; undoor
 Physical Enhancement: balance; resistance
 Lesser Illusions
 Detecting Ways
 Elemental Shields: light/heat/cold protection
 Delving Ways: text/elemental analysis
 Invisible Ways
 Living Change: shrink; enlarge; change
 Spirit Mastery: charm; sleep; words of command
 Spell Reins: storing; bending; delaying
 Luffy Bridge: leaping; leaving; long door; teleport
 Spell Enhancement: range; duration
 Dispelting Ways
 Shield Mastery: shield; bladeturn; deflect
 Rapid Ways: run; haste; speed
 Gate Mastery: animal and demon summoning

MAGICIAN BASE

Fire Law
 Ice Law
 Earth Law
 Light Law
 Wind Law
 Water Law

ILLUSIONIST BASE

Illusion Mastery
 Mind Sense Molding
 Guises
 Sound Molding
 Light Molding
 Feel-Taste-Smell

ALCHEMIST BASE

Enchanting Ways: bonuses to weapons and armor
 Essence Embedding: spells in items
 Ment./Chan. Embedding: same for other realms
 Organic Skills
 Liquid/Gas Skills
 Inorganic Skills

MONK BASE

Monk's Bridge: flip; wall and ceiling running
 Evasions: swing; dodge; haste
 Body Reins: strength; unpain; concentration
 Monk's Sense: vision; detection
 Body Renewal: minor repairs

EVIL MAGICIAN

Physical Erosion: pains
 Matter Disruption: earth to dust; shatter
 Dark Contacts: with demons
 Dark Summons: demons
 Darkness: dark of all kinds

SORCERER BASE

Soul Destruction: possession; absolution
 Mind Destruction: jolts; pain; Mind Break
 Flesh Destruction: limbs; organs; body
 Soul Destruction
 Gas Destruction

MENTALISM

GENERAL

Delving: detect; past vision
 Cloaking: blur; invisibility; displacement
 Damage Resistance: vs. heat; cold; stun; hits
 Anticipations: intuitions; dreams
 Attack Avoidance: shield; deflections; bladeturn
 Glamour: light; aura; shockbolt; sunfires
 Self Healing: (minor repairs)
 Detections
 Illusions (minor)
 Spell Resistance: enhanced RRs
 Sense Mastery: water/fog/dark vision; ment. eye and ear
 Gas Manipulation: fogs...to cloudmastery
 Shifting: balance; changing; form master
 Liquid Manipulation: boil water...to calm seas
 Speed: run; speed; haste
 Mind Mastery: presence; mental defenses
 Solid Manipulation: warm stone...to transmutation
 Telekinesis
 Mind's Door: leaving; long door; mind's door
 Movement: leaping; fly; passing

MENTALIST BASE

Presence: mind store; mind typing; finding
 Mind Merge: mind scan; probes; thought stealing
 Mind Control: question; hold; coma; mind master
 Sense Control: numbing; nerve stun; controls
 Mind Attack: jolts; pain; mindshouts
 Mind Speech: to groups and far away

SEER BASE

Past Visions
 Mind Visions: questions; truth; scans
 True Perception
 Future Visions
 Sense Through Others
 True Sight: through wood/stone/distance

LAY HEALER BASE

Muscle Mastery
 Concussion Mastery
 Bone Mastery
 Blood Mastery
 Prosthetics
 Nerve and Organ Mastery

BARD BASE

Lore
 Controlling Songs
 Sound Control
 Sound Projection
 Item Lore

EVIL MENTALIST BASE

Mind Erosion: destroy stats
 Mind Subversion: psychoses
 Mind Death: forget; lost experience
 Mind Disease: mental disorders; phobias
 Mind Domination: possession; subjugation

MYSTIC BASE

Confusing Ways
 Hiding
 Mystical Change
 Liquid Alteration
 Solid Alteration
 Gas Alteration

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.

The text and maps often use regional, rather than "translated" terminology (e.g. "Orthane" instead of "Mount Fang"). This, we hope, will help the GM to become more immersed in the culture of *Northwestern Gondor*, and will enable him/her to better aid the PCs.

CHANNELING

GENERAL

Spell Defense: RR enhancement
 Barrier Law: air/water/wood/stone walls
 Detection Mastery
 Luffy Movements: limb/stone walking; merging
 Weather Ways: prediction; weather control
 Sound's Way: silence; quiet; soundwall
 Light's Way: light; aura; shock/lightning bolts
 Purifications: disease and poison cures
 Concussion's Way: hit point healing
 Nature's Law: herb lore; animal mastery
 Blood Law
 Bone Law
 Organ Law
 Muscle Law
 Nerve Law
 Locating Ways: finding; directions
 Calm Spirits
 Creations: food/water creation; plant growth
 Symbolic Ways: imbedding of symbols
 Lore: light/dark/curse/poison lore

CLERIC BASE

Channels: raw power; absolution
 Summons: of animals and demons
 Continual Ways: dreams; intuitions; communing
 Life Mastery: lifekeeping; lifegiving (raise dead)
 Protections: RR; AT and elemental protections
 Repulsions: of undead; channels; curses

HEALER BASE (most powerful healing lists)

Surface Ways: concussion healing
 Bone Ways
 Muscle Ways
 Organ Ways
 Blood Ways
 Transferring Ways: wounds from target to healer; who can only heal wounds from his own body

ANIMIST BASE

Nature's Movement: limb/stone/air walking
 Plant Mastery
 Animal Mastery
 Herb Mastery
 Nature's Lore
 Nature's Protection: facades; organic deflections

RANGER BASE

Pain Mastery
 Moving Ways
 Nature's Guides
 Inner Walls: heat/cold protections; RR mod.
 Nature's Way: weather prediction; locations

EVIL CLERIC BASE

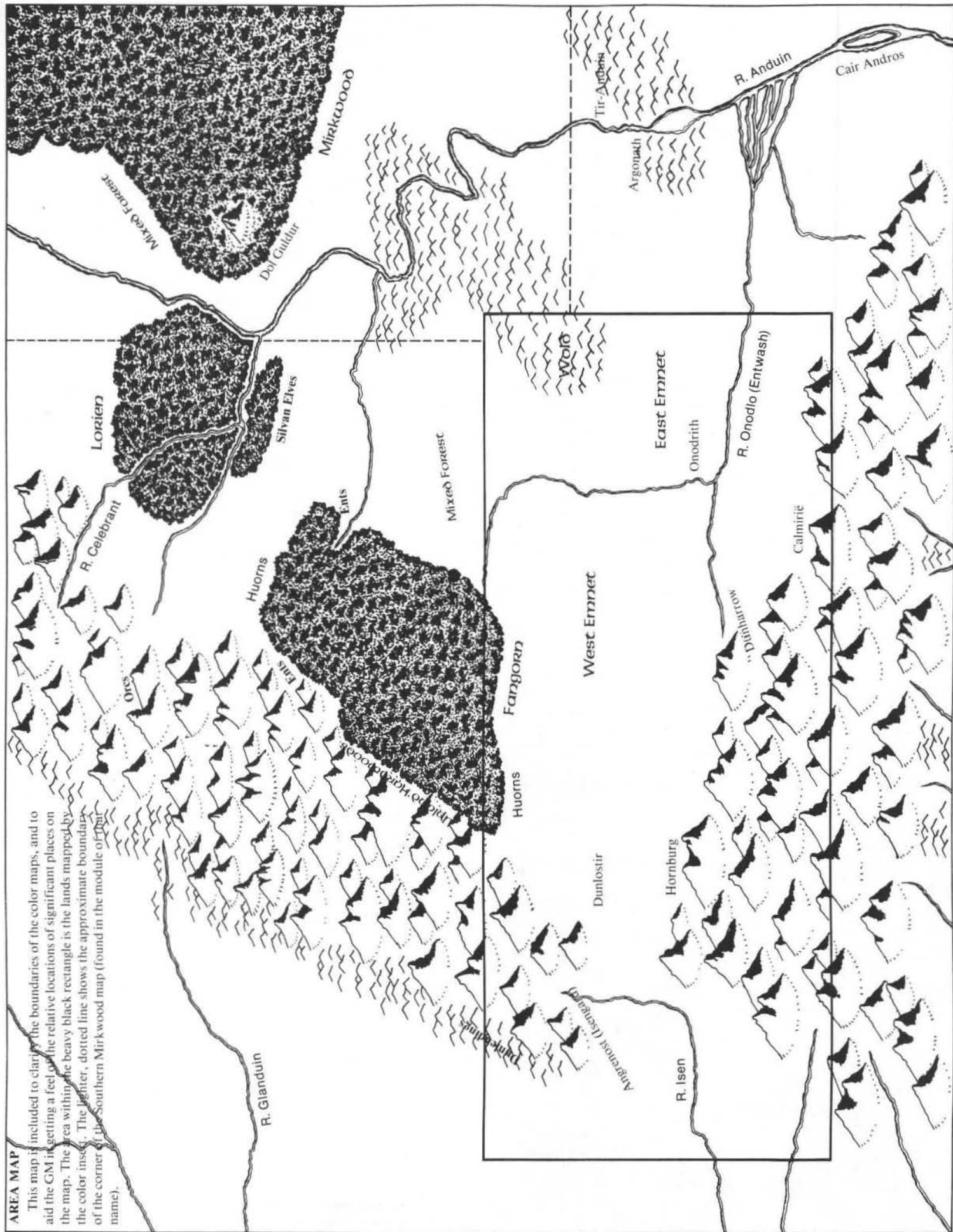
Obsec
 Dark Channels: evil fatal channelings
 Dark Lore
 Curses
 Necromancy

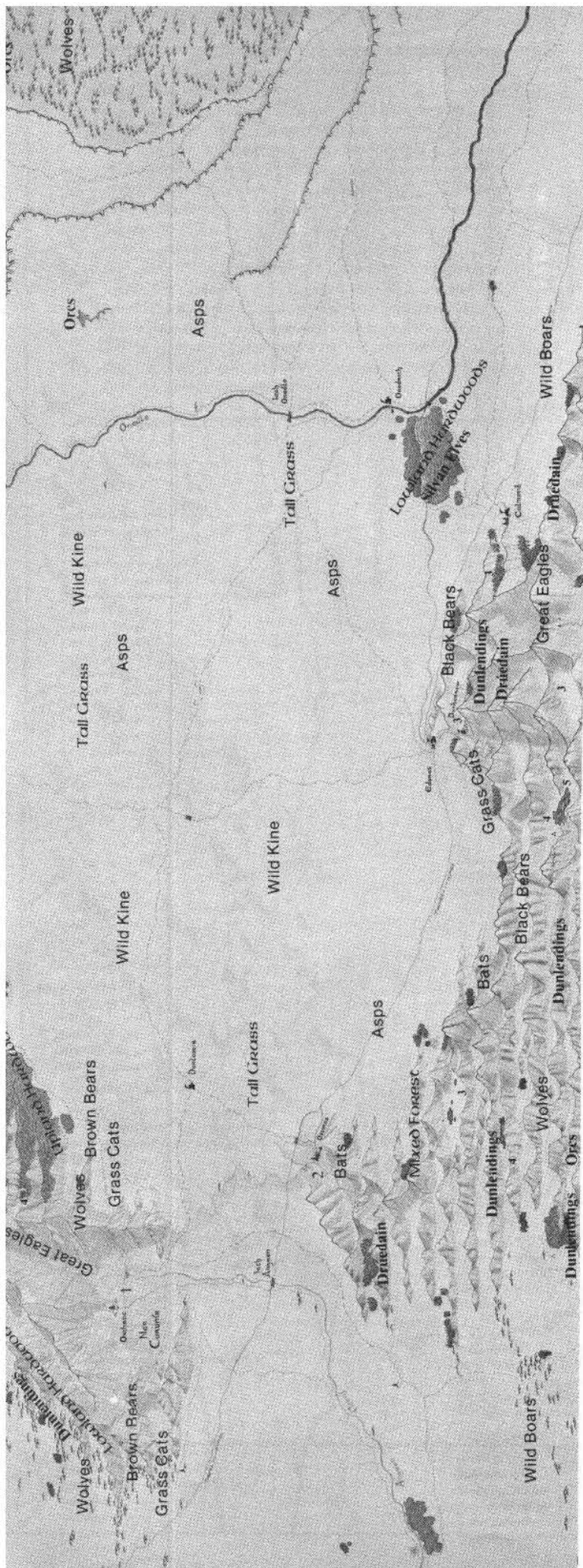
ASTROLOGER BASE

Time's Bridge: seeing into the past/future
 Way of the Voice: mind speech; controlling others
 Holy Vision: dreams; communing
 Far Voice: mental speech far away
 Starlights: light; aura; starfires
 Starsense: presence; finding

AREA MAP

This map is included to clarify the boundaries of the color maps, and to aid the GM in getting a feel for the relative locations of significant places on the map. The area within the heavy black rectangle is the lands mapped by the color inset. The lighter, dotted line shows the approximate boundaries of the corner of the Southern Mirkwood map (found in the module of that name).





1.41 GAMEMASTER'S REFERENCE MAP

The color map is a relatively detailed work intended for use by the GM and those characters who have virtually complete knowledge of the region. Major sites and settlements are accurate for the period T.A. 1000—F.A. 1. Various holds of Sauron or his minions are in ruin after T.A. 3019. The ruin symbols used here depict the remains of sites abandoned or destroyed prior to T.A. 1100. Of course all the places change with time, and the specific character of any feature shown will vary throughout the Third Age.

The color map is the main reference piece, but the GM is also provided with a black and white map detailing the locations of additional sites, as well as the distribution patterns for peoples, flora, and fauna.

We suggest the GM allow access to the PC map on page 10, but only to the extent that the players have actual or inferred knowledge. ICE permits copying of portions of this map (no more) for non-commercial purposes. The GM should cover or obscure labels which would be unknown to the recipient PC.

GAMEMASTER'S REFERENCE MAP KEY

- 1 — Isengard (Angrenost)
- 2 — Aelarond (the Glistening Caves)
- 3 — Druedain Holy Site (Ruin)
- 4 — Dunlending Holy Site
- 5 — Vale of the Giants

The scale is 1 inch = 40 miles

Peoples — **Wood-elves**

Animal groups — **Great Eagles**

Tree types — **SCRUB PINE**

Upland hardwood types and combinations — Oak-Hickory; Oak-Chestnut Elm-Asht; Poplar-Hemlock. Some Birch, Spruce and incursions of Needleleaf Conifers, such as Temperate Pine and Juniper.

Lowland hardwood types — Oak-Maple; Beech-Maple; Willow-Elm.

Upland conifers — Douglas Fir; Juniper; Temperate Pine. Large incursions of Oak are present.

Scrub pine — 3-20 foot high Spruce and Temperate Pine.

Severe undergrowth — Unnaturally heavy groundcovering, particularly in dark, dense tree concentrations where undergrowth would not normally thrive. Borders of clearings impassable.

1.42 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;

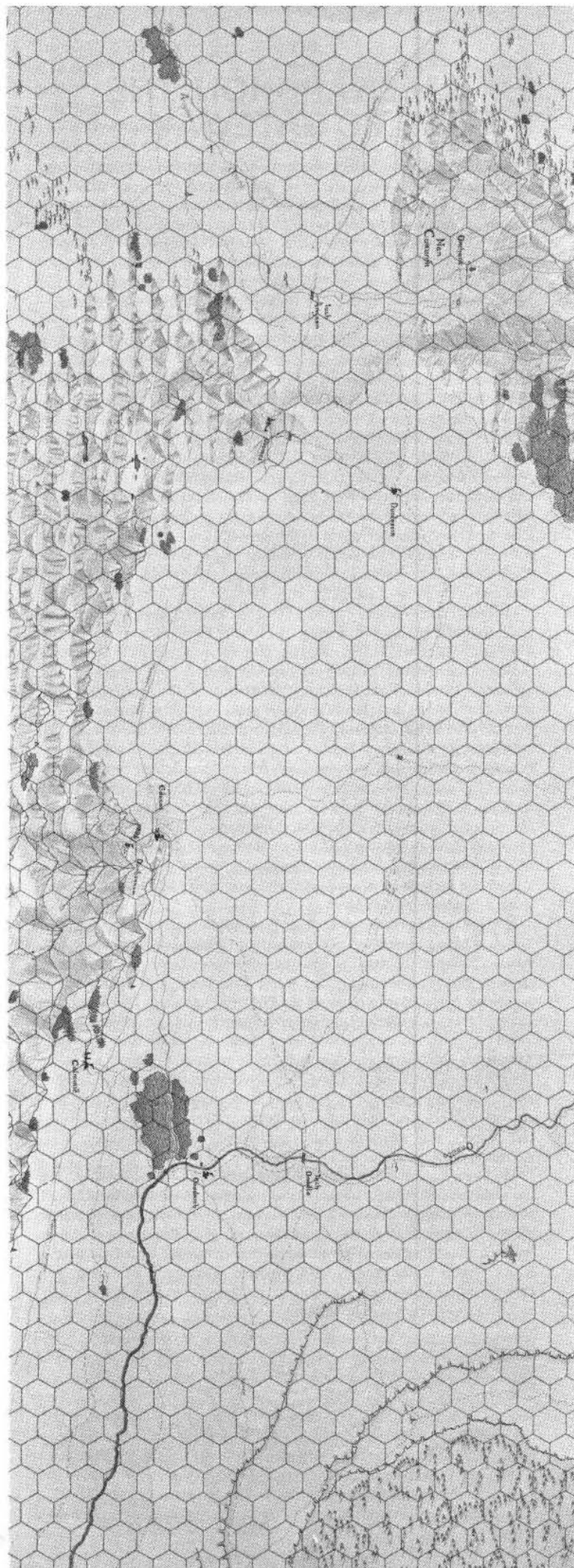
(6) Hedgerows, brush, and thickets are illustrated with the symbol ;

(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. The red coloring signifies a non-military settlement site with civilian character;
- (19) **Towns** are represented by the red symbol  ;
- (20) **Manor houses** or "Great Houses" are shown using the red symbol  ;
- (21) **Citadels** and huge castle complexes are represented by the yellowish symbol  ;
- (22) **Small castles/holds/towers/keeps** etc. are denoted by the yellowish symbol  . Military sites are all given a yellowish color;
- (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  ;
- (34) **Swamps** are shown using the symbol  . All marshlands of significant size fall into this category;
- (35) **Jungle** appears as  and is so labeled. It differs in coloration from other mixed forests, being shown in a brighter green.
- (36) **Dry or periodic lakes** are represented by the blue symbol  ;
- (37) **Steep ridge faces** are depicted by the symbol  ; on high side, there is a gentle slope away from the drop.

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.



2.0 CALENARDHON: THE STRATEGIC GATEWAY

A fertile province situated to the north of the White Mountains between the Rivers Isen and Anduin, the broad meadowlands of Calenardhon have always been of great strategic importance to the men of Gondor; they began to settle in the territory as soon as their hold on the home provinces south of the Mountains had been consolidated. Military occupation of the Gap of Calenardhon, an obvious weak point in Gondor's frontier defenses, commenced at an even earlier date: during the Second Age, the Númenoreans created the gigantic fortress of Orthanc to protect Eriador from invasion by Sauron's forces.

The first settlements in Calenardhon grew up along the Great West Road where the inhabitants could count on the protection of the forts which had been established partly to guard the trade route and partly to ward off the danger of invasion. The Great West Road was a main connecting link between the Northern Kingdom of Arnor and the Southern Realm of Gondor; it carried almost all of the overland trade between the two kingdoms. Though this traffic declined somewhat after the partition of the Northern Kingdom into the three separate realms of Cardolan, Rhudaur, and Arthedain, the Great West Road has always been important because any hostile power that arose in Eriador would have had to pass along that route to threaten Gondor. To avert this danger, Gondor erected the mighty fortress of Angrenost out of the smoothed ring of stone not far from the Fords of Isen, and placed a palantir in the impregnable tower of Orthanc, high above the plain of Isengard.

Invasion came, however, mostly from the eastern frontier: across the wide Anduin at the South Undeeps. The only other feasible invasion route (through Ithilien and thence over the bridges at Osgiliath) leads at first through a narrow land hemmed in by marshes and the river to the west, and to the east, by the mountainous outskirts of Mordor. But Mordor has been heavily fortified by the men of Gondor in order to guard against a return of the Dark Power. After crossing the Anduin into Calenardhon, however, an invading army would have found no natural obstructions in the wide lands between it and Anorien; moreover, only Minas Anor (later renamed Minas Tirith: S. *Tower of Guard* after the fall of Minas Ithil to Sauron) would have stood between the invading army and the rich home provinces of Gondor on the south side of the White Mountains. For this reason, and also to protect Calenardhon itself, Gondor has always striven to do battle as far to the north as possible, even though this meant that the defenders, deprived of the support of any major fortresses, have had to fight on almost equal terms with the invaders.

The lush meadowlands of Calenardhon are themselves a worthy prize and must have appeared especially valuable to the land-hungry eastern barbarians. South of the river Entwash the pastures, well-watered by the many streams running down out of the White Mountains, are richer than the somewhat barren downs north of the Entwash, known as The Wold. Because of these rich pastures and the easy opportunities for commerce provided by the traffic on the Great West Road, the foothills of the White Mountains and the alpine valleys running up into the mountains were thickly settled by the men of Gondor soon after its establishment. Enriched by the natural increase of an abundant land as well as by the trade that flowed to Gondor not only from the Northern Kingdom but also, to a certain extent, from Rhovanion and Wilderland, the Gondorians of Calenardhon prospered until the Great Plague.

The Great Plague — like most of Gondor's enemies — also invaded from the east, coming out of Rhovanion, where it first struck late in 1635 and passing into Calenardhon with the flow of trade. From Calenardhon the disease spread in both directions on the Great West Road: eastward into Anorien and thence southward to the home provinces of Gondor, where it struck Osgiliath the capital, with crippling effect; and westward into Eriador, where Minhiriath, the southern portion of the realm of Cardolan, and the Shire were especially hard hit.



The Great Plague devastated Calenardhon. Its deadly effects were augmented by a severe winter that kept men cooped up indoors with their animals. Not only did the Plague kill off almost half of Calenardhon's inhabitants, it also killed off most of the traffic along the Great West Road. Many towns and settlements in Calenardhon were completely and suddenly deserted; others just faded away. Gondor's military outposts were maintained at a minimum strength and some of the smaller forts were allowed to fall into a state of disrepair. Because Gondor's enemies had also been decimated by the Plague, no major invasion threatened for several hundred years. The times grew worse, however, as the vigilance of Gondor waned. Outlaws and bandits, many of them men from Dunland or the Wilderland, along with raiding parties of Easterlings began to prey on isolated settlements and the sparse traffic on the Great West Road. Daunted by the empty houses of their former neighbors and by rumors of the growing strength of the eastern barbarians, but also of the power of the Witch King to the north in Mirkwood, some of Calenardhon's honest folk sought shelter on the south side of the White Mountains, where it was still possible to feel secure. The population dwindled slowly, but the overall effect was clear: Calenardhon, once rich and quite populous, became a frontier province lightly garrisoned by soldiers who, in many areas, outnumbered the civilian inhabitants.

But the land itself was as lush and green as it had always been, a tempting prize for generation after generation of the eastern barbarians, perhaps all the more so now that it was all but uninhabited. At first the military strength of Gondor, manifested in the string of forts along the Anduin north of Sarn Gebir, was sufficient to deter attack, but as the strength of Gondor dwindled, the barbarians invaded again and again, testing Gondor's mettle. Finally the defense of Calenardhon became a vexing problem for the Kings and Stewards of Gondor, a problem that was solved only after a thousand years of strife and woe, when Cirion the Steward gave Calenardhon to the Riders of the Rohirrim in exchange for their oath of assistance to Gondor.

2.1 THE TALE OF YEARS

Second Age

1693	Sauron makes war on the Elvish Eregion and Eriador.
1700	Ar-Minastir sends the Númenorean fleet and army to help Gil-galad and the Elves; Sauron is pushed out of Eriador beyond the Gap of Calenardhon.
c. 1750	The Númenoreans smooth and even the stone ring of Isengard.
2280	Umbar founded.
2350	Pelargir built.
2350-2360	The Númenoreans grow in power.
3261	Sauron submits to Ar-Pharazôn and is carried back to Númenor in chains.
3310	Corrupted by Sauron's lies and his own fear of death, Ar-Pharazôn begins construction of the great fleet with which he plans to invade the Undying Lands.
3319	The fleet lands on the shores of Valinor, breaking the Ban of the Valar; Númenor is swallowed by the waves.
3320	Elendil and his sons lead the Faithful and establish Arnor and Gondor, the Realms in Exile.
3429	Sauron attacks Gondor, hoping to destroy the Kingdom before its defenses are secure. He takes Minas Ithil and burns the White Tree.
3446	Sauron defeated by Elves and Men in the War of the Last Alliance.

Third Age

c. T.A. 1	The men of Gondor construct the fortress of Angrenost (Isengard) to defend the Gap of Calenardhon against attacks from the West; they raise the impregnable tower of Orthanc and install a palantir in its upper levels.
Until 250	Settlement in Calenardhon occurs mostly along the Great West Road.
c. 250	Widespread use of the steel-tipped plow permits cultivation of the grasslands; population increases rapidly thereafter in the Westfold and the Eastfold.
490	The Easterlings from Rhûn invade Gondor over the Dagorlad. Rómendacil defeats the Easterlings and extends Gondor's eastern border to the Sea of Rhûn, encompassing all of Rhovanion.
500-1400	Calenardhon is a rich, peaceful province.
c. 1260	Valacar marries Vidumavi; their son Eldacar is born.
1432	King Eldacar, Valacar's son, assumes the throne of Gondor; Castamir and the rebel lords, refusing to acknowledge a King who is half Northman, revolt, thus beginning the Kin-strife.
1432-1447	The Kin-strife tears Gondor apart.
1437	Castamir burns Osgiliath; Eldacar flees to his mother's people in Rhovanion.
1438	Castamir installs the New Lords in Calenardhon and increases the taxes to punish Calenardhon for its support of Eldacar.
1439-1442	Resistance to Castamir and the New Lords. Alandur and Sorondothor begin to take shape.
1442	The Green Asp begins to trouble Alandur and Sorondothor in Calenardhon; Eldacar's forces begin raiding across the Anduin and the Limlight.
1447	Eldacar returns; the Calenardhons flock to his banner. He slays Castamir at the Crossings of Erui and defeats the Rebel Lords, who then flee to Pelargir.
1448	The Rebel Lords escape to Umbar. Umbar and Harad refuse to acknowledge Gondor's suzerainty.
1636-1637	The Great Plague depopulates Calenardhon.
1851-2510	Border wars; repeated invasions of the Easterlings.
2510	Cirion the Steward gives Calenardhon to Eorl and the Riders of the Rohirrim.
2759	Saruman receives the keys of Orthanc.

3.0 THE GREEN LAND OF CALENARDHON

Coming into Calenardhon from the Rhovanion, one crosses the Anduin at the South Undeeps and starts out across the steeply folded downs known as The Wold. At first the land, though green, is desolate; both the shortness of the springy turf underfoot and the absence of trees indicate a lack of water (water which drains off all too easily through the porous chalky rock beneath the hills). These downs, a pasture of surpassing excellence for sheep, grow less and less steep as one journeys southeast toward the fords of the River Onodlo (Entwash); for ahead — at first, perhaps, mistaken for low-hanging clouds — the snow-covered peaks of the White Mountains may be seen jutting up from the rolling green plain. Then slowly as the hills decline the grass grows longer. On the far side of the Onodlo it is long and rich indeed: the pastures, Calenardhon proper, are well-watered by the many streams running out of the mountains. As one approaches the mountains, the magnificent peaks of the Starkhorn and the Dwimorberg, the latter jet-black where it is not shrouded by eternal snow, rise up behind the saw-toothed Irensaga and overshadow their neighboring peaks. From the River Snowbourn the Great Road leads westward to the fortress of Aglarond, and one may cross the Fords of Isen to reach the citadel of Orthanc, continuing from there into Eriador. Or one may travel eastward from the Snowbourn and reach the town of Calmire after an easy journey; from there one can travel south on the Great Road through the pastures and the foothills of the Eastfold into the Woodlands of Anorien. Beyond lies Gondor.

3.1 THE WHITE MOUNTAINS (ERED NIMRAIS)

The White Mountains, or Ered Nimrais, form the southern boundary of Calenardhon. Rising steeply from the lush green rolling plains, these jagged peaks, especially in the convoluted "knot" behind the fortress of Aglarond, thrust up as high as any mountains in the western part of Middle-earth. The highest peaks, including the Starkhorn, the Dwimorberg, and the Irensaga, are blanketed by snow year-round. Though the high peaks region contains a great deal of dark-colored igneous rock, the White Mountains are formed principally of limestone and marble, two light-colored rocks that give the range its common name.

Carved by glacial action long ago, beautiful alpine valleys like the Deeping Coomb and Harrowdale run up from the rolling plains and thread between the mighty peaks like green fjords. Bright streams fed by melting snow tumble down the steep cliffs to the level valley floors below. The lower slopes and foothills of the White Mountains are wooded in many areas and provide good hunting.

For the adventurous spelunker, there are many caves and caverns in the White Mountains. Most of them, though, are smaller than the Glittering Caves of Aglarond and were also formed by the action of water on soluble limestone. Other caves, like the Paths of the Dead behind Dunharrow, were formed by fractures and faulting in igneous rock.

Gems and precious metals can be found in the western part of the range, but the deposits are not rich (except within the precincts of the Aglarond).

Travel through the Ered Nimrais, especially in the high peaks region, is extremely hazardous no matter what the season; avalanches are not uncommon and the weather is severe. Blizzards and sub-zero temperatures must be expected in the winter time. Even experienced mountaineers would find the journey difficult; in addition to the physical and climatic hazards, the xenophobic inhabitants of the mountains, kin to the Dunlendings, dwell far from other men and owe allegiance to none. They are hostile to strangers as a matter of course. Persons wishing to explore the mountains should hire experienced guides wherever possible.

3.2 THE MEADOWLANDS

The meadowlands are bounded on the north by Fangorn Forest and the foothills of the Mighty Misty Mountains and are drained by streams flowing into the River Onodlo. Numerous streams flow out of the White Mountains into the green meadowlands of Calenardhon. These well-watered pastures, among the richest to be found in Middle-earth, are underpinned by limestone and covered by rich black topsoil more than twenty feet thick in some parts of the Westfold. The rolling pastures run right up to the skirts of the White Mountains in most places, with few intervening foothills. Distances can be deceiving, and the mountains, which can be seen throughout the Westfold, are often much farther away than they appear to be. This confusion of distance, coupled with the undulating sameness of the lush grassy landscape, often produces a dreamy, peaceful, timeless feeling that can dull the alertness of travelers.

South of the Snowbourn, the pastures of the Eastfold are almost as rich as those of the Westfold. Here a range of foothills separates the mountains from the plain. The Eastfold is bounded on the southeast by the Mering

Stream (R. Glanhir) and the Iirien Wood.

Divided by the Onodlo, the West Emnet and the East Emnet, form a gradual transition from the extraordinarily luxuriant pastures near the mountains to the barren downs of The Wold. The West Emnet extends without interruption to the caves of Fangorn Forest. The East Emnet extends up to the East Wall of Calenardhon, steep cliffs where the desolate heights of the Eryn Muil suddenly meet the green lands. North of the East Emnet lies The Wold.

3.3 THE WOLD

The Wold, though green, is virtually treeless. The steep empty barren hills are very tumbled in The Wold itself, and in the downs surrounding The Wold the hills rise up in long almost concentric ridges. The underlying rock is so permeable that surface water drains through it as if through a sieve. The grass in The Wold is short and springy; withered brown if there has been no rain, yet suitable for grazing sheep. Some pools of water collect in the troughs of the hills after rainfalls.

Though the treeless hills offer few places of concealment, the terrain is so steep that large companies of men might pass close to each other without being aware of an enemy's presence.

The Wold is bounded on the east by the awesome Anduin, which may be crossed without much difficulty at the North or South Undeeps. The River Limlight forms the northern boundary of both The Wold and Calenardhon.

3.4 THE WESTMARCH

A small territory west of the White Mountains between the Rivers Isen and Adorn is administered by the commander of the fortress at Aglarond. The Adorn, which originates in the Ered Nimrais, is the principal tributary of the River Isen. The land between the rivers, known as the Westmarch, is partly wooded and supports large herds of deer. It is inhabited by a woodland people related to the Dunlendings; they take salmon from both rivers with nets and fish wheels. These inhabitants have always been unfriendly to the Dúnedain and resent the authority of the Kings of Gondor.

3.5 PRINCIPAL RIVERS: THE ONODLO (ENTWASH) AND THE SNOWBOURN

Rising in the depths of Fangorn Forest and flowing at first southeast, the Onodlo is the principal river of Calenardhon. Where it breaks out of the forest into the plains of the West Emnet, it is a small swift stream with deep-cloven banks. Somewhat augmented by groundwater flowing out of the Wold, the Onodlo rushes on swiftly southward through the meadowlands of the Emnets until it widens and slows as it crosses a broad ledge of rock at the Fords of the Onodlo, where it is shallow enough to wade across. Below the ford it gathers in its channel once again, and receiving new strength from the many streams flowing out of the White Mountains, it rushes southward. It is navigable by flat-bottomed boats below the ford and by canoes above it. The cold, swift-flowing Snowbourn rushes into the Entwash before it bends to the southeast, skirting the mountains, and breaks up at last in the fens known as the Mouths of the Entwash. Through these fens and by many channels the Onodlo meets the Anduin, the Great River.

The Snowbourn rises in the White Mountains and flows with great force all year round, deriving most of its strength from melting snow and glaciers in the high mountain valleys. Crystal clear and very cold, the Snowbourn can be forded easily along most of its length (except during the spring freshets). Its sparkling waters are filled with large brown trout.

3.6 THE CLIMATE OF CALENARDHON

Calenardhon usually enjoys a mild and happy climate. The summers are pleasantly warm, and the winters are almost always moderate. Snow falls on the plains but rarely lasts the whole winter; it is not often deep. The eight week period from the middle of Ringarë to the middle of Súlimë brings

most of the cold weather. In the White Mountains of course, the temperatures are colder and the winters more severe. The White Mountains block many storms coming up from the South; this lessens their severity in the hills and plains below. In Calenardhon most of the worst storms come down out of the Northeast. Summer nights are very pleasant in the mountains and the air is clear and cool. The Downs of the Wold are often very windy.

Even during the coldest winters, a warm dry breeze sometimes sweeps over the mountains, melting all the snow and increasing the danger of avalanches. If there is a heavy blanket of snow on the meadowlands, it may melt off completely in one day, flooding all of the low places.

The Westmarch, less protected by the mountains, receives more rain than Calenardhon and is sometimes troubled by hurricanes turning inland from the sea.

3.7 DISTANCES AND TRAVEL TIMES

Aglarond (Hornburg) to the Fords of Isen	50 miles
Aglarond to Isengard (Orthanc)	80 miles
Aglarond to Fangorn	150 miles
Aglarond to the confluence of the Rivers Isen and Adorn	175 miles
Aglarond to Calmirië	200 miles
Aglarond to Minas Anor	460 miles
Calmirië to Minas Anor	325 miles
Calmirië to the Fords of Isen	240 miles
Calmirië to Isengard	280 miles
Calmirië to the Mering Stream	115 miles
Calmirië to the Fords of the Entwash (Onodriith)	40 miles
Calmirië to Fangorn Forest	200 miles
Calmirië to the South Undeeps (Tir-Anduin)	225 miles
Calmirië to the River Linlith (northern border)	285 miles
Calmirië to Parth Celebrant (the North Undeeps)	260 miles
Calmirië to the East Wall of Calenardhon (straight line)	130 miles
Onodriith to Fangorn Forest	160 miles
Onodriith to the South Undeeps (Tir-Anduin)	150 miles

Travel times, because they depend on so many variables, can only be approximate; nevertheless, it should be noted that travel through Calenardhon is relatively easy. The roads or tracks are good, the people are friendly, and there are few unexpected delays. On horseback, journeying at an easy pace, one may expect to make 30-35 miles a day. Driven by a pressing need, one might gallop (depending on the stamina of one's horse, for two or three days and cover 80-100 miles). Travel through the Wold, because of the steeply folded nature of the hills, is a little slower and more difficult. Because of the undulating sameness of the grassy terrain in Calenardhon, the possibility of getting lost on misty days or foggy nights if one strays from the road, is always present.

River traffic on the Onodlo is safe and convenient; the trip down the Onodlo to the Anduin takes a week or ten days; from there to Osgiliath requires two days and a night. The return trip takes about three weeks. The boats will carry passengers for a small fee if there is room, and canoes can be purchased in the town of Onodriith.



3.8 TRAVEL ON THE GREAT WEST ROAD

Journeying eastward from Eriador into Calenardhon on the Great West Road, one usually crosses over the River Isen at the Fords below Angrenost. Methedras, the Last Peak of the Misty Mountains, rises to the north beyond the foothills; under its arms in a sheltered valley lies the citadel of Orthanc. Southward past the fortress of Aglarond the high peaks of the Ered Nimrais thrust up from the meadow lands of Calenardhon. The Great Road goes on through a pleasant, sheltered, fruitful land that stretches from the undulating meadows to the green horizon. The Great Road is joined by smaller roads that lead up to the settlements in the mountain valleys and on to the plains; everything seems peaceful and serene. The White Mountains, ten or fifteen miles away, look close enough to touch. One can glimpse eagles gliding high in the clear air above the meadows, looking for prey. Traveling by easy stages and pausing often for refreshment at the many inns along the road, one may reach the Snowbourn in four or five pleasant days. There, one rounds the shoulder of the Irensaga and proceeds through the somewhat hilly pastures of the Eastfold to Calmirië. From that pleasant but provincial city, after a fortnight's easy journeying, one comes at last to Minas Anor on the steep slopes of Mount Mindolluin.

Outside the Western boundary of Calenardhon, the Great Road goes through the Country of the Dunlendings, crossing the River Gwathlo (the Greyflood) at the city of Tharbad, then continuing on through the Northern Realm of Arnor until it reaches the Elvish harbors (the Grey Havens) on the Gulf of Lune. The Great Road is part of an old trade route that leads from one end of Middle-earth to the other; this trade route stretches out to the East from the South Undeeps through Rhovanion to Dorwinion, the land of wines, that borders the Sea of Rhûn. Beyond the Sea of Rhûn, the Road continues on into the dangerous territory of the Easterlings.

4.0 THE PLANTS AND ANIMALS OF CALENARDHON

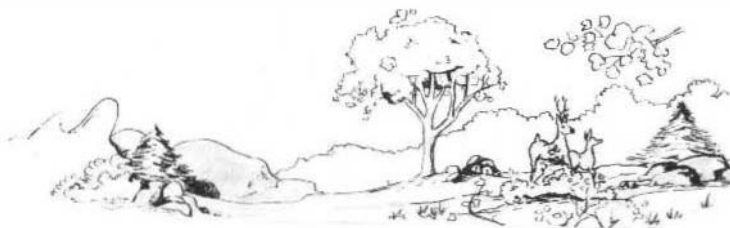
4.1 The Grasslands

When the men of Gondor first pushed northward and began to settle in the green land they called Calenardhon, they were amazed by the height of the grass; in the richest sections of the Westfold, the grass is sometimes five or six feet high, and almost everywhere within sight of the mountains it stands four feet high. For the first settlers and the military garrisons, the long grass was both a blessing and a curse; a blessing because it supported large herds of wild kine, antelope, and deer; and a curse because it made travel by foot difficult, especially during the warm summer months when the grass is at its peak of luxuriant growth.

In those early days soon after the establishment of the Southern Kingdom the long grass was the dominating feature of the landscape. Rising from strong roots sunk deep into the thick black topsoil, the long grass withers every winter, matting down and returning nutrients to the soil. The men of Gondor soon discovered that the remarkably deep topsoil of Calenardhon would yield plentiful harvests of grain. After the introduction of the steel-tipped plow, a new wave of settlers brought the emire Eastfold under cultivation. Plowing of the Westfold followed soon after. Principal crops included wheat, barley, and rye. After the Great Plague, cultivation of these fields was erratic at best, and markets were uncertain. As people moved out, the long grass crept in and took root again, reasserting its dominion. Though it has never again attained the startling lengths heights recorded in the early days, the grass in the Westfold's pastures remains unrivalled as the longest and the richest in all Middle-earth.

Farther from the mountains, in the Emnets, the grass grows to a more manageable length. These pastures, though not as rich as the Westfold or the Eastfold, are perfect for cattle and horses. The short springy grass of The Wold is excellent for sheep; lack of water, especially during a dry summer, limits the number of animals that could be pastured there.

In the old days of the tall grass *aurochs*, or wild kine, were the principal herbivores. These short stocky cattle grazed in herds of 50-100. When threatened by a predator — by a grasseat, for example, or a pack of wolves, or perhaps by a band of roving hunters — the herd retreated into a compact mass, presenting a formidable barrier of lone black horns to the foe. Men find the slaughter of wild kine more of a chore than a sport, except during the mating season (July-August), when the young bulls charge at anything that moves. Even cows will charge, however, to protect their calves. Because they had few natural enemies, the wild kine flourished until men began to kill them on a wholesale basis for their horns and sinews, which are used to make composite bows. Then as the grasslands were transformed into plowed fields, the wild kine, once numerous, declined in number to the point of being scarce.



4.2 TREES

There were few trees in the grasslands when men first arrived. None were of any commercial importance. The settlers from Gondor planted trees along the Great West Road and near their houses; in the Westfold — and especially in the district around Dunlostir — they planted groves and orchards. Willows and alders grow along the banks of streams and near the Entwash. The slopes of the White Mounmain are forested with important stands of timber. Fir trees grew there taller and straighter than they did on the southern side of the mountains and were consequently used as masts for many of Gondor's largest naval vessels. The wood of the mountain larch is used to make the plank boats that plied the Entwash. Transportation difficulties limit the exploitation of the vast hardwood forests that grew on the lower slopes of the mountains and in the foothills of the Eastfold, but these vast forests of oak, hickory, and beech are worthy of note for another reason: they harbor many wild boars, especially down in the Eastfold and the Firien Wood.

4.3 DANGEROUS ANIMALS

Wild boars are hunted for sport, and a dangerous sport it is; a fully-grown wild boar stands three to four feet high and sports two eight to twelve inch tusks. Bad-tempered and ferocious beasts, they lurk in thickets, deep woods, or dense patches of tall grass and suddenly rush out to attack without warning. Even sows are dangerous and hard to kill. Exceptionally large individuals can terrorize an entire district. During the summer months, wild pigs often graze down in the meadow lands. They have little fear of man and love to tear up unattended camps.

Grass cats, once the dominant large predators of Calenardhon, have declined drastically in numbers as men thinned out the herds of *urochs*. Now rare, these buff colored cats are intermediate in size between a wild cat and a puma. During the summer their fur often absorbs so much grass pollen that they look light green. They leap on top of kine or antelope, digging their long sharp claws into the animal's neck, and hang on until the frightened beast runs itself to death. Then the grass cat has an easy meal. Cats have been known to attack men in the same way, perhaps by accident, perhaps just for fun. Their bloodcurdling scream is especially frightening on long, dark winter nights.

Grey wolves, once common on the plains of Calenardhon, have also dwindled rapidly as men moved into the region. Settlers purposely exterminated the big packs; the King offered a bounty of two gold pieces per wolf, collectable upon presentation of two ears and a tail. After the Plague, the garrisons of soldiers made strenuous efforts to keep down the numbers of wolves. Wolves rarely attack human beings unless they are desperate for something to eat, or cornered. Large savage packs coming down from the North sometimes cross the frozen Limlight during severe winters, roaming through civilized lands.

Both black and brown bears live in the mountains. Black bears are rarely dangerous to man unless provoked; brown bears, on the other hand — large fearsome creatures which sometimes grow to heights of more than ten feet — attack just because they happen to be in a bad temper, especially on hot summer days. They are not numerous, but treasure hunters exploring caves in the mountains and men on herb gathering expeditions are sometimes molested by brown bears. Both kinds of bears can occasionally be sighted down in the meadow lands, especially near the Snowbourn; the beasts attracted to that swift-flowing stream by the large trout found in its waters.

Calenardhon's only poisonous snake, the green asp, can be found throughout the grasslands. It is especially common in the southern quadrant of the East Emnet. Green asps live in communal burrows, holes usually taken over from gophers or rabbits after the snakes have eaten the former inhabitants. They love to sun themselves on warm hillsides. As many as fifty asps can be seen on the same sunny slopes not far from their shared burrow. Large asps are as long as a big man's arm. Their bloated, slow-moving bodies taper to thin necks and tails. Poison glands behind the eyes puff out when full. The serpentine snakes give off a fetid odor somewhat similar to rotten strawberries. Horses fear green asps and bolt to get away from them. The bite of a green asp, though rarely fatal, causes intense scarring pain in the affected limb, which soon turns chartrouse and purple. The tissue near the bite becomes gangrenous and sloughs away, exposing the bone. Often the entire limb below the bite drops off. The victim, who may suffer a high fever and hallucinations, is completely incapacitated for at least three days.

Nests of ground bees dot the grasslands. These black and yellow stinging devils build their homes underground in abandoned rabbit warrens. They swarm out to drive off intruders. A horse blundering onto a nest may suddenly charge off in panic at high speed, making every effort to throw off its rider. Stings are painful, and, if numerous (30+) can cause temporary (6-8 hours) weakening and paralysis. The large cache of honey stored away in these underground nests lures bears down to the meadow lands.

4.4 SMALL GAME

Two kinds of foxes — white and red — prey on the mice, rabbits, voles, gophers, and birds of the grasslands. The white fox, which in summer actually appears to be a pale green, is really a light, silvery grey; their winter pelts, long and luxuriant white furs tipped with silver, are especially valuable and highly prized. White foxes live in burrows and are very shy of man. Red foxes, on the other hand, are cunning thieves. They seem to take delight in stealing not only chickens and other domestic fowl, but also small bright-colored objects. Their beautiful scarlet coats stand out like living flames against the green grass of the meadow lands.

4.5 BIRDS

Because Calenardhon is situated in the middle of the main North-South flyway of Middle-earth, migratory birds of all kinds are abundant, and the bird population varies dramatically from season to season. Swans, geese, and ducks are found along the Entwash and near many of the smaller streams flowing out of the White Mountains. Swans and ducks stay close to the streams, but the geese, in huge flocks of up to six hundred birds, can be a serious hazard to crops, and can pick clean fields of sprouting winter wheat.

The grass grouse and the great green pheasant are the principal game birds of the meadow lands. Grass grouse, once found mainly in the Emnets, spread throughout the province as men cultivated the Eastfold and the Westfold. Their fat, succulent flesh, all white meat, provides delicious eating when roasted. Mostly brown with black speckles, they are about the size of small domestic chickens. The male's booming courtship call — "ooo-loo-hoo" — suggests the sound made by blowing across a bottle. These birds roost in well-concealed nests made of densely woven grass. From late summer until early spring, they form "family" coveys of up to a dozen birds.

Great green pheasant cocks sport magnificent emerald-colored plumage. Their tail feathers, often two feet in length, make them appear to be very large birds; they are actually a little smaller than wild geese. The courtship battles of the pheasant cocks are famous for their impetuous exuberance. The cocks rush at each other time and again, doing little real damage, until one of them becomes exhausted and retires. The females, olive drab in coloration, lay two to five eggs directly on the ground. They refuse to leave the clutch while brooding. Both sexes make good eating; the characteristic flavor develops only after the birds have been ripened for several days by hanging until the neck separates from the head.

Hawks and falcons are used to hunt not only the grass grouse and the great green pheasant, but also ducks, geese, and rabbits. Many migratory hawks, coming down from the North along the flanks of the Misty Mountains, can be seen each spring and summer in the sky above the Fords of Isen. They are lured to tethered chickens and then netted. After being trained for a season or two, they can be sold for a good price — several gold pieces a bird.

Eagles roost in eyries on steep cliffs high in the mountains. Considered to be sacred birds, they are never molested, even though they prey on sheep and may rarely carry off small children. Now and then one of the Great Eagles, huge birds possessing an almost human intelligence and capable of carrying a full grown human being, may be seen high in the sky: a rare and portentous vision.



4.6 HEALING HERBS

Several important and uncommon healing herbs are found in the White Mountains. Herb dealers pay extraordinarily high prices for herbs that have been properly prepared and stored. The Calenardhrons place a premium on Frostheal (*fojajopō*), whose grey leaves are found at the base of glaciers in the high peaks region. Travelers going up into the mountains (especially during the winter months) should try to purchase some of this herb because it cures frostbite. The spruce forests on the mountain slopes support *winclamit* vines, whose green stone-like fruit is a powerful healer; however, the vines do not thrive where the timber stands have been heavily cut. At one time men of Gondor collected silvery *tyr-fira* blossoms at the base of one glacier high in the mountains; whether any specimens of this life-giving herb still grow there is purely a matter of conjecture and discovery. *Aithelas* was planted here and there along the Great West Road, but its valuable healing and restoring properties were gradually ignored after the Plague.

Taken in very small quantities, dried asp poison glands are valued as an aphrodisiac by many tribes south of Far Harad, and by tribes of Easterlings; ingested in large doses (2-3 glands), this substance can be a powerful organ restorer. One side effect of taking such a large dose, however, recurs as a fit of peculiar, ungovernable madness; it should be guarded against by restraining the treated individual with ropes or straps. The first fit passes quickly, generally within an hour, but the madness can reoccur unexpectedly, but with diminished intensity at least once during the next two or three days. The dried glands, which resemble peas, will bring 50 gold pieces each. Green asp skins are valued as a proof that the dried glands are genuine.

5.0 CALENARDHON UNDER GONDOR

Throughout the long age that is ushered in by Rómendacil's defeat of the Easterlings in T.A. 500, Calenardhon is a rich, prosperous, and (usually) well-governed province. The newly-conquered territories in Rhovanion across the Anduin and in Dunland on the far side of the Misty Mountains provide a buffer by extending the borders of the kingdom outward. This buffer helped to transform Calenardhon from a sparsely populated, frontier into the thickly-settled breadbasket of Gondor. Military garrisons, once vital to the defense of the border and the Great West Road, are kept up to a strength sufficient to enforce the King's peace, thus providing the foundation for a long-lasting, stable prosperity that endures until the onslaught of the Great Plague in T.A. 1635. Trade and agriculture flourishes, and the meadow lands, especially in the Westfold and the Eastfold, are completely civilized by around the year 800.

5.1 THE CITIZENS OF CALENARDHON

In the early days, the people coming up from Gondor through Anorien to Calenardhon settled along the Great West Road, where they could count on the protection of the forts that Gondor had established to safeguard them and the traffic on the road. Many of the first settlers were retired soldiers who had served at Orthanc or Aglarond; after fulfilling their military obligations, they applied to the king for a grant of lands in the country they had been protecting. The retired soldiers were joined by other men, including Dúnedain who had heard how rich the green lands were in Calenardhon; these men hoped for profit, or at least for the chance of a long, comfortable life free from exhausting toil. Many were descended from people who had lived in the inland districts of Númenor. The first settlers lived by hunting or herding; later, as the richness of the land was demonstrated, they plowed the grasslands to plant grain.

Unlike the lands in Anórien and Ithilien, which were granted to the King's sons as their domains, Calenardhon was directly granted by the King to men who promised they would bring the grasslands under cultivation. The size of the grants, though generous, was determined by the real need of the party or parties applying for them; none were granted more than they and their retainers might hope to till. Sometimes an entire clan would migrate to the north side of the mountains to claim their land, but more often the grants were given one by one to individuals. The Kings were pleased to see the frontier meadow lands populated and brought under cultivation. Grazing rights and lands of lesser richness in the Emnets and the Wold were granted also, on the same terms, to some Northmen — and even to some Dunlendings who, by adopting the speech, manner and attire of the men of Gondor had plainly shown a strong desire to become civilized.

The fortress of Aglarond and the citadel of Orthanc were never transferred to any princely family to descend hereditarily even though the defense of Calenardhon and the Great West Road is deemed vital to the safety of Osgiliath. The Kings have long feared that an hereditary domain in a province so far away from the capital might encourage the rise of a hostile or rebellious lord. Thus the Kings keep these fortresses in their own hands, and the great lords of the Southern Realm, for their part, are content in lands which grant easy access to the Great River or to the Sea. Later, after the Kin-strife and the Great Plague ended the golden age, and the folk of Calenardhon themselves cried out for a lord, the Kings chose some of the great men of the region to be Lords of the Realm.

The race of independent farmers and shepherds that rose in Calenardhon is descended, it is said, from that portion of the Faithful who had long ago, in Númenor, enriched the fields of Orrostar by planting grain, and who had long ago filled the pastures of Emerie and Hyarrostar with flocks of sheep. In green Calenardhon these folk found a land well-suited to the ways of life that they loved best: and here they prosper and are content, though it is far from the Sea.

These farmers and shepherds of Calenardhon are an upright, honest, industrious folk who take great pride in growing crops and building their farms bigger and bigger. Like all the men of Gondor, they are tall and strong and fair, and a starry light is kindled in their gaze. They are not as long-lived as the men who settled near the seacoasts, but whether this resulted from a mixing of their blood with that of Northmen (which happened earlier in Calenardhon than in other parts of Gondor) or whether it happened because the Dúnedain of Calenardhon are of lesser lineage than their southern kinsmen — or for both of these reasons — it is impossible to say.

THE CALENARDHRONS

Racial Origins: The vast majority of the ancestors of the people of Calenardhon, as with the citizens of all Gondor, are the Dúnedain who fled Númenor. There is some intermingling with peoples from Rhovanion, and even with the Harmedain, but this is relatively limited.

Political Structure: All of the peoples of Calenardhon are subject to the King of Gondor, and were granted their land by him. He is final authority, and his decisions are enforced by his troops, who are garrisoned throughout the realm. The local political organization varies with the individual place.

Social Structure: Complex and variable. Stratified, but based on the supposition that there is no "lower class"; there exists an upper class, normally the nobility and their adherents, as well as certain other political, military and religious figures. Beneath that is a vast "middle class", who do much of the manual labor necessary to maintain the society, but suffer none of the stigma of a "lower" class. If such a state ever exists in a Númenorean exile-occupied realm, it is held by the indigenous population.

Settlement Pattern: Several fairly large towns are located at logical points, and between these are scattered a number of small villages, and isolated homesteads.

Military Structure: The military is the army of Gondor, and a separate entity from the local population. However, they do recruit from the civilian population of course, including Calenardhon. Young men starting at about the age of 17 are allowed to join. They either travel to Osgiliath the capital for training, or are stationed at one of the local garrisons immediately. In either case, the soldier is frequently placed near home for his term of service, if that is his preference.

Currency: The people of Calenardhon usually barter for goods locally, although coins, minted at the royal treasury in Minas Anor, are in wide circulation. The silver piece is the standard, however most folk deal primarily in bronze (10 bp = 1 sp) or copper pieces (5 ep = 1 bp). A sprinkling (20 sp = 1 gp) can be found among the merchants and the wealthy. Due to Gondor's economic impact, these exchange rates and coins are respected in bordering areas. The images of the White tree and the King are widespread.

Language: Westron or the "Common Tongue" is the language of the citizenry throughout Gondor. Titles and place names are often Sindarin, and personal names frequently take older Adúnaic forms.

Appearance: The Dúnedain are generally dark-haired and fair-skinned folk with grey or green eyes. They are tall, the men averaging 6'2", the women 5'6". Most have little or no facial hair. They wear brightly colored, elaborately trimmed tunics of fine linen, cotton or silk. Trousers are often worn under the tunic in winter. Full length loose white robes are worn at religious occasions.

Housing: There is a great variety of dwellings among the citizenry of Calenardhon. At the lower end are one storey stone structures with thatched roofs, consisting of three rooms, one for sleeping, one for food preparation and storage, and the other for general use. They usually have small, shuttered windows. In the cities many live in two or three storey townhouses. The nobility and other members of the upper class reside in large manor houses on estates or farm complexes.

Diet: Calenardhon offers a diet of beef, mutton or lamb, venison and wild pig. Poultry products are also abundant. Fruit trees, planted by order of the King, provide produce; the rolling hills yield up plentiful supplies of grain, principally wheat for bread.

Worship: As with most of the Faithful, the people of Calenardhon, and all Gondor, do not have a very heavily structured or ritualized religion; instead it centers around the several holy days in the calendar. On these occasions they gather in open places and worship the One, *Eru Ilúvatar*, usually in silent meditation or in song. They respect the Valar but do not worship them *per se*, instead following the One directly.

5.2 GOVERNMENT, TAXES, AND THE ARMY

The King's government in Calenardhon has three principal functions, all exercised through the army: it collects taxes; it secures the borders and the Great West Road; and it protects the inhabitants by enforcing the laws and punishing all malefactors.

Taxation is not heavy. The King's policy aims at encouraging prosperity. Calenardhon is a backwater area that, left to itself, produces a great deal of grain. The King's attention is turned to the Sea, and to conquests overseas. In Calenardhon, a tax (usually around 5% in peacetime) is levied on goods of any type entering or leaving the province. It can be paid in money or in

kind. Calmirië, Onodrih, and Tir-Anduin are the principal collection points. Tax collection is one of the chief administrative functions of the army. The 5% tax on imports and exports goes directly to the King's treasury. Almost all of it is sent down to Osgiliath in the autumn; part is retained in Calenardhon for the soldiers' pay. Another tax, collected locally in amounts fixed both by custom and the local council, is levied to feed and clothe the soldiers quartered in each district. This tax is usually paid in kind.

The King's army in Calenardhon is based in forts and fortresses along the Great West Road. The fortress at Calmirië is the general headquarters for the province; the forts at Aglarond, Onodrih, and Tir-Anduin are also important administrative centers. The palantir in the citadel of Orthanc is an important communications link between Osgiliath and the Kingdom of Arnor far to the north.

After the land filled with people and became completely civilized, most of the troops were native Calenardhons, and they were often commanded by their kinsmen who had fought outside the province. The local levies were stiffened by a hard core of grizzled veterans fresh from active service in the Southern Wars or on the Rhovanion frontier. The commander of the fortress at Calmirië, who has responsibility for the administration of the entire province, is usually one of the King's most trusted lieutenants. Calenardhon supplies two kinds of troops to the King's armies — light cavalry and archers. Young men often follow their fathers into the King's service. Local garrison duty is usually the first step in a military career.

The civil government in Calenardhon — largely ceremonial — organizes festivals and holidays, erects public buildings and granaries, supervises the markets, constructs local roads, fountains and aqueducts, and determines everybody's fair share of the local taxes necessary to support the troops.

In Calmirië and Dunlostir the civil government is organized into a council of eminent men. The council has no power to coerce the citizens; however, its influence in all peaceful matters is so pervasive, and its authority is wielded with such tactful discretion, that its decisions are rarely opposed.

The shepherds of the Emnets, and to a certain extent the drovers as well, owe allegiance to a clan descended from the Númenorean lord Hailatan, who kept flocks in Hyarostar. The head of this clan, known as The Sheep Lord, never enters the gates of any city.

THE DUNLENDINGS

Racial Origins: The Dunlendings' ancestors are the *Harnedain*, a group which migrated in the First Age from some land south of Gondor. Their predecessors in turn are the Folk of Haleth.

Home Region: South-western Misty Mountains; and the White Mountains.

Favored Ecosystem: Cool mountain foothills.

Political Structure: No overall Unity. Extended families are loosely organized into a clanlike organization, inhabiting a given area. Interaction between clans is very limited, as the Dunlendings are isolationistic people. The clan is ruled by a family head, chosen as chief by non-mortal combat. The chief can be challenged at any time by another family head. His function is basically to maintain order within the clan: judge criminal actions, settle feuds, and make decisions regarding the clan itself (such as changing location, defense, etc.).

Social Structure: Strictly patrilineal (traced through one's father) and patrilocal (the wife resides with the husband's family). Marriages within the family are forbidden. An interesting facet of the Dunlending society is their relationship with the Drúedain, who lived among the Harnedain and the Folk of Haleth as quasi-religious figures. The Drúedain possessed animistic skills, as well as woodcraft and many forest skills; and were more than happy to communicate their knowledge to the Harnedain. However, after the move northward, the Dunlendings began to embrace more the evil sorcerous ways of the agents of Sauron. The Drúedain, on the other hand, would have nothing to do with Sauron (and, indeed, apparently none ever fell to the devices of Morgoth in the First Age either). In the ensuing falling-out, the Drúedain left the Dunlendings and set up small settlements of their own. By the Third Age, the Dunland people are fearful and suspicious of the Drúedain.

Settlement Pattern: 3-10 extended families, usually composed of 5-25 members, form a clan. The clan maintains a specific land, engaging in some crude agriculture, although the culture is basically a hunting and gathering one.

Military Structure: Basically none. Boys, at the age of 8, are given basic training in the use of the principal Dunlending weapons: the axe and short bow. Usually only heads of families are lucky enough to possess a sword of any quality. If the clan is threatened, all who can wield a tool will fight to de-

5.3 WEAPONS AND ARMOR

The people of Calenardhon prefer the bow to all other weapons. Two main types are used: the short composite bow with recurved ends short enough to be used by mounted archers; and the long bow made entirely of wood. The hollow steel bows used by Númenoreans are not favored in Calenardhon, where the seasonal variation in temperature makes their performance unreliable during the winter.

Composite bows are manufactured in Calmirië and can be purchased there. They are built up by gluing thin strips of horn on a wooden core; fibers of ox tendon are cemented between the layers to add greater resiliency. These composite bows are generally about four feet in length. They are often used when hunting in thick cover. Because of their short length, they are inherently less accurate than longbows; on the other hand, they often have more penetrating power for the same pull weight.

Long bows are also made in Calmirië, but the bow staves, most commonly made of yew, are imported from South Gondor. Long bows are five or six feet long, and in the hands of an accomplished archer, can be extremely accurate. They tend to be more durable than composite bows and survive exposure to wet weather, which sometimes causes composite bows to come unglued.

Bow strings are made of silk waxed with bees' wax. Archers wear a bracer, usually of leather but sometimes of ivory, to protect their forearm when shooting.

Arrows, also made in Calmirië, are sold in sheaves of twenty-four. They are about a yard long, and are drawn to the ear before the release. Wild goose feathers are deemed the most accurate flights and are used on all hunting and war arrows. Grass pheasant plumes are sometimes used for gaiety and on prize arrows, but for show only. Archers commonly carry a quiver of arrows strapped across their back. The head of a hunting arrow is somewhat larger than the head of a war arrow; hunters are expected to be able to stalk their quarry well enough to take a fairly close shot, while war arrows are designed for penetration. Both kinds of arrow heads are made of steel. Blunt tips, for hunting birds and small game, are made of stone. The shafts are usually fir dowels. Hollow steel arrows imported from Minas Tirith are sometimes available in Calmirië; they are more accurate than wooden arrows, but their price (one silver piece per arrow) limits their use.

fend it. The Dunlendings, while wild and untrained by comparison to other cultures, are fearsome warriors. Only on rare occasions do they attack other peoples, usually when they feel their lands have been trespassed upon. Later in the Third Age several clans would often band together to harass the Rohirrim, who they hated with a passion. Armor was limited to leather jerkins, reinforced leather helms, and small shields of hide stretched over a wood frame.

Currency: None. Barter within the clan is the norm. Even trade between clans is uncommon.

Language: A derivative tongue of the original Harnedain. Its roots are similar to the speech of the Drúedain, but the two have since diverged to the point where each is a distinct language. The origins of these tongues are completely different from Andúnaic.

Appearance: They are stocky of build, though tall: the men being 5'8" to 6'4", the women averaging 5'6". Swarthy of complexion, the Dunland people also have dark hair, though little body hair. They wear crude wool and hide tunics with leggings; also rough over-coats, and short cloaks and hars of fur.

Housing: Mainly squat, windowless structures with stone lower walls, and wooden framed roofs, covered with thatched grass or stretched hides. The huts are most often round, with a conical roof, opening in the center to allow smoke from cooking fires to escape.

Diet: Primarily meat, in the form of fresh or dried and salted game, supplemented by fruits and berries, and the few vegetables and grains cultivated by the women.

Worship: The Dunlendings are a more superstitious than religious people, deeply devoted to myriad and complex rituals involving a score of petty, vengeful deities. Some are vaguely based on certain Valar as far as associations with elements (wind, water) and the sun and moon, but there the similarity ends. These gods demand constant appeasing (so the Dunlendings believe) or their wrath will descend. Barbaric rituals involving animal sacrifice occur at the solstices and equinoxes. Solar eclipses are times of terror for the Dunlendings. It is obvious that their trend toward this superstitiousness is the work of the agents of the Dark Lord, seeking to alienate them from other cultures (including the Drúedain) who will have nothing to do with Sauron; and to malign the Valar.

Crossbows are known in the province but not favored. Men consider them to be toys for women and children who do not have the strength required to draw a longbow or a composite bow. Crossbows employ a ratchet mechanism to cock the string, and they shoot bolts or quarrels about twelve inches long. They are effective on small game and birds up to a range of 100 yards or more.

Wooden lances and spears tipped with steel are second in popularity to the bow. The light and maneuverable hunting lance used in Calenardhon is between six and ten feet long; shorter lances are used in long grass and in forests on mountain slopes. Tipped with a leaf-pointed blade, the butt end is counterweighted with a bronze spike to give better balance. Military lances are longer and heavier than hunting lances but are otherwise similar. Spears are heavier than lances, and their points are diamond shaped. Carried by foot soldiers and people who do not own horses, spears are especially popular with the boatmen on the Onodlo, who used a three-pronged spear to take fish. Mounted lancers often carried javelins. These darts are three or four feet long and can be thrown a considerable distance (40-60 yards) by a strong man. The best javelins are imported from South Gondor.

Swords are also imported and for that reason are expensive. They are carried primarily by men serving in the King's Guards and by men who have retired from that service; wealthy men sometimes wear swords on ceremonial occasions, but since there is no dueling tradition and little real need of sword play in self-defense, swords are rarely worn by ordinary folk. The King's Guards carry straight swords of a medium length. Most Calenardhons carry a drop point sheath knife about two feet long; smaller eating or skinning knives are often carried in scabbards. One shop in Calmirië specializes in fitting carved stone and ivory hilts to swords and knives, and also offers a wide selection of cutlery for sale.

Drovers carry and use long ox-hide whips. These black leather whips, beautifully made and balanced by local craftsmen, can also be used as a weapon. The whips are fifteen to twenty feet long, and, in the hands of an expert, can easily put out an eye or knock a man down.

There is little real need for metal armor in Calenardhon because the land is peaceful and the nearest border far away. Anyone wearing mail shirts or

metal helmets is almost always a traveler from a foreign land or a member of the King's Guards. The King's Guards wear a livery of green and silver: green crests on their steel helmets, and their breastplates, made of strips of steel riveted to a leather foundation, are decorated with silver medallions denoting the campaigns they have served in. Mithril armor is rare and costly in Calenardhon; only the King's commanders are likely to wear it. Rigid leather breastplates, greaves, gauntlets, and stout leather caps or helmets are common and are often worn when hunting bears or wild pigs.

5.4 CLOTHING

The everyday clothing worn in Calenardhon is simple and comfortable. Both men and women wear a knee-length sleeveless shift of worsted woolen cloth gathered at the waist with a leather or embroidered belt. Garments are sometimes dyed yellow, light blue, burnt orange, or green. The hem of the garment is often decorated with a strip of embroidery; occasionally a design (a hawk, an eagle, or a horse, for example) is worked into the top. Trousers, often made of leather, can be worn underneath the shift for comfort during the cold winter months or when riding horses. The trousers are gathered at the waist with drawstrings. Dark green or scarlet cloaks, long and short, are used during the winter months for warmth and to keep the weather off. Thick knitted woolen sweaters made of rough yarn, and stockings and leggings of the same material are also commonly worn. Fleece coats and vests are popular with drovers and shepherds. People who lived in the towns and the boatmen on the Onodlo wear sandals, but softer leather moccasins and boots that can be gathered at the top are popular with farmers, especially in the Westfold. Widebrimmed hats of black or red wool, felt or colored leather (often decorated with a feather cockade or a jeweled pin) are frequently worn by men; the style of these hats varies with the period and the individual. Women often wear garlands of flowers in their hair; during the summer they wear woven straw bonnets.

Unadorned white robes, cut longer and more amply than the ordinary clothing, are worn on holidays and on important ceremonial occasions. Weather permitting, people go out barefooted and bareheaded for worship of Eru.

THE DRÛEDAIN (WOSES)

Racial Origins: The origins of the Drûedain (or *Drûgs*, as they are also known) are clouded in the uncertain history of the First Age. Never great in number, they long ago lived among the Folk of Haleth in Beleriand, having there an unclear but apparently privileged standing among the ancestors of the Dunlendings.

Ecosystem: Forest climes are the environment most liked by the Drûedain, who excel in woodcraft as well as tracking and stalking skills.

Political Structure: After their separation from the Dunlendings, the Drûgs were forced to alter their organization both politically and socially, as they were more specialized while living with the Harmedain, the latter people performing many maintenance tasks to allow the Drûedain more time for their religious and mystical pursuits — including the construction of stone 'guardians' with strange properties. Always the Drûgs have had Chieftains or headmen, elected from among the adult male population. The term is for life, but is not hereditary. Being so few, there is no need for real agriculture to support themselves; the task of gathering and preparing foods is normally that of the women, who are not involved in tribe politics. A headman rules a tribe; within each tribe are several clans, each of which is controlled by the eldest male member.

Social Structure: Strictly Patrilineal (traced through one's father) and patrilocal (the wife resides with the husband's family). Marriage is outside the clan but within the tribe.

Settlement Pattern: There is usually only one tribe in any given locale; and once settled, the Drûedain rarely move from their homes. The Drûgs are so few that these tribes are often completely isolated from each other, and there is virtually no interaction. If there are several tribes living adjacent to each other, they have been known to unite under one headman and carry on trade amongst themselves. For instance several tribes settled in one large forest. The Drûedain are able to communicate with great accuracy over long distances utilizing coded drum signals passed along a chain of outposts.

Military Structure: The headman of the tribe is the military leader. All children, starting at the age of five are trained in woodlore, and the use of the unique blowguns, which fire deadly poisoned darts. Drûedain do not, when possible, engage in melee, preferring guerilla tactics. If pressed, most are fairly skilled with a crude hammer, or long knife. These people do not enjoy fighting, and only attack those who threaten their homes. When this happens, however, they are terrifyingly deadly.

Language: Of unknown origin, the tongue of the Drûedain is completely unrelated to any of the Elven-based tongues, which may imply that these people were not taught the gift of speech by the Immortals. They have no written language, but do paint simple pictograms.

Appearance: Short (about four feet), and very wide and stocky, the Drûgs appear to be ungainly creatures by comparison to the Elves and High Edain. Their hair is sparse, and few have any beard at all (although any beard is a source of pride for a male Drûedain). By human standards, they are all rather homely, and all look very much alike. They are perhaps shorter-lived than any mannish race in Middle-earth. Among the unusual attributes of the Drûgs is the apparent fact that their eyes glow red at night. Their nightvision is quite good, especially outdoors; it may be superior to that of the Elves. Although thought by many to be a grim people, the Drûedain actually are far more light of heart than the Dwarves and often laugh while they work, when other races would whistle or sing. Their laugh is a gurgling sound, curious to those unaccustomed to it.

Housing: The homes of the Drûedain are usually small thatched huts, or occasionally structures with stone walls and thatch roofs. In either case they are skillfully constructed and very sturdy. Often their doors are guarded by *Pûkel-men*, lifelike stone statues reputed to have mysterious powers.

Diet: The Drûedain are without exception herbivores, supplementing their diet of gathered nuts, fruits and berries with dairy products from goats.

Worship: The religion of this people is actually fairly sophisticated and civilized, especially in comparison to that of the Dunlendings, who in fact hold (or at least held) the Drûgs in a quasi-religious esteem. The Drûedain themselves have an animistic religion, gaining strength from their faith in the powers of the living things as the works of the Valar and Eru. They are excellent stoneworkers, and carve very lifelike statues of themselves to guard their homes and other important places. At Dunharrow there are many such sculptures. They are so lifelike that their very presence is often enough to frighten away those who mean harm to the Drûedain. Orcs are especially susceptible to the statues' malevolence. There are even tales that these are imbued with a sort of pseudo-life, able to move about to effectively protect their masters. No doubt, whether or not the tales are true, the legend adds to the aura of mystery surrounding the Pûkel-men. Many of the Drûedain are Animists, a few others are skilled users of Essence. The Chieftain is also the religious leader, and is often an Animistic spell-user (although this is not a prerequisite).



5.5 LANGUAGE AND WRITING

The folk of Calenardhon speak Westron, or Common Speech, a mannish language descended from the Adûnaic but much softened by long intermingling with Elvish tongues. Few of Calenardhon's practical farmers make any effort to learn or use Quenya or Sindarin, though they do sing songs in both those languages; there are lore masters down South in Gondor, far away, who busy themselves with such obscure tongues, and if anyone is interested in learning *old* and useless languages, he can hike there on his own two feet.

Writing and scribes *are* important, however — they keep track of the provinces's voluminous business. Contracts are written on vellum parchments using Tengwar characters; accounts and messages are put down on a kind of rough paper brought up from Gondor. Either brush or pen is employed.

Most of the folk of Calenardhon, though happy, are virtually illiterate and can recognize only the simplest words and numbers, those they might need for uncomplicated transactions. For this reason, scribes are often employed to read and write contracts; to simplify matters, a great deal of business is conducted on the basis of personal agreements ("verbal contracts", if you will).

5.6 RELIGION AND THE CALENDAR

The King's Reckoning is used in Calenardhon to keep track of the days, months and years. The names of the months are Narvinyë, Nénimë, Súlimë, Vîressë, Lôlessë, Nárië, Cermië, Urimë, Yavannië, Narquelië, Hisimë, and Ringarë. All but two months are 30 days long. There are three intercalary days placed outside the months as follows: Yestarë, the first day of the year; Loendë, Midsummer's Day; and Mettarë, the last day of the year. These three days are holy days and holidays. The names of the days of the week are Elenya, Anarya, Isilya, Aldëa, Menelya, Eärenya, and Valanya; they are named, respectively, after the Stars, the Sun, the Moon, the White Tree, the Heavens, the Sea, and the Valar (or the Powers). The names of the seasons are Tuilë (spring); Lairë (summer); Yávië and Quellë are roughly equivalent to autumn; and Hrivë and Coirë correspond to winter.

Like all the Faithful, the people of Calenardhon worship Eru Iluvatar, the father of the world, who by his thought has made all things that are; they revere the Valar also, but they do not worship them. The faith of Calenardhrons is a quiet, living faith. Certain days of the year are sacred; Eru is worshipped with garlands of flowers at the Erukyermë (beginning of

the springtime); with fruits and quiet songs at the midsummer festival of Eruhaitalë; and after the harvest with an offering of grain at the Eruhantalë. The first and last days of the year are also holy days.

At all of these celebrations, Eru, a living god whose thought is manifest in all that forms part of the world, is worshipped out of doors. People dress in white (garlanded sometimes with flowers) and walk in serene silence to a place of great natural beauty to observe, contemplate, and celebrate the delight of Eru's world and their own place in it. A daily observance is made, usually on an individual basis, in much the same way during the twilight periods of *minuial* (just before sunrise) and *aduial* (at the first sign of starlight).

The faith of Calenardhrons, and of all Gondorians who do not suffer from an excess of pride, is one of the things that sets them apart from all lesser men; some say it is the source of the clear light like that of the stars that sparkles in their eyes.

5.61 PILGRIMAGES

Like all the Dúnedain who have escaped the wreck of Númenor, the folk of Calenardhon have always considered themselves to be an exiled people. Because they live such a long way from the coast, now and then an overwhelming longing to look on the sea seizes them, and at such times, they set out on a pilgrimage to the Southern Provinces. People also go on organized pilgrimages in groups; the White Tree at Minas Anor is a favored destination. A trip South is accounted wasted in some basic way, if it does not include at least a visit to the shore. The sea-longing is hard to overcome. Some Calenardhon travelers are content merely to see the surge of the waves; others seek a bit of voyaging or fishing. Others never come home to the wide green land beyond the mountains, for the sea-longing has claimed them.

5.7 ARCHITECTURE

The men of Calenardhon love to build with stone; trees are especially scarce in the meadow lands, where they have to be planted and carefully nurtured for years; so folk fell them to build houses only when no other building material is available. The marble and limestone they quarry in the mountains are superb. Calenardhrons build substantial houses with separate bedrooms and kitchens; an interior courtyard is the center of the home. Villages were built first in the Eastfold, which grew to be fairly populous; there where a happy conjunction of trading opportunities and agriculture combined with the protection offered by a nearby fortress, and some villages blossomed into towns. One, Calmirië, became a city.

5.8 THE CHIEF TOWNS

There are four chief towns in Calenardhon: Calmirië, Dunlostir, Onodrith, and Tir-Anduin. Calmirië, which means "green jewel," is the principal town of the Eastfold and the administrative capital of the entire province. Many important business negotiations and manufacturing activities take place there, and the citizens of Calmirië take pride in being more sophisticated than the rest of the province. Dunlostir ("western fortress") is a farming community. Grain is the principal crop, but cattle are also raised. Successful farmers, the folk of Dunlostir are friendly, hard-working, and (according to the people of Calmirië) a bit provincial and dull.

The town of Onodrith sprang up near the fort that stands guard over the fords of the River Onodlo. Small flat-bottomed boats navigate the Onodlo below this point; most of Calenardhon's grain and a great deal of raw wool goes down the river on these sturdy vessels. Tir-Anduin originated as a wild frontier town at the South Undeeps; though it grew in size, it never has become completely civilized. It is an important trading center for all the goods coming down the Anduin, a great deal of which are shipped elsewhere from this point. Most of the trade coming out of Rhovanion passes through Tir-Anduin as well.

5.81 CALMIRIË

Calmirië is the principal town of the Eastfold, and, under Gondor's rule, of all Calenardhon. A beautiful but small city, it is located on a low hill on the north side of the mouth of a great round bay enclosed by the steep flanks of the White Mountains. This circular valley is the principal collection point for the herds of cattle that are driven from Calmirië down to Osgiliath and the southern provinces. Many of Calmirië's folk participate in the cattle trade as dealers or drovers; some have become rich. The town is also preeminent in the corn trade; about a third of the total tonnage shipped is sent down overland on wagons; the other two-thirds go down the Onodlo on river boats. The merchants and corn-factors of Calmirië tightly control this trade.

Calmirië is also a principal stopping-off point for travelers headed to or coming up from Gondor. The travelers and merchants support many inns of varying quality.

The fortress of Calmirië is perched up on an eminence of marble several hundred feet above the town. The Great West Road, which is three miles away, can be scanned from this height. The fortress has marble walls twenty feet high protected by turrets and battlements. A steep path leads up to it from the town.

As a rule, travelers are greeted by runners outside the gates of the town. The portal itself is in the shape of a white marble arch surmounted by a cunning likeness of the Irensaga (whose snow-tipped peak can be seen rising through the clear blue air above the fortress). For a fee the runners greeting travelers extol the virtues of various inns.

Upon admittance by the guard (three soldiers and a sergeant) one proceeds up a long avenue lined with fountains and walled on each side by the dwellings of the richest merchants (whose households are thus well-positioned to make the best of any business that comes into town). The avenue of fountains — along which each fixture is seemingly more beautiful than the last — continues up a slight hill so that the fountains, seen from the gates of the town, appear to extend in one long unbroken progression to the central market square. The large fountain in the middle of the market wells up out of a central pillar of black stone; as one approaches it dissolves through the mist into a likeness of the Dwimorberg, a haunted mountain. Water cascades down the sides of the fountain in many bright sparkling streams.

The weaver's quarter, which stands beside this magnificent central fountain, climbs the flanks of the mountain toward the fortress. Put simply, wool goes up and cloth comes down. The trade in wool and finished cloth takes place inside the city. Cattle merchants haggle with each other and with hired drovers both in the market place and in the various inns and taverns around the great square; however no herds of cattle are allowed within the city walls.

The municipal granary, which stands near the central square, is of considerable size; the nature of the trade in corn, however, requires merchants to control it while it moves. The merchants pay the growers and are themselves paid when the King's granaries in Gondor receive the grain.

The avenue of wainwrights leads out from the central square along the base of the mountain; this road passes through a grove of good timber just outside the city.

Calmirië is built primarily of local limestone quarried in a mountain valley several miles away. To reach the quarries, one goes out along the avenue of wainwrights, passes the unguarded city gate there, and then continues through the hardwood forests which stand on the flanks of the mountain. The road, which is cobbled, follows the contours of the mountain, and is nowhere steep; it rises slightly as it approaches the narrow mouth of the valley. A good sized stream, the Whiteflood issues from the mouth of the valley and tumbles through the forests to the plain below in a series of pools and waterfalls. As one nears the mouth of the valley, a persistent rumbling fills the air; this thundering emanates from the flour mill, set far back in the valley where the Whiteflood has been dammed.

To enter the valley, one passes through a defile, just wide enough for the road and the stream, and after that the valley widens out considerably. The quarries are located in cliffs to the right. The stone is split out the cliffs in blocks and slabs with wooden wedges. The local flour mill, a large limestone building half a mile away, fills the entire valley with its reverberating clatter.

The town's water supply is carried down to the fountains by an underground aqueduct. The fortress, on a higher elevation, has its own spring.

Marble used primarily for decoration is quarried on the other side of the town beyond the fortress (where several large outcroppings stand) at no great distance from the town. The deposits are not, however of such fine appearance that they have any commercial importance beyond the confines of the province.

The wainwrights of Calmirië busy themselves building strong wagons to transport grain and cloth to Gondor. These wagons are sometimes driven down to Gondor fully-loaded and then sold; they bring a good price and are well-known for their sturdiness. Alternatively, the wagons may return laden down with a cargo of salt, dye-stuffs, or bow staves.

The King's Armory in Calenardhon, located within the fortress of Calmirië, manufactures longbows and composite bows; the bows are offered for sale locally, and the remainder are shipped down to Gondor.

The women of Calmirië are well-known for their embroidery; their tapestries commonly depict forest scenes and mountain views. The colored yarn used in these tapestries is dyed in the town. Some of the dye-stuffs are imported from Gondor; others come out of the Rhovanion. One or two of the colors, especially a good rich green, are derived from local materials. The production of woolen cloth, a cottage industry throughout the Eastfold, is centralized in Calmirië; looms are also constructed there.

Women control the trade in finished cloth, embroidery, and tapestries. They also own several of the town's best inns. They are expected to marry and bear children, but no laws require them to do so.

5.811 DIET

The people of Calmirië enjoy an excellent, plentiful supply of a wide variety of raw foods, from which they prepare simple but tasty dishes. They eat well but not ostentatiously and use the abundant supply of "raw materials" to create foods that nourish the body and sustain the mind.

Small dinner parties in Calmirië are quite rare. Generally, the entire household eats together in the dining hall at several tables. Food is carried to the tables on big metal platters and eaten from shallow metal or pottery bowls. Spoons of different sizes and knives, together with one's fingers, are the principal eating utensils. Forks are unknown at the table; large two-tined forks, however, are used in the kitchen. Wheat bread is served at every meal. Oat cakes baked in ashes, served with honey, are popular at breakfast, as is a *hoiled* porridge made from oats. Porridge is usually served with cream and honey. During the winter, mulled cider, wine, and ale are served as hot beverages.

5.812 FAIRS AND MARKET DAYS

Elenya and Menelya are the two chief market days each week; many people come from the surrounding countryside to sell their produce and purchase what they need in of supplies. On other days, the market is less busy but hardly vacant; some trade, especially in wild meats, poultry, and cream, is conducted on a daily basis. Shops that sell agricultural implements, rope, and harness are also open daily. A weapon shop and armory stands along the path to the fort; hunting spears, tucks, bows, and arrows can be purchased in town. On market days the town is bright and lively through the morning hours until mid-afternoon; during fairs, however, the entire town is filled with a lively hubbub all week long.

The Wool Fair

Shepherds — mostly from the Emnets and the Wold — bring in large quantities of raw unwashed wool. Most of the bales are purchased locally for fabrication into cloth or colored yarn, while the remainder is exported in an unfinished state. A great deal of unfinished wool goes down the Ent-wash on flat-bottomed boats. Cloth merchants from the southern provinces attend the wool fair; they buy bolts of cloth, embroidered blankets, yarn, and tapestries. Cloth merchants bring women's clothing from Osgiliath; dye merchants also attend the fair, and there is a lively trade in pot-herbs, healing herbs, and spices. Trading takes place entirely within the town, filling not just the central market square but also the avenue of fountains. Light crisp cakes baked with honey and covered with pulled cream are baked especially for this fair and delightedly consumed. Shepherds camp outside the town, amusing themselves with drinking bouts, musical competitions and barbecues. They also stage butting contests between prize rams.

The Horse Fair

Held outside the town at the peak of midsummer, the Horse Fair at Calmirië is a wild and rollicking occasion that features contests for outstanding archers, beer-drinking contests, and a daily horse race. Horse trading takes place between private parties and at all hours of the day and night in many odd locations; agents for the King's cavalry are among the chief purchasers. Harness, tack, and agricultural implements are bought and sold at this fair. At this time also contracts for the future sale of grain are often entered into between farmers and grain merchants. Asp-hunting parties are organized. All the inns are full and many people camp outside the town. People come from all over Calenardhon and from as far away as Minas Anor and Osgiliath to attend the Horse Fair: it is great fun.

There is a horse race every evening around five o'clock; the entry fee of two gold pieces is used for prize money: half of it goes to the winner of the big race at the end of the fair. Held in the plain below the town, a horse race from a village two miles away back to the gates of the town (crossing two streams) is the high point of each day. As many as fifty to eighty horses may be entered in each race. Mares are raced (in separate classes) on the penultimate day of the fair. Horses who have placed well (1st through 8th positions) during the first five days of racing are invited to compete in the big race on the last day of the fair; prize money put up by the inn-keepers of Calmirië, who easily make it up by charging higher prices during the fair, makes the winner a wealthy man. This added prize varies from year to year but is never less than 100 gold pieces. As a prelude to the big event, a cart race for the farmers is held. The whole town turns out for the big race, and there is heavy betting on the side. Owners often ride their own horses.

Archery butts are situated on the east side of Calmirië. The standing archers shoot at wands the first three days and then at targets. The distance increases daily, beginning at thirty yards and increasing to eighty; shooting is done in groups of six. Only the winners advance to the next day's competition. They are allowed one arrow on the first day, two on the second, three on the third, and so on; on the last day of the fair they shoot six arrows. In the mounted contest, archers canter slowly down the firing line and shoot at each target in turn. The winner of the final contest in each category receives a silver horn, ten peacock-feathered arrows in a jeweled quiver, and a blanket specially embroidered by the ladies of the town, along with half the total entrance fees (one gold per man) as prize money (this usually amounts to around 100-150 gold, for the men of Calenardhon love to try their shooting against their fellows). The rest of the prize money is divided equally between the men who compete in the last round.

The Cattle Fair

In contrast to the Horse Fair, the cattle fair is businesslike and quiet, lasting about three weeks each autumn. Prices vary little from year to year, so speculation is unusual. Farmers drive their cattle into the great meadow below the town and sell the cattle to each other and to cattle merchants, who then arrange to have the herds driven down to Gondor. A large herd is purchased annually by the King's men for the Navy and the Army and sent away south in several installments. Smaller herds purchased for resale in the southlands set out every day; they vary in size from 100-300 animals. The route is not especially hazardous, and delays are uncommon.

Large quantities of grain change hands at this fair also; but unlike the sale of cattle (which are physically present in the meadow below Calmirië) sales of grain are made contingent on delivery to boat landings on the Entwash. The farmers are paid, however, in Calmirië.

Wagons and other agricultural equipment — plows, scythes, whetstones, flails, buckets, chains, harness, rope, cooking pots, cheese molds, jars and cider presses, to name only a few items — are also offered for sale at this fair. Many farmers bring their wives into town: the women purchase combs, bolts of woolen cloth or strips of embroidery, and butter molds.

5.82 DUNLOSTIR

Dunlostir is built out in the middle of the Westfold about 40 miles from the mountains. As one approaches Dunlostir it looks at first like a dark green island rising from a sea of earth; then one sees the gleam of its marble buildings and its granaries shining through the avenues and groves of trees that have been planted all around the city.

Originally a village, Dunlostir did not achieve any size or importance until the use of steel-tipped plows tamed the grasslands and brought many farmers to the rich lands of the Westfold. Then Dunlostir was built to satisfy the longing of the people for the groves of trees they love; dwellings are well spaced, and trees have been planted everywhere. The entire district is sort of an extended suburb. The folk of Dunlostir are farmers for the love of it; the richness of the deep black soil assures them that their toil is never plagued by fear of failure or the need to enter into exorbitant debt.

The people of Dunlostir take great delight in playing musical instruments and singing songs; they love to hear their neighbors making music. Their favorite instrument, the *hoomhawn*, similar in sound to the bassoon, is made from wild cattle horn; it has a deep rich tone. Many traditional songs are sung by groups of men and women at the new year festival.

There are many granaries and threshing floors in Dunlostir. The granaries, built of white marble, can be seen from a great distance. They have red terra-cotta roofs and are scattered throughout the city to help prevent troublesome infestations of mice and rats.

The women of Dunlostir keep cats for the same reason. Brewing beer and baking are two professions women are famous for. They are superb at both endeavors. Dunlostir beer is renowned as far away as Osgiliath.

Riding out through the fields and meadows to go hawking is a principal amusement; women carry lightweight crossbows on these excursions. The children of Dunlostir use crossbows to hunt rats.

Water is raised from deep marble-lined wells. Rain water is collected in stone cisterns to supplement the water supply of the town.

The nearest sizeable fort (on the Great West Road) is twenty-five miles away; Dunlostir has no real strategic value, and it is not on the main road. Most visitors are corn merchants; cloth merchants come too, after the wool fair in Calmirië. The small garrison in the town (18-30 men and a captain) is supported entirely by local levies and acts like a force of constables.

The women of Dunlostir are often very beautiful, although this is a fact known to few outside of town — the women rarely travel. In fact they tend to remain indoors. Dunlostir women have long dark hair and eyes as blue as spring sky in Calenardhon.

5.83 ONODRITH

Onodrit is built a little bit downstream from the fords of the Onodlo, where the river gathers in its channel once again. There are houses and landings on both sides of the river, and depots where grain, wool, and hides are stored. The real life of the town, however, takes place on the river itself. Many people just live on their boats. Canoes dart here and there across the river, for watermen are fond of visiting, picnicking and fishing. They live on their boats because they like doing so, and they love above all things the river, the sweet, gently-flowing Onodlo, whose waters do not fail and rarely flood.

The river has cut its way through topsoil to the bedrock; its banks are four or five feet high. Many trees line the river banks, and those trees, combined with the high banks, combined to give a feeling that life on the water is serenely shut off from the world.

In depots on the river banks grain is loaded into sacks. Stone stairs lead down to wharves. Empty sacks are often returned on boats coming up from Osgiliath. Many of the dwellings on the river banks in Onodrit are made of wood; building stone must be carried from the White Mountains in carts and is more expensive than timber, which is carried overland by ox-cart from the forests on the lower slopes of the White Mountains. Willow trees and sycamores that grow along the river are not suitable for building houses; boats are usually constructed of larch wood imported from the mountains.

For about three miles below town, the river, flowing over rock ledges, is wide and lazy. After that it does narrow and deepen. Grain is carried down the Onodlo until the winter ice makes the trip impossible; traffic is resumed in the spring. In mild years travel goes on all year.

A great deal of grain is carried down to Osgiliath on flat-bottomed plank boats 30-35 feet long and about six to eight feet wide. The prows are blunt to make it easier to get the boats off a mudbank; sterns are high and rounded, with a big curved poop to take the sweep. A tent can be set up in the stern for protection from the weather, though some boats are equipped with wooden cabins. Two men can pole a boat upstream if there is no cargo, which is often the case; it takes two more to pole the boats upstream when they are loaded. Grain or wool is poled down to the Anduin; once in the great river it is easy to float down to Osgiliath. Sweeps and oars are used to propel the boats back up to the confluence with the Onodlo; from there the boats are poled upstream. Oars are required here and there where the river is swift. The King, by dredging, keeps one channel of the Onodlo clear through the fens.

The trip down the Onodlo to the Anduin usually takes a week or ten days; from there, two days and nights brings one to Osgiliath. The return trip requires about three weeks. Boats will carry passengers for a small fee if there is room; often the boatman's family takes up all of the passenger space. Boats commonly carry a red running lamp on the stern going down and two green lamps on the return trip. These lamps can be seen from the grasslands above the banks of the river at night.

5.84 TIR-ANDUIN

Tir-Anduin straddles the South Undeeps. Located on a major East-West trading route at the principal crossing of the Anduin, Tir-Anduin is a wild and unruly town; diverse peoples meet and mingle on the outskirts of the city to trade. The big stone fortress overlooking the river crossings is about four miles away to the South, where the last bleak hills of the Emyr Muil come down to the river. Tir-Anduin has a considerable garrison of its own; the soldiers, however, do not patrol the Rhovanian side of the river.

Tir-Anduin is actually two towns rolled into one: on the west bank of the river stand the big stone houses and trading depots of the merchants. On the east bank is a sprawling, brawling tent city inhabited by wild and half-wild barbarians and nomads who have often come long distances to trade their goods and buy Gondorian products. The tent city is an enormous trading bazaar in which almost anything can be sold or purchased. There is a considerable trade in amber and in amber jewelry brought in from the Sea of Rhûn. Green asp glands command a respectable price. There are many weapons shops; steel weapons and armor can be purchased here.

Taverns and inns, usually of a low quality, abound. You can get anything in Tir-Anduin — for a price — but what you usually get is trouble. Here, trading caravans are organized for the journey out East through Rhovanion to the Sea of Rhûn. Traders bound South into Gondor have three choices: they can trek overland through Calenardhon until they link up with the Great West Road; they can go down the Onodlo on boats after a two-day journey through The Wold; or they can continue down the Anduin, portaging around the falls at Rauros.

5.9 TRANSPORTATION

Like the folk of Núrnencor before their hearts turned to the Sea, the people dwelling in green Calenardhon take delight in riding horses. Oxen are the main beasts of burden and draw plows and wagons; horses are reserved for personal transportation. Lack of metal springs has hindered the development of comfortable carriages, but goods are transported overland in four-wheeled wagons drawn by teams of oxen. In addition to the traffic overland, a great deal of grain and wool is sent down the Onodloon flat-bottomed boats.

5.91 THE GREAT WEST ROAD

The Great West Road traverses the length of Calenardhon from the Fords of Isen to the Mering Stream, skirting the White Mountains and avoiding, wherever possible, the foothills. In Calenardhon, the road is cobbled; trees have been planted on both sides of the road to shade the travelers and to beautify the way. Oak and beech are the principal shade trees. They grow to enormous sizes. Between these larger trees the King has ordered fruit trees of different kinds and flowering trees and shrubs to be planted, so that travellers might look on their blossoming and find the way less wearying, and so that there might be refreshment near at hand. A wide strip of grassland (¼ mile) has been left on each side of the road so that travelers might easily find pasture for their horses and oxen. Groves of trees have been planted near the road at long intervals to shelter any travelers who might wish to camp outdoors.

Inns along the road are of two kinds: small inns run by farmers as part of their household, and larger, more commercial establishments, usually found in villages. All are friendly, hospitable places to stop for a night, or for several nights, and there are enough of them along the road that — except at certain seasons of the year (for example, just before and after one of the big fairs in Calmirië) — all travellers who wish to do so may bed down indoors. The larger inns are posting stations for the King's couriers; one can often find a change of horses there.

The forts that keep the traffic safe are spaced so that there is always at least a small garrison of soldiers within half a dozen miles of any point on the road. The King's men also ride along the road in pairs, assisting travelers as need be. These men wear a livery of green and silver. There is a larger garrison of at least 50-100 men in a stone fort every fifty to sixty miles. The big forts always have a village and an inn or two nearby.

5.92 OTHER ROADS

The Great West Road is generally cobbled; other roads are not, except for short distances where the ground is boggy. Calenardhon's other principal road leads from the South Undeeps to the fords of the Onodloo; and from there it meets the Great West Road where the road crosses the Snowbourn. A side road, little used except by local traffic and carters carrying grain, goes through the middle of the Westfold to Dunlostir and continues on to the Great West Road, linking up with it near Aglarond. All kinds of strange people from far away lands could travel the Great West Road and on the North Road that leads up to Tir-Anduin.

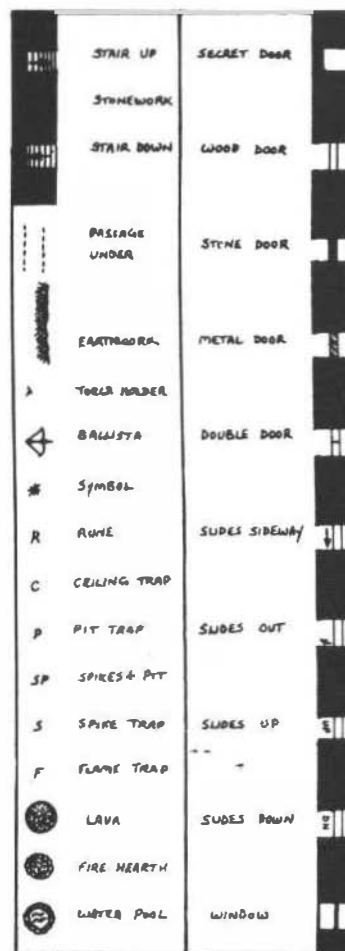
5.93 CARTS AND WAGONS

Carts and wagons, many of which are made in Calmirië, are pulled by oxen and used to transport grain, wool, hides and other overland freight. People rarely travel in the wagons; the ride is rough and jolting. Carters usually walk beside their carts or wagons. On long journeys, they sleep underneath them.

5.94 RIVER TRAFFIC ON THE ONODLO

It is relatively easy to book passage on a river boat bound to or from Osgiliath. One can also travel down-river by canoe. Traveling on the river is pleasant, except where it passes through the fens. The price of a passage varies with the season, although it is usually one silver piece for the trip downstream, and two for the return trip, unless the passenger is willing to row and pole (in which case he might ride for nothing). Above the town of Onodrieth the Onodloo is navigable by canoe all the way to Fangorn Forest except during very dry seasons.

KEY FOR OVERHEAD LAYOUTS (E.G. FLOORPLANS)



6.0 THE FORTRESSES OF CALENARDHON

There are three principal fortresses in Calenardhon: at Orthanc, Aglarond (the Hornburg), and Calmirië. Orthanc has a long history going back to the middle of the Second Age, when the Númenóreans built the citadel of Angrenost (Isengard) in the cauldron of an extinct volcano to protect Eriador from invasion by Sauron's forces. Aglarond on the other hand was built by the men of Gondor at the beginning of the Third Age after the War of the Last Alliance to secure a weak point in their western frontier at the Gap of Calenardhon. The King's fortress in Calmirië, built sometime around T.A. 450, functioned principally as an administrative center for the entire province.

6.1 ORTHANC AND ANGRENOST

At the end of the First Age, more than a century after the defeat of Elves and Men by the forces of Morgoth at the Nirnaeth Arnoediad (the Battle of Unnumbered Tears), the Host of Valinor came out of the West to assail Morgoth in his fortress of Thangorodrim in Angband. Of all men, only the Edain joined the Vanyar and the Noldor (Elves of Valinor) as the "Glorious Host" marched through Beleriand. The earth itself shook and was rent asunder as the armies clashed. Morgoth's forces were confounded; in despair, Morgoth sent forth for the first time his cruel winged dragons. Eärendil did battle with the greatest of the monsters: Ancalagon the Black, and slew him. Mortally wounded, the falling dragon crushed the huge towers of Thangorodrim. Morgoth sued for mercy, but the Valar thrust him through the Door of Night, into the Timeless Void beyond the Walls of the World. The Valar pardoned the Elves of Middle-earth and allowed them to return to Valinor, if they desired to go there. The Guardians rewarded the Edain for their courage in the War of Wrath by giving them an island realm, Númenor, which they raised out of the sea between Middle-earth and the Undying Lands.

6 Kém 6 rō 6 cāy 6 hām 6 pū 6
cāy 6 dē 6 pōy-

Unfortunately, many of Morgoth's evil servants survived the Wrath of the Valar, and remained obedient to Morgoth's will, which concentrated and employed the powers of Terror and Hate. The chief of these surviving evil servants was Sauron. Sauron did not sue for pardon in Aman, as Eönwë, the Herald of the Valar, required him to do; instead, he hid himself in Middle-earth, and at last chose Mordor for his permanent abode. There, behind the Ephel Dûath (Mountains of Shadow), Sauron raised the Dark Tower, Barad-dûr, from whence his servants issued forth to assert his dominion over the men remaining in Middle-earth.

Because they would not yield to him despite his many blandishments, Sauron purposed to destroy the Elves or at least to drive them from the shores of Middle-earth. Long did he gather evil forces in Mordor; then, bolstered by the power of the One Ring he had forged in Orodruin, he came up through the Gap of Calenardhon with a great host to assail the Elves in Eregion, and there triumphed over Celebrimbor, slaying him, and capturing the sixteen lesser rings. Victorious, Sauron then drove Elrond half-Elven northward before the armies of Mordor and pushed onward into Eriador. Gil-Galad, whose Elvish forces were few in number, fell back. Sauron then controlled almost all of Eriador and named himself "Lord of the Earth." The Elves were utterly defeated.

Then help came to the Elves from Númenor. Tar-Minastir the King sent out the great fleet and an army of the Dúnedain. They landed at the Grey Havens and after linking up with the Elves under Gil-Galad, pushed Sauron back beyond the Misty Mountains. To prevent future invasion of Eriador by the forces of evil, the Númenoreans built the citadel of Angrenost under the arms of Mehedras, the Last Peak of the Misty Mountains.

Sauron, who feared the power of Númenor, drew back, and did not openly oppose the Dúnedain at Angrenost, at Pelargir (built S.A. 2350), or at Umbar (fortified S.A. 2280). The power of the Dúnedain increased; over centuries their kings grew proud and cruel and they exacted exorbitant tribute from the lesser men of Middle-earth. The citadel of Angrenost in those years took on the aspect of an inland colony. The people there were traditionally friendly with the Elves. From Angrenost the Númenoreans exerted their power over a wide, but sparsely populated, territory on both sides of the River Isen down to the Sea; they controlled most of what was later Calenardhon up to the West bank of the Onodlo (R. Entwash), and some of the old Elvish domain of Eregion on the East bank of the Greyflood.

At last the Númenorean King Ar-Pharazôn sent a vast host against Sauron, and the Dark Lord, seeing that he could not hope to conquer the Dúnedain by force of arms, submitted to the King, and was taken back to Númenor a prisoner. Over many years, through deception and malicious cunning, Sauron gradually corrupted the King; until the Dúnedain forsook their old allegiance to the Elves and spoke out against the Valar. Overcome by pride, the Númenoreans raised a great fleet to invade the Undying Lands. The Valar laid down their Guardianship of Middle-earth, and Eru Himself caused the sea to open and swallow all of Númenor. The fleet of Ar-Pharazôn was utterly destroyed in the cataclysm. Thus the Downfall of the Númenoreans was Sauron's most guileful triumph.

Most of the garrison of Angrenost had sailed away with the fleet that invaded the Undying Lands; those who were left accepted the lordship of Elendil, who had survived the downfall, and of his heirs. Under Gondor, Angrenost became the chief communications link between the Northern Realm of Arnor and the Southern Kingdom. The Gondorians then carved the pinnacle of Orthanc out of a volcanic plug of natural black laen, the remainder of the core. In the center of the citadel they housed one of the *palantíri*, or seeing stones, they had brought with them from over the sea.

After Sauron's overthrow by Gil-Galad and Elendil in the War of the Last Alliance, the strategic value of Angrenost and Orthanc diminished because the citadel was on the wrong side of the River Isen; the men of Gondor built another fortress at the Aglarond to protect the western frontier of Calenardhon, which extended to the River Isen. The palantír at Orthanc was used for astronomical research as well as for communications; a garrison sufficient to guard it and to hold the gates of the fortress was quartered in the chambers of the ring-wall. This garrison also helped to protect the Fords of Isen.

6.11 GENERAL DESCRIPTION OF ANGRENOST (ISENGARD) AND ORTHANC

The citadel of Angrenost was built by the Númenoreans in a sheltered valley at the southern limits of the Misty Mountains. Its main purpose, originally, was to defend the Gap of Calenardhon and the Fords of Isen against attacks by Sauron's forces. An enormous fortification, Angrenost was designed to be entirely self-sufficient (so that it could withstand a siege of indefinite duration unsupported by any relieving force). Under Númenor's control, it took on some of the characteristics of a colonial city.

The garrison was so big and the fortress so well-constructed, that Sauron did not challenge its power directly until after the Downfall.

Carved of dark volcanic stone, the outer ring-wall was built by smoothing the rim of an extinct volcano. It encloses a level plain one mile in diameter. Exactly in the center of this plain the men of Gondor raised the impregnable tower of Orthanc.

6.12 THE OUTER WALL OF ANGRENOST

The ring-wall is more than one hundred feet high. Its outer surface is sheer; all cracks and fissures were filled in by the Númenoreans. The top of the wall is eighty feet wide; a level road runs around the circumference on top. The rim of the wall, though not crenelated, is raised into a lip about five feet above the surface of the road, sufficient to give the defenders ample protection. Embasures occur at regular intervals; guard towers are unnecessary because a good-sized army can camp on top of the walls in the event of an attack.

Delving directly into the volcanic rock, the Númenoreans built what amounted to an entire city within the base of the wall. There are quarters for an army there, with many halls and chambers, as well as stables, armories, and smithies. A tunnel two hundred feet long and thirty five feet high was cut through the ring-wall; this tunnel forms the sole commonly known entrance to the interior plain.

6.13 THE GATES AND THE TUNNEL

The iron gates of Angrenost are ponderous affairs which protect the entrance tunnel. They have been wrought so cunningly that they turn easily on their gigantic steel hinge posts. There is a set of these gates at each end of the tunnel. Both sets of gates can be sealed shut by steel bars. Huge blocks of stone set into the tunnel's roof can be dropped on any invaders who managed to penetrate the front gates.

The exterior gates are protected by huge watch towers a hundred feet high hewn out of the rock of the ring-wall. They are seamed with many narrow embrasures through which defensive weapons may be fired. A secret passageway lined with many traps leads out of the upper floor of each guard tower and eventually connects up with the guard room. These passageways are mined in such a way that they can collapse upon invaders with the pull of a lever.

Two massive steel portculli can be let down inside the tunnel, about fifty feet on each side of the guard room. Attackers trapped between the two portculli can be slain by arrows fired through embrasures. A winding stair on the left side of the tunnel (as one enters) leads up to the guard room. The guard room has several embrasures that open into the tunnel, a cooking hearth that also provides light and heat, and two separate storerooms for provisions.

The interior gates are protected by traps within the tunnel. Assuming that an enemy might somehow have been able to force a passage through the exterior gates, the tunnel, and the interior gates, he would find that two small fortifications set into the rock on either side of the interior gates enable the defenders to fire into the rear of his attacking troops as they press their assault. Behind two earthworks, one fifty yards from the gate and one fifty yards beyond that a large body of defenders can gather to slaughter the trapped invaders. To make certain of the conquest of the exterior fortifications, an attacker would then have had to subdue the defenders manning the many halls and chambers cut into the interior face of the wall; eight of these chambers are fortified sufficiently well to make taking them no easy matter.

6.14 THE INTERIOR PLAIN

The ring-wall encloses a flat circular plain one mile in diameter. Until Saruman's corruption by the Lord of Barad-dûr (circa T.A. 2851), the interior plain of Angrenost is a pleasant and beautiful place. Groves of fruitful trees and green meadows for the pasturing of sheep and cattle abound. A large spring-fed lake supplies the defenders with ample water; it is also stocked with fish that can be used to feed the defenders in the event of a siege. There are smaller springs and wells here and there in the plain. Eight roads radiate from the central tower to the fortified barracks in the ring-wall.

6.15 THE TOWER OF ORTHANC

The name Orthanc translates to "Mount Fang" in Elvish languages; by an odd coincidence, it means "Cunning Device" in the tongue later used by the riders of the Rohirrim. The tower itself is impregnable and all but indestructible (except by a force as powerful as the wrath of the Valar). Ents did all they could to destroy it during the War of the Ring, casting a terrible whirlwind of blocks of stone against it for hours, with little effect. The technology used to temper and harden the rock of Orthanc was probably also used to construct the white pillar and globe on the Cape of Umbar that commemorated Sauron's defeat by Ar-Pharazôn.

The tower of Orthanc stands more than five hundred feet high. Four massive many-sided piers of black rock jut up from the plain; each pier ends in a "fang" of rock whose edges are as sharp as a knife. The rock of the tower appears glossy and wet; the substance is in fact black *laen*, an extremely hard, glassy volcanic rock. The tower narrows toward the top; where the "fangs" began to thrust outward there is a small level space on top marked with symbols and runes of power. From this vantage point one can look far out over the plain below, and beyond to the Fords of Isen.

A steep flight of twenty-seven stone steps leads up to the front door, which is made of the same impenetrable stone as the rest of the tower. The door is on the eastern side of the tower, and is the only entry. Posed directly above the door is a balcony with a rail; the door leading out to the balcony is also made of black *laen*. Many small windows and embrasures are cut into the walls of the tower; they provide ventilation and let light into the interior.

The front door can be blocked, if necessary, by a huge slab of stone that slides down from the ceiling of the entrance hall. The hall itself is vast and cavernous; the domed ceiling rises more than 150 feet above the floor. A few windows are set high up in the walls, spaced evenly about the perimeter of the hall are four stairways which run from this level up the centers of the four great piers, all the way to the high platform. Thirty feet above the floor of the hall a balcony runs the perimeter, accessible via all four stairways. A door lets of this balcony onto the exterior balcony over the front door. Only one man at a time can pass up the stairs, so five or ten guards could easily hold the upper levels of the tower against an army.

The upper levels contain armories, treasuries, and stores of grain and other provisions. There are traps here and there, mostly on the stairs. The ten highest levels are devoted to an astronomical library. The palantir of Orthanc is situated high in the tower, two levels down from the roof.

6.16 THE PALANTÍR OF ORTHANC

*Tall ships and tall kings
Three times three
What brought they from the foundered land
Over the flowing sea?
Seven stars and seven stones
and one white tree.*

The seven stones referred to in this ancient rhyme are the palantíri, or "seeing stones." The name is Elvish and means "that which sees far away." The palantíri were given to Elendil by the Noldor as a token of friendship. They were made in the First Age, perhaps by Eänor himself, and can be used by persons with the proper extensive training to gain knowledge of far away events and times long past. Additionally, they have the power of communicating the "thought" of one user to another.

The palantir of Osgiliath, which is the master stone, can survey all of the others at once; the lesser stones, being somewhat smaller, are more limited in their usefulness. The lesser palantíri are set up at Minas Anor, Minas Ithil and Orthanc in Gondor; in Arnor, they are kept at Amon Sûl, Annúminas (by the shores of Lake Nenuial), and on the shore of the sea at Elostirion. They are closely guarded at all times and are kept shrouded by a special cover when not in use.

Undirected by a person of superior mental powers trained in their use, the stones throw up a confusing welter of images and haphazard visions or merely appear dark and blank. Though they can see through physical obstacles such as walls or mountains, they cannot see in the dark unless the place surveyed is lighted in some way. They do not transmit sounds, but rely on pictorial images and the transmission of mental impressions between users.

The palantir of Orthanc is a globe of dark crystalline material eight inches in diameter. It stands on a low circular table built of black marble on the volcanic stone of the tower itself. This circular table is graven with a map depicting the area of Middle-earth that falls within the stone's range. The palantir can "see" about five hundred miles; beyond that range, the images are too small to be useful.

The palantir can be lawfully used only by the heirs of Elendil and their duly authorized deputies. In Orthanc, it is the duty of the commander of the citadel to survey the stone at regular intervals (and also as circumstances might dictate), so that he may report to the King's ministers in Osgiliath what he has learned and what the situation is in the area of his responsibility. After the fall of Minas Ithil in 2002, the Stewards of Gondor, fearing that the Ithil stone might have come under Sauron's domination, refrained from using the other palantíri, and their existence became a secret hidden for almost a thousand years, until the end of the Third Age.

ORTHANC

The impregnable tower of Orthanc, fashioned by the Númenorean exiles of Gondor at the end of the Second Age, is one of the greatest architectural creations in all of Middle-earth. Over five hundred feet in height, the pinnacle is hewn out of a black adamantine substance rarely found in such quantity; and the arts by which it was carved and shaped have since been lost to all but a very few. The rock of the tower, a volcanic mineral known as *laen*, is absolutely black, and appears glossy and wet. In overall design, the tower of Orthanc is four huge conical piers of rock, fused together to form a single structure. Only near the very top do the tips of the piers flare out, forming four sharp and cruel spikes, stabbing upward into the heavens. After this overall form was achieved, the designers of Orthanc turned inward, carving out the interior of the mass as they saw fit. Running up the height of each of the piers is a "service shaft", which contains in its center a chimney, and either toilet facilities or a cistern network, depending which tower (two of each). Winding around this shaft is a stairway, so that each spike has a spiraling stair running from top to bottom — but in many cases the stairs do not run unbroken; and the unwary intruder could quite come to a dead end or possibly bypass levels, even the floor which he seeks. There are myriad windows cut through the walls of Orthanc, all narrow, but they are especially so near the bottom, and grow wider in the upper rooms, as they are completely inaccessible to attackers at that height. The windows are in deeply cut embrasures; most deep on the interior, with usually only small insets from the outside. Interior lighting in addition to that provided by the fireplaces is by many lamps of wrought iron with crystal faces. These are either mounted on the walls, as in the stairwells, halls, and some rooms, or in groups suspended from the ceiling. The lamps burn very cleanly, and are kept filled by the servants. Nearly all of the inside fixtures of the citadel are of an iron alloy, absolutely black, and unrusting. That is not to say that there are not rich furnishings of fine fabrics and woods; quite the contrary. But the overall feeling one gets while inside most of the areas of the tower — especially after Saruman has made it his abode — is one of dark, hard surfaces, endless echoes, and winding shadowed passages and stairs.

All interior doors in Orthanc, unless otherwise noted, are of polished dark oak, hinged and bound with straps of the same black, non-corroding iron, and equipped with locks which are Hard (-10) to pick. All of these doors are eight feet high at the apex of their gothic-arched top, and swing into the room which they serve. Each of these locks is different. However, there is one key, the Key of Orthanc, which has very unusual properties. Not only is it the only key to the main door of the tower, but it will act as a master key, operating any door in the tower. The master of Orthanc traditionally wears this key around his neck at all times. When Saruman controlled Orthanc, he kept the key himself. The other keys are distributed to the servants and guards as needed.



(The plans of the upper levels of Orthanc are found on the color insert in the center of this module. In addition there is a color cutaway view of the tower on the insert. When using the cutaway, keep in mind that certain architectural elements of the tower have been abstracted or removed to make areas more accessible for viewing. The solid areas between each floor are actually thicker than it appears in most cases; and correspondingly, the ceilings in many chambers are actually lower.)



GROUND LEVEL (One below entry)

1. **Guardroom.** Four garrison guards are posted in each at all times.
2. **Guard quarters.** Housing a total of 48 guards, who man the station in three shifts per day, all staggered.
3. **Armory.** Stocked with a vast array of regular, +5, and some +10 weapons: short swords, daggers, composite bows, shields, and leather and chain armor. The door to this room is of the stone of the tower; *laen*. Inset in the wall next to it is a square metal plate with a keyhole. The key is held by the captain of the guard; picking the lock would be Extremely Hard (-30).
4. **Toilet.**
5. **Cisterns.** Kept filled from the nearby lake by servants.
6. **Fireplace.** Smoke is vented out to the chimney in the center of the pier.
7. **Stairs.** Spiraling around the service cores, there are four stairways, but none of them extend unbroken from top to bottom; thus making access to all levels difficult for those unaccustomed to the layout of Orthanc.

LEVEL ONE

8. **Door.** The only (above ground) entry into Orihanic, it faces three east in the top of a wide flight of twenty-seven steps. The stairs are of the same material as the tower, and are flanked by an ornate railing of iron alloy. The door itself is fashioned of laen, stands ten feet high, and is four inches thick. It swings inward on strong hinges, and, in addition to a large deadbolt bar on the interior, it is equipped with lock which can only be opened by the Key of Orihanic or its Absurd (1-70) to pick. As an additional defense, a one foot thick slab of the stone can be lowered along a track just a few inches inside the door, which usually seals off the entryway. The slab can be lowered via a counterbalance mechanism, controlled by a lever in the small guardpost just above and flanking the door. The counterbalance can be disengaged, making the slab into a dead weight of several tons.
9. **Entry hall.** A cast chamber, seventy feet in diameter and over one hundred and fifty feet high.
10. **Guardposts.** Two very small rooms, slightly elevated above the entryway, with very narrow observation slits which look upon the stair landing just outside the door. One guard is posted in each at all times. The viewing slits are practically invisible from outside.
11. **Key room.** A small chamber, the walls of which are covered by iron rings, each with a rune symbol (the symbols being in a coded form used only in Orihanic) over it. On the pegs are hung the various keys to the chambers of Orihanic. The door to this room is locked — Extremely Hard (1-30) to pick — the key held by the garrison captain.
12. **Waiting chamber.** A comfortable room, with a fine circular rug in the center. Here minor dignitaries and other guests without special credentials await the convenience of the master of the tower. **Page work/ready room.** Here two of the eight pages usually retained at hand are kept as doorwards and are ready to answer callers to Orihanic during regular operation of the tower. Other pages on duty are normally engaged in message carrying chores to the perimeter ring, elsewhere in the tower, or to distant areas.
13. **Page quarters.** The pages of Orihanic share these rooms.
14. **Stairs.** Note that all four stairways access onto this level; but there is a door separating each stairwell from the hall.

LEVEL TWO

15. **Interior balcony.** Thirty feet above the floor level a laen balcony with an ornate iron rail runs the circumference, allowing access to the balcony above the door, as well as guest and servant quarters.
16. **Exterior balcony.** A small tongue of laen juts out of the side of the tower thirty feet above the front door. This is a small balcony, with an elaborate iron railing. Access to this balcony is via the inner walkway, through a small doorway, also of laen, and swing on strong alloy hinges. This door has a latch, inaccessible from the outside.
17. **Guest suites.** Quarters for guests of the tower. These rooms, while paneled in fine woods and well furnished, are not equal to the elite rooms found on level 7.
18. **Servant rooms.** Here reside the cooks, maids, valets, etc., who serve the guards and the guests who stay on this level.
19. **Dining room.** Serving the guests on this level.
20. **Kitchen/pantry.**
21. **Storage.** For linens, etc.

LEVEL THREE

22. **High Balcony/Main library stacks.** This upper balcony, with its iron alloy railing, also allows access to the main stacks of the library of Orihanic, which cover the outer wall area. The ceiling is domed, and in the center is a circular oculus, which leads via a shaft up to the floor of the research room above. The opening is closed at the top by a sheet of clear (transparent) laen. Topics of the books stored here include: extensive histories, western languages, literature, basic chemistry (alchemical texts are in a separate room), physics, astronomy, meteorology, geology, music and engineering (of the Nomenorans at their peak). Off of this balcony are several reading rooms; smaller libraries, which house more specific collections.
23. **Alchemic library.** Containing volumes on the various alchemical arts. Many of the tomes housed here in the later Third Age, after Saruman's occupation, were written by the White Wizard himself. Note that the stairway in this pier does *not* connect to level two; it only joins levels three and four. Thus, one cannot get directly from the lower balcony to the stairway. The door leading from the main library to the Alchemical library is kept locked. It is Extremely Hard (1-30) to pick.
23. **Language library.** (after Saruman's occupation). Contains texts of languages in the eastern regions. All written or brought by Saruman from the East. Kept locked. Very Hard (1-20) to open.
24. **Magical library.** Filled with not only books about magic and the ways of Essence, but volumes containing all of the commonly known spells in all three realms; as well as a book of spells created by Saruman. The stairway in this pier does not connect to this room; instead it bypasses this level as if it were not there, and spirals on up to level four. The door to this room from the balcony is locked. Extremely Hard (1-30) to open.
25. **General reading room.** Elegantly furnished with many comfortable chairs.
26. **Map room.** Filled with iron racks of maps, charts and atlases, covering most of Middle-earth.
27. **Librarian's office.**
28. **Librarian's quarters.** Comfortable, if not extensive rooms for the keeper of this library of Orihanic, and his assistant.
29. **Work room.** Where the Librarian and his assistant copy books, make and repair them.

LEVEL FOUR

30. **Research Area.** Used most extensively by Saruman in this capacity, it was formerly a meeting room. The room has many wood tables, most covered with complex chemical apparatus and canisters of chemicals. The tables are stained in many places, where apparently corrosive chemicals were spilled. In the center of the floor is a circular apse which is the upper opening of the light shaft from the library below. It is closed here by a sheet of transparent laen, flush with the rest of the floor. Note the reddish marble strips of inlay which run across the floor in many angles. They are actually part of a defense system for the room. Should anyone step on to the floor of the chamber without first saying "Let the stone not burn" in Sindarin, this will trigger the trap, which, after a five second time delay, will cause all the red marble floor areas to burst into flames. This will be created several walls of fire, rising almost to the ceiling. The walls will burn for ten minutes or until the key phrase is spoken.

31. **Storage.** The walls are lined with iron shelves, on which are stacked porcelain canisters of various chemicals, powdered and liquid. The jars are marked clearly, but in Umcaran, the technical language of Alchemists. Also in the room is a vast collection of chemical processing equipment: test tubes, flasks, etc. This room is kept locked. Very Hard (1-20) to pick.
32. **Spell research room.** Above the Alchemical library, the stair in this pier connects the two areas. It is in this spire that Saruman has done much of his research into the ways of magical items. Here also he has forged many items of power. Note the small forge near the fireplace. This area is separated from the main research areas by a locked door. Extremely Hard (1-30) to pick.
33. **Herb storage.** Here, stored very carefully in sealed glass jars and vials, is a vast collection of healing herbs and potions, both natural and synthetic. The door is kept locked, and is Very Hard (1-20) to open.
34. **General stores.** Small samples of various metallic elements, such as gold, lead, mercury, etc. (all in little boxes or other appropriate containers); and tanks of gaseous and liquid elements.

LEVEL FIVE

35. **Meat storeroom.** Smoked meats are hung from large hooks.
36. **Grain stores.** Sacks of grain are held on shelves.
37. **Wine stores.** On one side are the large casks of ale, and lesser wines. On the other wall, in an iron rack, rests a collection of very fine old (Dunwinton) wines. The door to this room is kept locked. Very Hard (1-20) to pick.
38. **Falsesciarn.** The truly — Extremely Hard (1-30) — perceptive would realize that this is actually a toilet/waste disposal pier, but others will not. This looks like one of the typical cisterns, except that the washbowl and pitcher are unusually beautiful, and in fact are of jewel-encrusted mithril. Obviously priceless. However, the floor in a three-foot radius in front of the pedestal holding the bowl, pitcher and cistern is a trap, which is Sheer Folly (1-50) to detect. When the unwary foot steps on this floor area, the trap is triggered, pivoting the entire section and tossing the luckless victim into the waste chute for this point, about 300 feet above the waste pits, but he must only roll the impact in half the height since he will fall only water. If he should successfully maneuver to 'dive', the fall will only be as 50 feet. However, he must then deal with the waste eater (see lower halls). After tossing the victim, the cistern revolves back to its original position.
39. **Stair.** Note that this stair begins again at this level, continuing up to connect to levels six and seven.
40. **Fruit stores.** Barrels of apples and other fruits, as well as butter, are kept here.
41. **Dumbwaiter.** A small elevator (suitable only for the transportation of banquets and other freight) accesses onto this level from the lower halls. (see Lower Halls).
42. **Paper storage.** Large quantities of paper of every type are held here: various stationeries, parchments, etc. There are even a number (50) of magic talismans, kept in a special locked case — Extremely Hard (1-30) to open. There are also several bound volumes of blank paper. In one cabinet in the wall are a collection of inks and pens.
43. **Fabric storeroom.** Dozens of bolts of every type of cloth are kept here on iron racks. Also stored in this chamber are the usual other sewing supplies.
44. **Uniforms.** A standard assortment of spare uniforms for the elite Orihanic guard and servants are stored in this room.
45. **Gold treasury.** The door to this chamber is of the same black laen as the lower itself, and is equipped with three locks, all Sheer Folly (1-50) to pick. The only keys to open this door besides the Key of Orihanic are held by the keeper of the Tower (there are three different keys). In addition, the door is fitted with a trap. If the locks are opened in the correct sequence (in order from the bottom up), the trap is disarmed. The trap itself is a 20th level Mentalism Rune of Blinding, which is etched upon a glass door five feet further down the corridor past this door towards the treasury. Thus, when this door is opened, the time door is exposed. All near this door when it is opened must resist or be blinded (in one hour per 10 percent failure). The trap itself should be treated as Sheer Folly (1-50) to detect and disarm as far as determining definitively which locks to open in which order (they could always do it right by accident). If the locks are all opened in the correct order, the laen door will slide up into the ceiling of the hall out of sight before the outer door can be opened. If the trap is not disarmed, and therefore those who can still see after viewing the door, to get through it they will have to shatter it or perform successfully an Absurd (7-10) operation, as this locked in place by several automatic bolts. It is relatively easy to break, however. Within the treasury are three chests: one emerald, 12,000 gp; the second (much smaller) holds 300 mithril pieces; the third a mix of 5000 gp and 12,000 sp. The windows into this treasury are only made of glass, and can be broken, or even opened from the outside if one can defeat the Very Hard (1-20) inches. However, if any of the embraures around any of the windows were touched, a trap is triggered, and the intruder is flipped violently out into space 300 feet in the air. An interesting feature, added by Saruman is a 'Dispel Trap' spell, triggered immediately after the trap each time it is set off. The spell cancels all spells, in any realm, within ten feet. Thus anyone with a fly spell is in deep trouble...
46. **Metals treasury.** Guarded by a laen door with but one lock; but this lock, in addition to being Sheer Folly (1-50) to pick, is linked to a cruel trap. It should be noted that if the group thinks to look, and will at least one Perception roll over 120, they will notice that there are a number of very tiny slits in the wall and ceiling for ten feet of corridor in front of this door. If the map is not disarmed — and it is Extremely Hard (1-30) to do so — all intruders standing (or flying, or whatever) in this ten foot stretch are subjected to a spray of vicious hurtling glass shards from the slits as a result, receive 1-10 "C" Slash critical strikes. In addition, however, if there is any weight on the ten foot section of corridor behind this section, a three foot thick section of the ceiling covering this entire area drops as a dustfall, delivering 1-10 "B" Crush criticals to all caught within. The ceiling is attached to cables, and after dropping, is automatically hauled back into position via a counterbalance after dropping. Within this vault are held a number of carefully packed crates of ingots, each of which weighs one half pound. (The values given for these materials are approximate, and can vary tremendously depending on what market they are sold in. Unusual items like laen and galvorn can only be sold at their true value to knowledgeable Engravers and Alchemists. Most people don't even know what they are, much less how to work them. Assume a standard of 1/4 ounce gold pieces. Total value of the element is given in parentheses). 60 ingots of clear — which can be chemically tinted — laen (30,000 gp); 100 ingots of gold (6,400 gp); 500 ingots of fine steel (1000 gp); 300 ingots of the iron alloy — could make — 15 weapons — (3000 gp); 10 ingots of galvorn — super hard, could make — 30 weapons — (100,000 gp); 4 ingots of regora; an ultra-rare, malleable golden metal which, in sufficient quantities, completely suppresses all Essence, Mentalism, and Channeling in proximity, including item functions (40,000 gp). Also here are a number of cases holding supplementary forging materials such as mercury, sand, etc.

47. **Jewel treasury.** The door to this vault is one of the usual wood type, except that the lock is Extremely Hard (-30) to pick, and there is, five feet before you get to the door, a portcullis of the iron alloy. This portcullis is very unusual in that, in the core of all the bars is a tiny thread of kregora. This material will effectively prevent anyone from using a "Long Drop" or other teleport type spell to bypass the barrier. Anyone attempting such will find themselves bounced backwards on their rear end, right where they started, and needing to roll on the "Spell Failure" table. There is a metal plate on the wall next to the portcullis, with a keyhole. It is a trap. Any tampering with the keyhole will result in the tamperer receiving a point blank Lightning bolt, x4 hits. The trap will deliver the Lightning bolt repeatedly, as many times as the idiot will fust with it. It is undisableable, because it is not meant to be disarmed. The portcullis is on a counterbalance and can be easily raised manually by simply lifting it, although it is Extremely Hard (-30) to discern this. The lock is there only as a trap. Within this room are a number of niches set in the walls, and in these are a dozen beautiful wood cases, filled with a variety of gems and jewels, cut and faceted. Total value of the entire collection is approximately 100,000 gp.
48. **Secret magic treasury.** The back of one of the niches in the jewel vault is false, though it is Extremely Hard (-30) to detect, even when one is specifically looking there. To open it, one simply pushes it straight back (it is fairly hard but anyone with average strength should manage). It slides back two inches, then grinds straight up into a pocket in the ceiling. Beyond is the secret vault of magic items. There are four mithril swords, two sets of mithril chain armor, a gaily ornate sword, two laen swords, a laen dagger, three staves, one of which casts fireballs, one firehelm, and one waterbombs. There is a ring which casts haste and invisibility on the wearer three times per day each; also a variety of other magical items. The composition of this hoard will vary depending on the time period; naturally after Saruman has moved in, the number of items would increase, as he created a great many.

LEVEL SIX

49. **Duty room.** In each of these guardrooms are stationed four elite garrison guards at all times, basically to control access to the upper levels. The stairs which do not end at this level are open to the duty rooms, so that no unwanted visitors may pass unnoticed.
50. **Stair.** Each of these stairways stops at this level. They resume on level seven.
51. **Servants' quarters.** Personal servants of the elite guard, special guests, and lord of the tower reside here.
52. **Kitchen.**
53. **Pantry.**
54. **Storage.** Here can be found stored all supplies of dry goods needed for service to the upper level quarters.
55. **Elite guard quarters.** In this room reside the most highly trained guards of the tower.
56. **Guard captain quarters.** The two shift captains live here.
57. **Keeper of the Tower's quarters.** This is the office and living area of the head of the garrison of all Orthanc and Bergand.

LEVEL SEVEN

58. **High drawing room.** A truly sumptuous chamber, very elegantly furnished, filled with a variety of priceless art objects some from fallen Númenor. The walls are paneled, and hung with tapestries.
59. **Grand dining room.** Complementing the drawing room, this chamber is also richly appointed. The huge black laen dining table, with seating for twenty, being the centerpiece.
60. **Secret passage.** Entry is gained from Saruman's quarters upstairs, via a secret stairway (see 68). This passage is equipped with a number of spy holes so that someone in the passage can see and hear the going on in either the drawing or dining rooms.
61. **Elite guest/aid quarters.** In these suites reside either the most favored guests of Orthanc, or, in some cases, special aides to the head of the tower (in his time, Gifina Wormongone stayed in suite).
62. **Stairs.** Note that this stairway, which starts at this level, bypasses both Saruman's quarters and the palantir level. It does not stop, but instead spirals up, via a closed stairway, to the roof access and up into the pinnacle. There are, of course, no vision, toilet facilities, or fireplaces at these levels.
63. **Stairs.** Note that this stairway ends at this level. It resumes at Saruman's level and proceeds to the roof, bypassing the palantir level.

LEVEL EIGHT

64. **Stairs.** Note that these stairs continue up through Saruman's quarters, bypassing (or so it would seem) the palantir level. In fact, however, there is a secret door off the stair, which is Sheer Folly (-50) to detect. The door is unopened, and opens with a strong shove; it is hinged on a special spring so that it slowly automatically closes. Once inside, one may lock the door using the three heavy deadbolts mounted on it. At the far end of a curving passage is a beautiful polished wood door, bound with straps of silver which are fastened with many fine rivets, and inlaid with golden rings which say, in Quenya: "Chamber of Seeing". The door is a trap. It does not open, and in fact stands in front of a 6" thick solid sheet of black laen fused to the frame. The door itself is but a thin layer of wood laminated over iron alloy. The latch on the door is the trigger for the trap; lifting it causes the door to swing open very quickly, slamming the luckless opener into the wall. As the door pops open, from every fine rivet on the door snaps a 6" long spike, so that in addition to an "E" Crush critical, the victim receives 2d10 "C" Puncture critical strikes. The door then slams shut again but the perceptive will see that beyond lies what looks like a black laen door (of course, it is only a fake door, but it can only be seen for a moment). To disarm the trap, one must successfully perform a Extremely Hard (-30) maneuver. The real entry to the palantir room is another secret door, twenty feet up the secret passage, also Sheer Folly (-50) to detect. The passage beyond this second secret door leads to a door which opens into the palantir chamber. The door into the chamber is secret from the room side, being hidden in the wall paneling. For details on the palantir room, see level nine.
65. **Saruman's quarters.** Easily the most luxurious suite in the entire complex, the bedroom alone takes up the entire central chamber. In the center of the room is a circular iron framework which encircles the large round bed. Above the bed is suspended a curious astrological device. It has many jeweled fittings, which at a word from the master, project an accurate, changing representation of the heavens on the domed ceiling. The object serves a second purpose: at another word of command, it becomes an alarm system. While it is activated, the moment any presence enters the room (with the exception of the presence in the bed area), it will burst into brilliant light and produce a loud gonglike sound until commanded to stop, again with the correct word. Also in this room are a number of Saruman's private journals, accounts of his travels in the East.

66. **Private dining room.**
67. **Ornate bathing area.**
68. **Secret door.** To secret passage on level seven, via a narrow stair. (see 60)
69. **Sitting room.**
70. **Wardrobe.** Holds a variety of robes and cloaks, as well as a number of disguises.
71. **Secret vault.** The wood bookcase, which is set into the wall, is actually the cover for a secret treasury. Sheer Folly (-50) to detect. Three of the books on the shelf are fakes (they are very dull titles, which wouldn't interest anyone: *Melanorhic Rocks in Northern Rhin*, *Silk Weaving Techniques of the House*, and *Eighteen Creative and Interesting Ways in Shear Sheep*) and need to be pulled out in the correct order, as listed here. The books only tip out about four inches, the bottom being hinged. The correct sequence activates the secret door, causing the book case to swing outward, revealing the vault door. If the books are pulled out in an incorrect sequence, the trap is triggered. The nature of the trap is this: One inch thick steel panels drop down across every doorway out of the chamber, sealing all exits. These plates kick into place and cannot be lifted until the trap has finished its grisly cycle, at which time they automatically rise and lock in place out of sight again. Then, the orb over the bed begins to spin, and several long blades sprout from its sides, so that it takes on the appearance of a giant spinning top. As the orb spins, it begins to swing around in a circle, and the cable on which it hangs slowly lengthens. Those who very quickly realize what is going on (like within one round, and then Extremely Hard maneuvers will have to be made), will throw themselves into the bed area, inside the iron grate. There they are safe. Anyone else, however, is in trouble. The orb spins and revolves about the bed very quickly, trapping everyone against the wall as they try to avoid the cruel spikes. Trying to leap to the bed (and safely) by jumping right after the orb passes is an Absurd (-70) maneuver now, as the orb has dropped down such a frame of the spikes are very near the floor, and is whirling fairly quickly. Oddly, it does not touch or damage any of the furnishings about the periphery of the room, but the vicious merciless whirling blades strike very close, so there is no shelter here. Then slowly the arc of the orb increases so that there is no escape... all in the room not safely in the bed suffer 1d10 "E" slash Critical Strikes AND 1d10 "E" Puncture Critical Strikes. Even for those flying into no hope, for the orb whirls faster and faster, until the spinning knives are almost grazing the ceiling. Even the cable by which the orb is suspended is a hazard; studded with myriad barbs which can slash even an armored man to ribbons. At last the orb, having completed its grisly task, rises back to its former position, and the blades retract. The steel panels rise, and the guards, who have been alerted, are at the ready to take prisoner any survivors. The cleaning crew is also on hand to mop up the mess.

At any rate, behind the bookcase is a vault, whose door is of the iron alloy, and looks like it should pull open, as indicated by the exposed hinges on the right side and the three locks and three knobs placed in a vertical row near the left side. Which knobs is the real one? None; they are all traps. In reality, the hinges are fake, and the door merely requires a stiff shove, and it will swing inward and open. It must be a stiff shove, however; slight bumps and taps will not dislodge it. This is all Sheer Folly (-50) to detect. The traps on the knobs are all Absurd (-70) to disarm (they're not meant to be disarmed, as they're not meant to be used). If either the top knob or lock is tampered with, the knob pops out three feet, delivering a +100 magic strike to the static target (the tamperer). If the middle knob and/or lock is manipulated, the frame of the knob pops off and a rain of ten poison (Acana) darts sprays into the target's face. Roll dagger +50 strikes for each; poison must be resisted for each critical delivered. Any darts that miss the primary target may strike persons behind him/her. The bottom knob is simply a dummy, and will spin freely if turned. The adjacent lock, if picked - Very Hard (-20) - will lock the door, although it seems that one is unlocking it. Beyond this troublesome barrier is the elite treasury of Saruman. Each of the items is held within its own fine mahogany box with a velvet padded interior. Some of the more interesting items are: ring of shell snaring, of gold with a clear gem, it will capture any spell cast as the wearer which fails to resist, fiftieth level. The spell is thus entrapped, and can be cast by the wearer at a time of his choosing. The ring can hold up to three spells at a time. Staff of Long Door, of gnarled oak, it will allow the holder to Long Door as far as 300 feet, once per day, by sinking the staff on the ground and indicating the desired direction and distance. Mirror of Visions Behind: A full length mirror on a stand, allowing it to tilt, it can be made to shrink to but four inches in height by simultaneously slipping the knob on the ends of the pivot. The mirror appears normal, until one stands before it and commands "let me see the past," and saying how many years in distance they desire (up to 5,000), the mirror will then fog over, and become transparent like a window, so that one will see the area behind the mirror, except that the show will be as the time requested. The mirror will operate for one hour per day, and will show up to three time periods in this duration. Stone of Stonefire: by all appearances a common rock, about the size of a fist, the stone, if cast upon a relatively level surface of stone, as the phrase "let there be Stonefire" is spoken, will cause 1000 square feet of stone floor about it to burn in 3d6 level high flames, delivering a "C" severity critical strike per round to everyone in the area. The fires last ten rounds, at which time they subside, and the rock may be retrieved. It can be re-used indefinitely, but can only cast the spell once per day. There are myriad other items here, too many to describe.

LEVEL NINE

72. **Stair.** Note that this is the only access to the palantir level, and even if level a secret way. One could very easily trek up any of the staircases and never be aware that there was a room there.
73. **Chamber of the palantir.** Paneled in beautiful oiled oak, and with a gracefully buttressed ceiling, the palantir room is one of the most elegant in all Orthanc. The only furnishings in the room are a large, throne-like chair, and the palantir table, hewn of the same black laen as the tower itself. Engraved in the surface of the table is an abstracted map of the surrounding lands in a 150 hundred mile radius (the palantir's effective range), with places of note marked by jeweled inlays. In the center of the table lies the palantir of Orthanc, about eight inches in diameter, resting in a slight depression in the table. For detailed commentary on the powers and use of a palantir, it is suggested that one read the section of that name in J.R.R. Tolkien's *Unfinished Tales*. The shroud for the palantir is kept on a secret panel in one of the wall sections, and is placed over the stone when it is not in use.

LEVEL TEN (THE ROOF)

74. All four stairways access onto the roof, and continue on up to very small observation rooms in the spikes of the piers. However, the doors out on to the roof are all of laen, and their locks are Sheer Folly (-50) to pick. One of the four stairs (the one on this level with toilet facilities) also is fitted with laen doors just above and below the level, so that that area can be sealed off, only accessible to the roof. On the floor of the roof itself, over five hundred feet above the plain of Isengard, are engraved many runes and symbols of power, including a Rune of Holding, which would prevent anyone from appearing on or departing the roof via magical means. It is with this rune that Saruman held Gandalf captive.

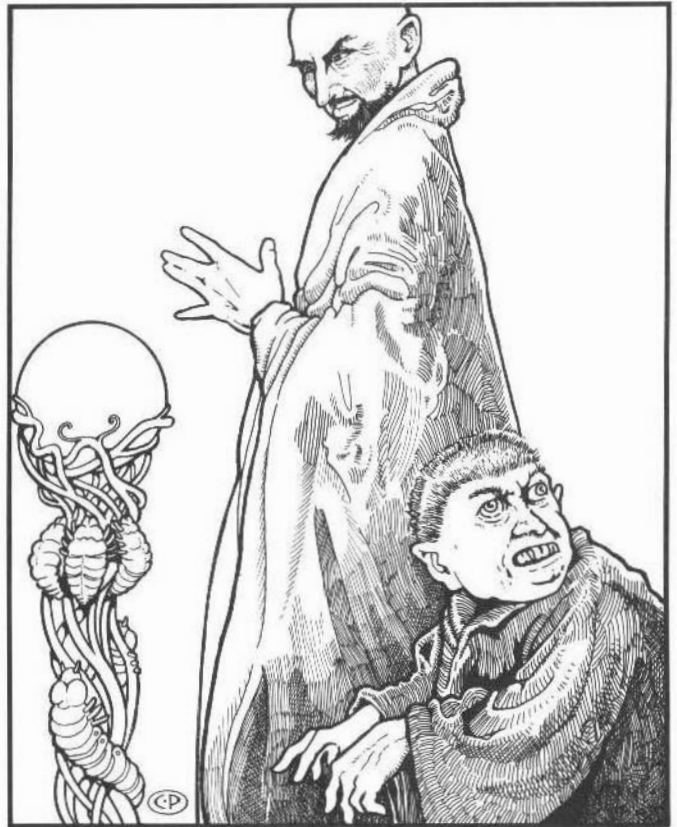
Saruman The White

Saruman the White, first of the Istari, is actually a tragic figure. Curunir he was in Valinor; one of the Maiar; chosen by the Vala Aulë to be one of the five to go to Middle-earth to attempt to inspire the Free Peoples to defy Sauron. Instead, as is well known, he fell from his high purpose and became a slave of the Dark Lord, whom he had pledged to work against.

In truth Saruman was very wise, and skilled with his hands; his alchemical expertise and knowledge was vast, gleaned from his long travels and research. He suffered from pride and jealousy, however, and circumstances did not help matters. When the wizards first came to Middle-earth, Cirdan gave Narya, the Elven ring of fire, to Gandalf. Of this Saruman was aware, and he grew jealous. He was selected head of the White Council: a group consisting of the Istari and members of the Eldar including Elrond and Galadriel; but much went on behind his back. As the Council's expert on Ring Lore, he delved deeply into the forging arts, and the lust for the One grew in him. It may be that the intense study of Evil and its ways was enough to corrupt Saruman; or it is possible that he was predisposed toward it by his very nature. It is interesting to note that all of the mentioned servants of Aulë, and even that Vala himself, are inclined toward pridefulness and impatience. Aulë could not wait for Eru to create the Peoples, so made the Dwarves alone and in secret. He repented his foolishness in the end, but the deed was done. The Dwarves themselves, though not evil, had a greedy and possessive disposition. Sauron, the Dark Lord of Mordor, was in his origins a Maia of Aulë.

At last, so great was Saruman's desire that he risked all, by advising the Council not to harass the Necromancer in Dol Guldur, who was suspected to be Sauron in disguise; himself hoping that the One Ring would reveal itself and that he could seize it. As his greed grew, his wisdom failed him. He turned Isengard into a miniature Mordor, as a child imitates a parent: Orthanc, powerful as it is, a pathetic shadow of the fortress of Barad-dûr. In the end Saruman chose to call himself Saruman the Many-colored, seeing white as but a beginning. Gandalf cast him from the Order for his treachery, and his power was broken with his staff.

Like all of the Istari, Saruman was forced to give up many of the powers normally granted to one of the Maiar when he agreed to travel to Middle-earth as an emissary of the Valar. He assumed a human form, that of an old man, wise in appearance, with a long face and high forehead, white hair and beard; although Saruman's hair was shot with black streaks about the mouth and temples. Saruman was the most powerful of the wizards when they arrived in Middle-earth, and probably remained so until but a few decades before the War of the Ring, when he lost much of his strength. Perhaps his decline was the result investing much of his power in items of his making, even as Sauron did with the One Ring; perhaps it was due to the mental strain of his unwilling subjugation to Sauron. Both are likely, and probably contributed to his overall decline. Saruman was under a tremendous strain during this period: tortured by the knowledge that the One Ring was about and on the verge of being found by the Dark Lord. It must have been truly irksome to him to know that his inferior, Gandalf the Grey, knew exactly where the Ring was, and refused to share that knowledge with him. In this light, Saruman's treatment of Gandalf, considering his mental state, was relatively civilized. By the time of the War of the Ring Saruman was but a pale shadow of his former self; few of his powers remained to him, except his voice.



PROFESSION:	Maiar)*	ST:	90	CO:	101
LEVEL:	(100) 80**	QU:	101	AG:	98
HITS:	200	EM:	102	SD:	75
MELEE BONUS:	+100	IN:	101	RE:	101
MISSILE BONUS:	(-28)	PR:	103	MF:	101
ARMOR TYPE:	12/120				
SPELL BONUS:	+40/-90 Lightning Bolt; +90 Fireball				
RACE:	Maia				
POWER POINTS:	(150 x 10) = 1500				

*Saruman's profession would best be described as Alchemist/Astrologer, as he has the skills to create powerful magical items, and his mental largeness and power of the Voice are abilities of the latter profession. In addition to all of the Base Astrologer and Alchemist lists, Saruman has mastered the Base Magician's Light and Fire lists, and several lists of minor spells on all three realms.

**The levels given here represent Saruman at the height of his power, probably just before he is ensnared by Sauron in TA3000. At the time of this module (1640) he is around (80) 40th level. By the War of the Ring, without his magical tools, his level has slipped to (50) 40th. The number in parenthesis is the *power* level, used mainly for the purpose of Resistance Rolls, and as a gauge of internal strength, rather than as a working level for calculation of skills, etc. Saruman's power level thus sank very low by the end, due to the necessity of pouring much of his strength into his artifacts.

MAGIC ITEMS

Staff: Wood, with a head of silver metal, several wrought, spiraling tendrils which hold a small sphere of ivory set; beautifully worked. This is the staff given to Saruman, as was one given to each of the Istari before they embarked to Middle-earth. It is a x10 HP multiplier, and in addition provides a continuous Protection True to the holder, adds 30 to his defense bonus, and a 20 to all spell rolls. In addition to power, the staff aids Saruman in his Alchemical operations as well. It is kept to Saruman and can be used by no other.

Ring: Forged by Saruman using his skills learned from Elven Ring lore. It is of *mithril*, with a single clear stone which quakes with many colors. Able to store ten spells at a time, it negates doubles the damage delivered by any of Saruman's fire attacks, and makes him virtually immune to fire and cold. It possesses other, more subtle powers of illusion and misdirection, and adds 20 to his defensive bonus.

Robes: an erstwhile white, Saruman's robe, after several minutes' study, is revealed as actually woven of threads of all colors, which shimmer and change with his every motion. By their nature they add 30 to Saruman's defense bonus.

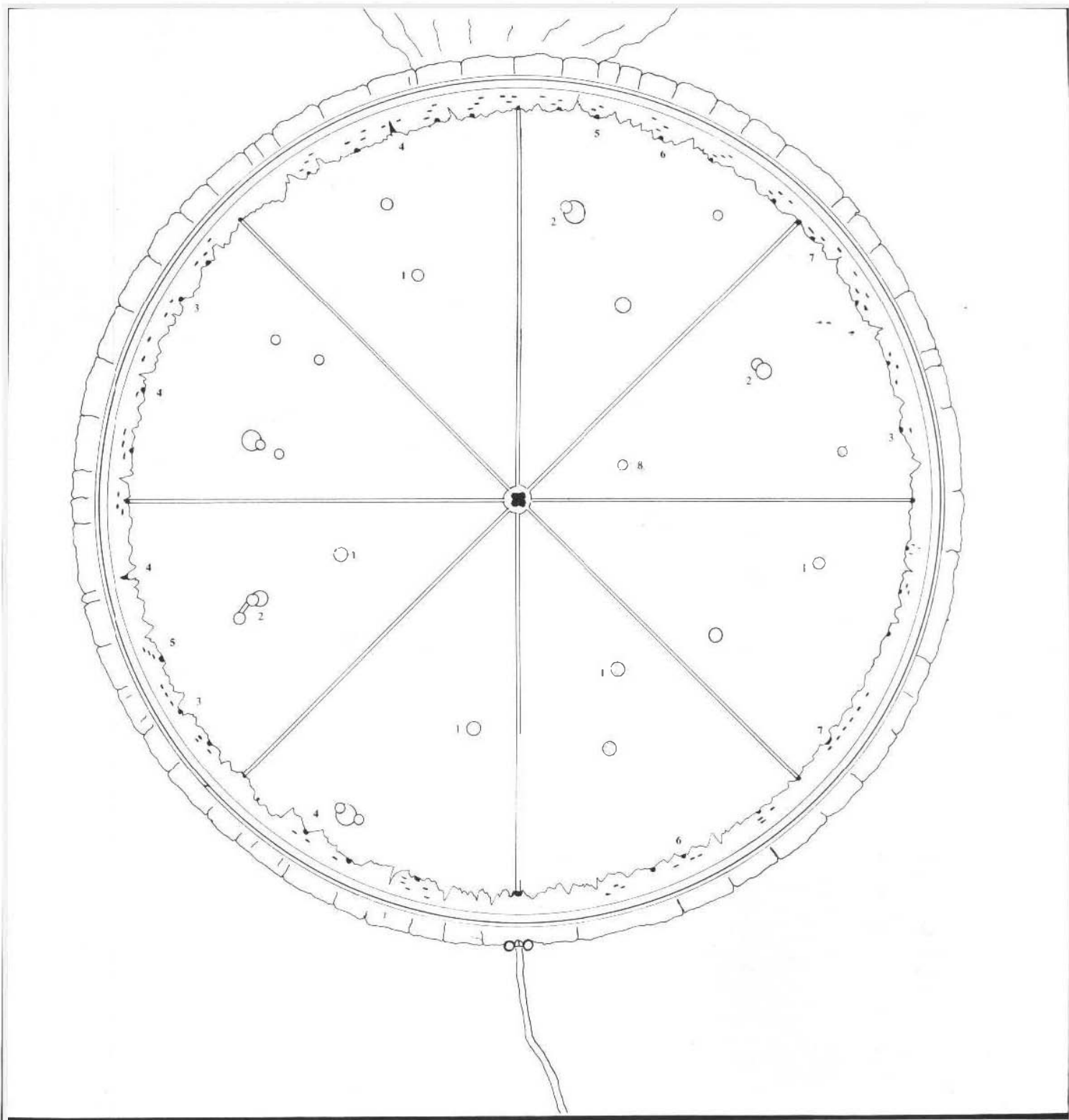
Sword: Mithril blade, +20 broadsword, Elven construction.



ISENGARD UNDER SARUMAN

Below is a plan of the ring of Isengard showing the locations of the principle installations as they were under the reign of Saruman the White. See the separate floorplans for details of these layouts. Note that many of the structures built under the plain have vents which lead up to the surface, allowing exhaust fumes to exit.

1. Forge
2. Smelter
3. Storage
4. Orc barracks
5. Armory
6. Warg stable
7. Dunlending barracks
8. Access ramp to underground storerooms



ANGRENOST

Angrenost (S. "Iron Fortress" later known as Isengard, meaning the same in the tongue of the Rohirrim) is an immense fortress, consisting of circular valley a mile in diameter, encircled by wall, originally the outer ring of an ancient volcano but smoothed and built up by the Númenorean refugees. In the center of the valley stands Orthanc, the "fanged height". All about (originally) stood fields and orchards, and a lake kept stocked with fish. The fortress was designed to be self-sufficient, and thus withstand an indefinite siege. Eight roads radiated from Orthanc to the wall, and all were lined with trees. After Saruman had settled here, however, he soon began to make alterations: the trees were cut down, those lining the roads were replaced with pillars of stone and metal. The lake was drained and pits were dug. The original underground works and storehouses were greatly expanded and upgraded; Saruman was equipping an army. The myriad vents out of these smithies and forges erupted from the once green and pleasant grassy fields. Soon the fumes had killed all plantlife in the ring.

The Perimeter Wall

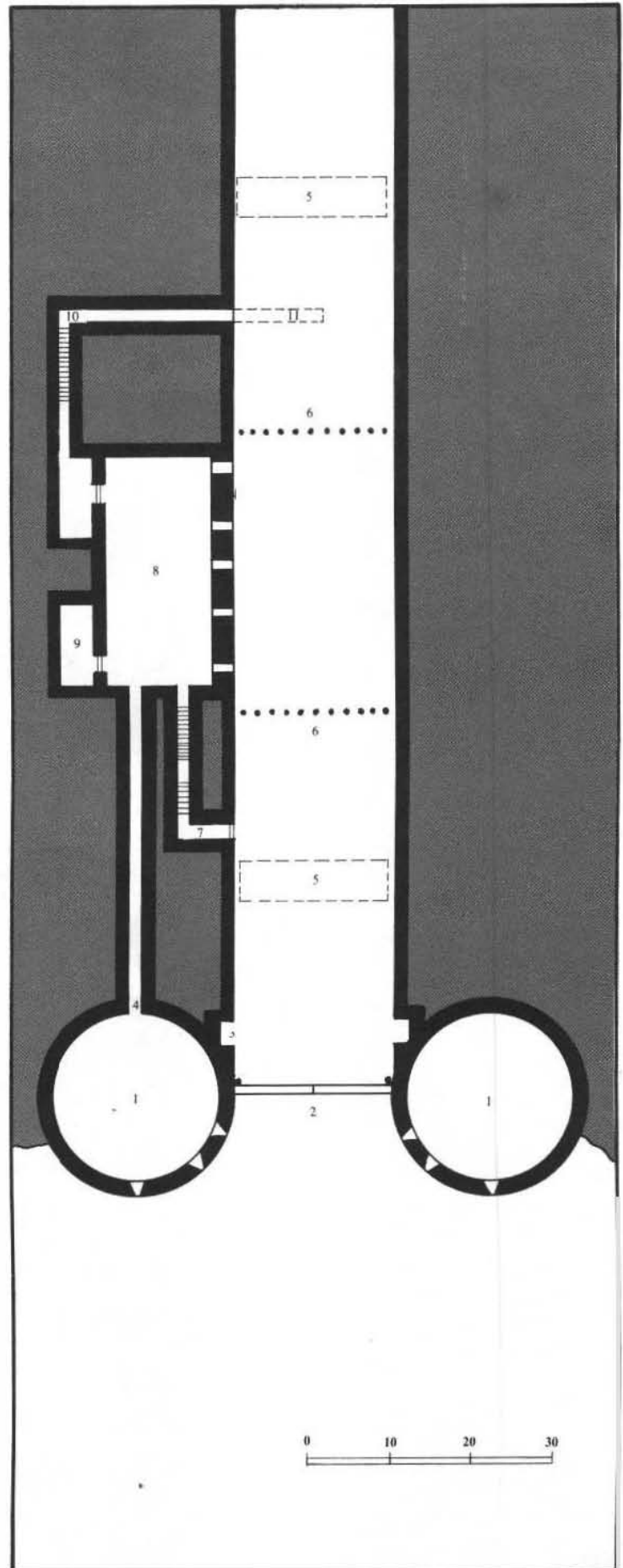
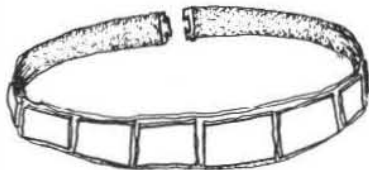
Over one hundred feet high, the perimeter wall of Isengard is one hundred feet high, and at the top is eighty feet wide, with a five foot wall running along the outer edge. The outside surface of the wall is absolutely smooth and sheer, and nearly vertical. Hewed into the strong rock of the wall itself, the builders constructed the barracks and support facilities for the entire garrison. Access could be gained to the rooms either through doors at the base of the wall, or via trapdoors set at regular intervals in the top of the wall itself.

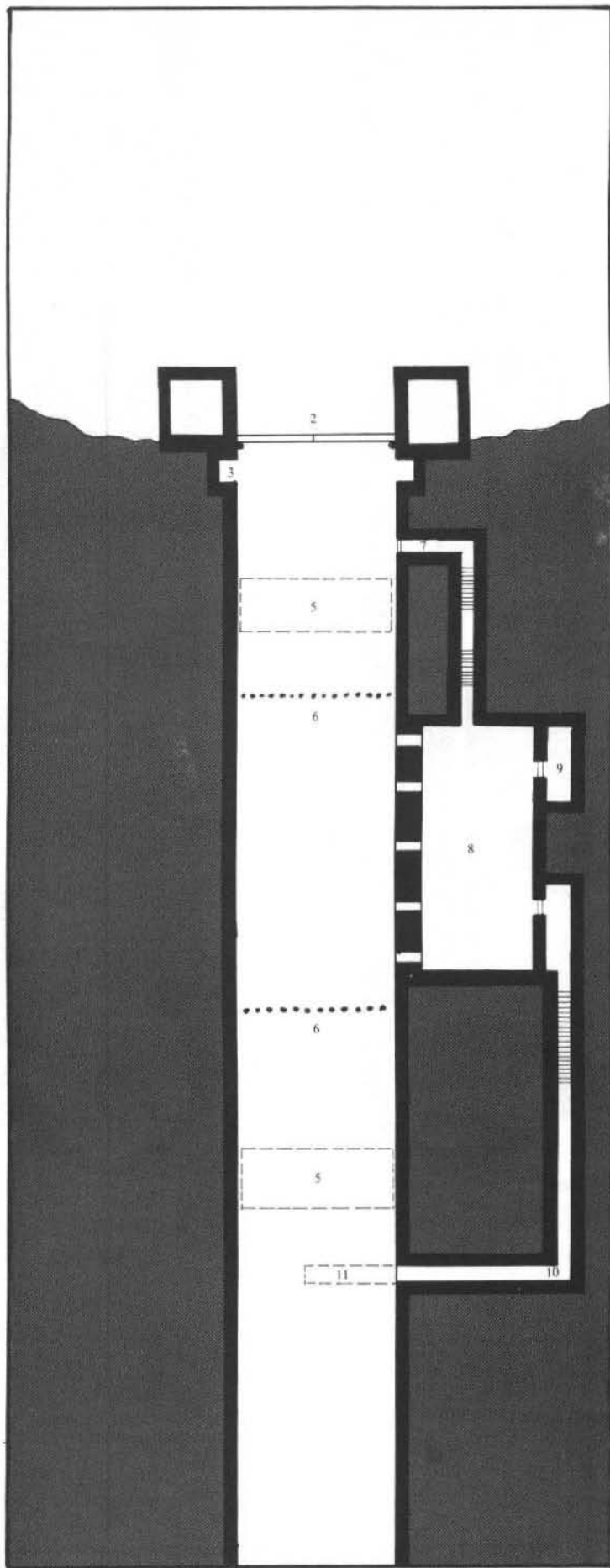
The Gates

The only commonly known entrance to Isengard (there are secret exits, but known to only a few, and accessible only to the one who holds the Key of Orthanc: they lead underground from beneath that tower and resurface miles from the citadel near the edge of Nan Curunir) is a tunnel in the ring wall, cut through it in the southern side. This passage is two hundred feet long and thirty five high, and has many defenses. On the outside, on either side of the door are tall towers extending out from the wall. They are also one hundred feet in height, and extend back to connect to the ring. Cut into their sides are many arrow slits, with iron shutters which can be closed and bolted from the inside at need. The only access into the towers is from within the wall itself. Barring the outer entrance to the tunnel are huge iron doors, hung on superbly set hinges, so that the doors can be swung open with very little effort. They are, however, strong and heavily reinforced; forged as they are of the iron alloy used in the tower of Orthanc. These doors, as with the identical doors at the far end of the tunnel, can be bolted shut, and there are strong bars which can be fitted across them and set into reinforced niches. In addition, there are numerous rooms and passages which honeycomb the rock about the tunnel, as described below.

THE ENTRY PASSAGE

1. Towers. Six stories high, they flank the gates.
2. Gates. Of iron alloy.
3. Stations. Duty area of the doorwards, who are ready to swing open the gates at the signal from observers in the towers.
4. Passage. Leads from the tower to an observation point above the tunnel. From this area the portcullis and deadfalls which can be dropped on invaders are controlled.
5. Deadfall. All caught underneath are subjected to 1-10" E" Severity Crush Critical hits.
6. Steel Portcullis.
7. Access to Guardroom.
8. Secret door. This door, leading from the passage to a stair, which in turn leads up to the main guardroom, can be locked via several strong bolts which are inaccessible from the tunnel.
9. Guardroom. Note firing slits.
10. Storerooms.
11. Passage. Connects through to the firing areas near the inner end of the tunnel.
12. Firing area. Equipped with heavy crossbows and spare bolts, as well as arrows, defenders in this area can fire on attackers who somehow reach the inner set of doors.





ORTHANC: LOWER HALLS

There are three main underground levels beneath Orthanc, where the deep foundations were delved out to form many halls. However, deeper still, over two hundred feet beneath the surface of the plain, lies a great cavern, where the toilets and garbage chutes open into a huge rank pool. In this pool resides a beast, the nature of which is not certain. Even how it got there is unclear. In any event, it lives on the garbage and waste there, and has grown. There is an exit, a natural vent which exits far away on the plain, but other than that — and the chutes themselves — there is no way in or out.



UNDERGROUND LEVELS

Some of these halls existed since the moulding of Orthanc, but Saruman greatly expanded the subterranean complex, increasing the number of forges and smelters. It is shown here, in part, as it is during the height of the White Wizard's power.

UNDERGROUND LEVEL ONE

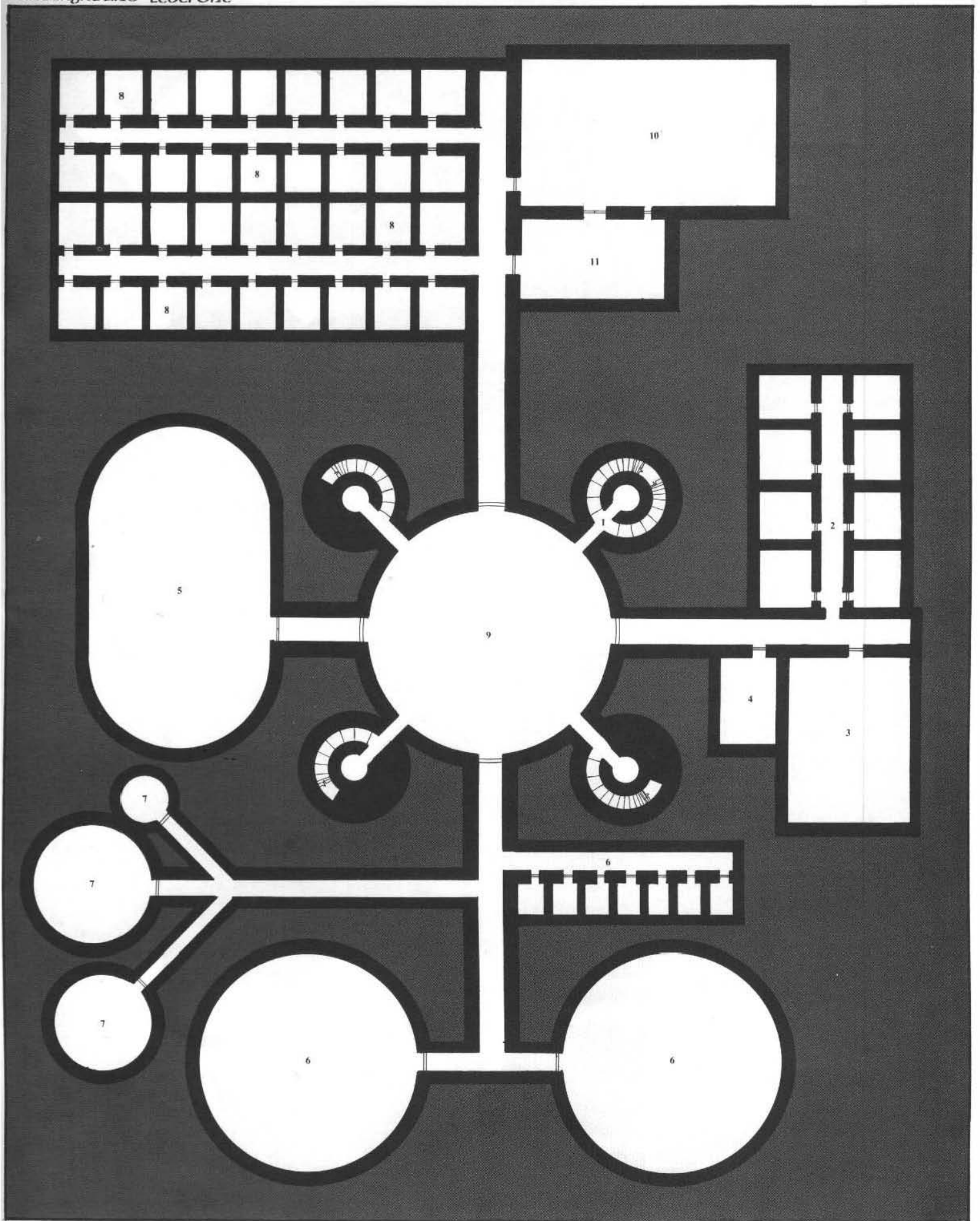
1. **Stairs.** This is the one stairway which descends from the bottom above ground level of Orthanc into the Underground complex. It is protected by a secret door at the above ground level, and a lock: Sheer Folly (1-50) to pick, unless one has the Key of Orthanc. It descends to this level, where the other three stairs resume, and all four stairs connect these levels.
2. **Quarters.** Of the Elite forging staff.
3. **Dining hall.**
4. **Kitchens.**
5. **Recreation area.**
6. **Prison Area.** This complex includes two large common rooms, with manacles on the walls to accommodate twenty persons in each, and several individual cells.
7. **Torture rooms.** These chambers are equipped with many instruments of persuasion, including some techniques Saruman learned in the East.
8. **Elite garrison quarters.** Housing members of the Orthanc garrison, consisting mostly of Dunlendings.
9. **Elite staging area.**
10. **Elite guard mess hall.**
11. **Kitchens.**

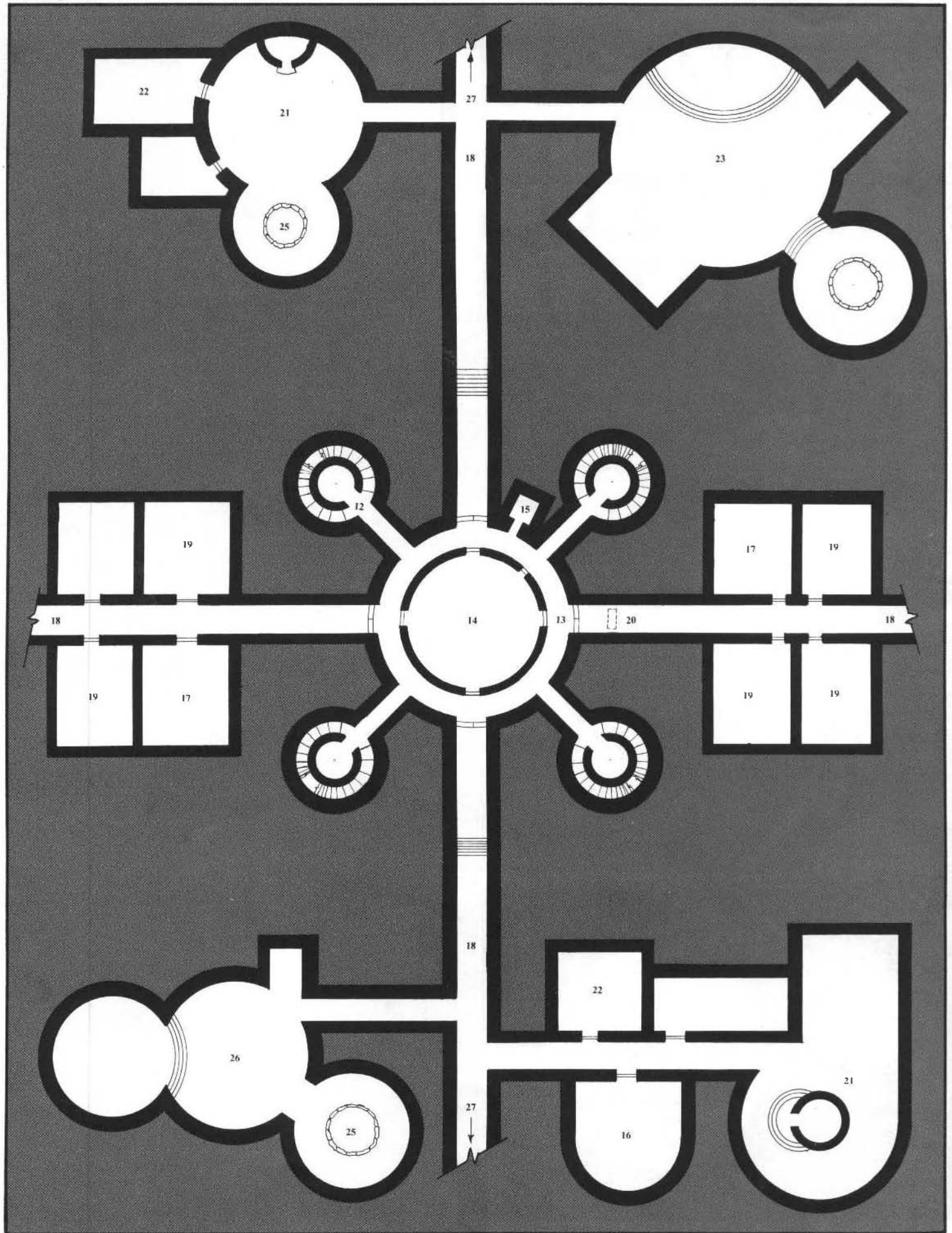
UNDERGROUND LEVEL TWO

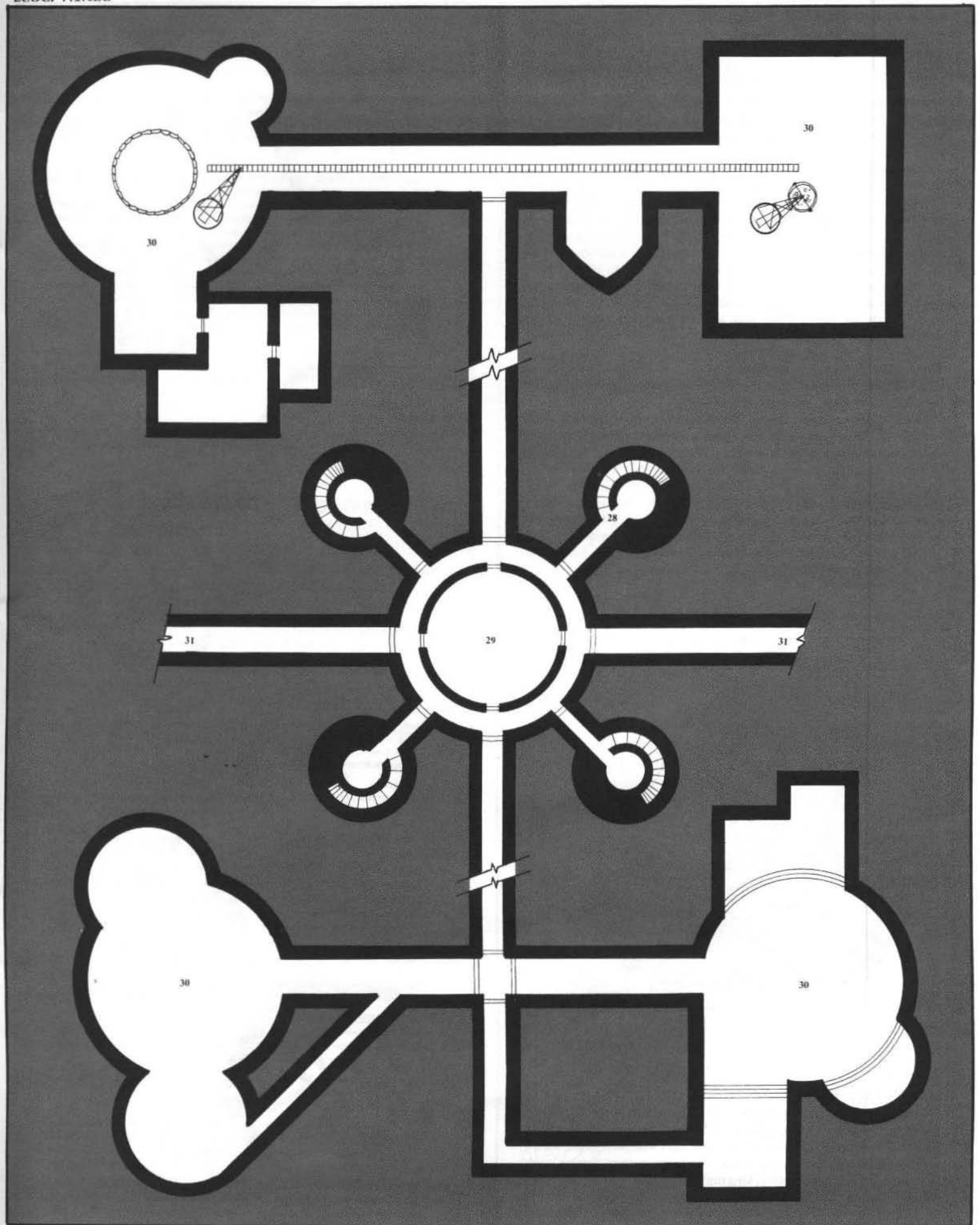
12. **Stairs.** All four stairways descend to this level.
13. **Foyer.** This room is actually a wide hall which wraps completely around the large staging area.
14. **Lift.** This entire room is actually a huge counterbalance, operated via the small room (15), where weights can be shifted to cause the room to raise and lower. It connects this level to the third underground level, allowing easy transfer of large amounts of materials.
15. **Control room.** Operates the lift (14).
16. **Armory.**
17. **Guard room.** Manned at all times by four guards each.
18. **Access corridor.** These halls run underneath the roads from Orthanc, their surface counterparts, all the way out to the perimeter ring-wall, allowing free access to and from the lower in complete secrecy. The corridors can be sealed off from the central area by huge laen doors which are lowered from the ceiling. Controls for these doors are in the foyer nearby.
19. **Storage.** Vast storerooms in this hall, stretching far out under the plain. There are numerous carts available to aid in transporting goods.
20. **Dumbwaiter.** Same as 41 above, this device allows easy transport of supplies from this level to the upper areas of Orthanc.
21. **Main forges.** Where most of the large scale forging activity goes on. There are vents out of the main chamber of this area.
22. **Ready storage.** Small amounts of needed supplies are kept on hand here, replenished by laborers as needed from the stockpiles down the corridor.
23. **Special forge.** More specialized weaponmaking goes on in this area, using more sophisticated alloys and tools. Forgers here are more highly trained and better skilled.
24. **Supply storage.** Some of the alloys used here are stored in this area to be handy, as well as smaller molds and tools.
25. **Cisterns.** The main water supply of the forges. Keeping them filled is a monumental task, as the forging assistants are always verifying them to replenish their cooling tubs.
26. **Experimental forge/smelter.** In this area new alloys are created and tested, in the search for even stronger and more durable metals with which to make weapons.
27. **Storage.** Further down the hall are vaults of crated ingots of forging metals, large molds, and various supplies: sand for glass and molds, mercury, replacement tools, etc.

UNDERGROUND LEVEL THREE

28. **Stairs.** All four stairs descend to this (the bottom) level.
29. **Lift.** Connects to the level above.
30. **Smelter.** Raw iron, as well as other ores, are brought here and transformed into a workable metal. Ingots are made and stored in preparation for forging into weapons and tools. There is a circular opening in the ceiling of this room leading to the surface, where smoke and steam can escape.
31. **Breeding pits.** Far down this hall, behind locked doors, Saruman engages in his sinister experimentation with breeding better ores.





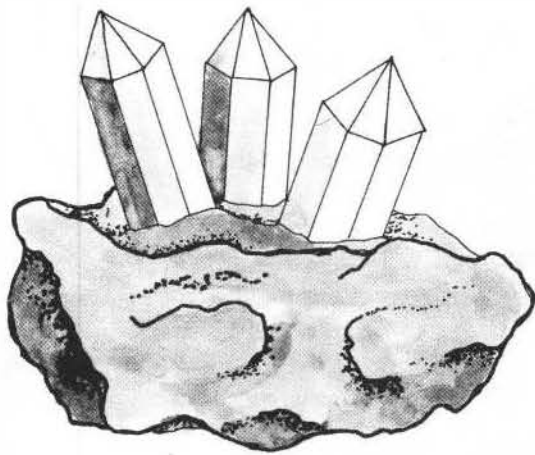


6.2 AGLAROND: THE HORNBURG

The fortress of Aglarond, also known as the Hornburg, was constructed by the Faithful shortly after the Downfall of Númenor, at about the same time that they were establishing the Southern Realm of Gondor. Aglarond's mission was to protect the Gap of Calenardhon, an obvious weakpoint in the kingdom's frontier defenses, against invasion from the West. Isengard was insufficient for this purpose partly because it was on the far side of the river and partly because the gigantic garrison needed to secure that citadel had perished under the waves in the Downfall of Númenor.

Concentric outer walls and inner walls protect the Hornburg. The fortress was built up on a heel of rock at the mouth of a narrow valley that ran back up through the mountains until it reached the entrance to the Glittering Caves. Another wall, the Deeping Wall, later was constructed from the Hornburg to the mountain cliffs across the mouth of the valley. On the north side of the citadel, a stone causeway wide enough to carry a troop of cavalry leads up to the Great Gates. These gates are thirty feet high, made of oak faced with steel plates and bound with iron, and are protected by a guard tower on either side. A small postern gate cuts through the outer wall on the North side near the mountain cliffs; a steep path leads from the postern gate down to the Hornrock. The Hornrock forms a steep glacis at the base of the outer wall, which towers eighty feet in the air and curves out slightly. The inner wall, slightly higher than the outer wall, protects the inner courtyard surrounding the Hornburg itself. Horses are stabled in the outer courtyard during emergencies (like war).

Aglarond belongs to the Crown of Gondor. The command of the fortress, vital to the defense of the realm, is always bestowed by the King on one of his most trustworthy lieutenants. The office has never been made hereditary, and it is extremely unusual for a commander to serve there for longer than ten consecutive years. Toward the end of the Third Age Cirion the Steward included this citadel as part of the package when he gave Calenardhon to the Éothéod. The commander of the fortress is also responsible for all administrative functions of the King's government in the western part of Calenardhon and the lands between the River Adorn and the Isen, lands mostly inhabited by Dunlendings and their kin.



6.21 THE GLITTERING CAVES

These caverns, formed by the action of water on soluble limestone, extended deep into the roots of the White Mountains. The garrison of the Hornburg kept some of the outer caverns stocked with provisions; during war time the soldiers could retreat to the caves as a last resort. Farther inside the mountain stand huge caverns, long tunnels, chambers, halls, subterranean pools and waterfalls. In the very heart of the mountain one can find rich veins of gold and silver and deposits of precious gems. Persons wishing to explore the Glittering Caves of Aglarond may find precious gems — but they also may never find their way back to the surface world.

LAYOUT OF THE HORNBURG

- Dike.** A trench and rampart spanning the mouth of the deep, it is over a mile long and a quarter of a mile from the Burg at its closest point. There is a wide breach in it where the Deeping Stream and the road from the castle exit.
- Causeway.** A long ramp running from the dike, over the Deeping Stream, to the gates of the Hornburg.
- Great Gates.** Double doors twelve feet high and fifteen wide, made of heavy planks three inches thick, bound and hinged with iron.
- Postern Gate.** With in a tower on the outer wall, this gate accesses onto a narrow ledge carved out of the sheer cliff side at the base of the wall. The ledge leads to an area adjacent to the main gates.
- Outer wall.** Thirty feet high and ten wide, it is topped by six foot high battlements.
- Stables.** Where horses for the small garrisoned cavalry are normally kept, as well as mounts for couriers, and personal steeds of the officers.
- Rear Gate.** Through a thick, recessed door, a long stairway cut into the Hornrock leads down to the bottom of the Deep. This way can be used in the event the outer citadel is at risk of falling, and the defenders can flee into the caves as a final defense.
- Tower.** As with all of the towers on the walls here, it is two stories high, and roofed with slate shingles. Access to the upper level is gained via a narrow, steep stone stair which spirals along the inside of the wall, always in such a way that right handed defenders may use their shield toward the center and still have a weapon free. The lower level is closed by two thick wood doors, bound with iron straps, and can be further reinforced with iron bars laid across them, on the keep side in this tower although with the other towers, the doors all lock on the inside. A stair climbs twenty feet from the top of the Deeping Wall to this tower, which allows access to the main holding.
- Deeping Wall.** Twenty feet high, ten feet wide, it is topped by six foot high battlements. Three stairs run down from the back to the floor of the Comb.
- Culvert.** A gap in the wall allowing the Deeping Stream to pass through (a weak point in the defenses).
- Tower.** See #8.
- Deeping Stream.**
- Inner Wall.** In design, the same as the outer wall, but built upon a base ten feet higher. The inner wall only has one gate, directly in line with the Great Gate in the outer wall.

Handwritten signature or mark.

THE BURG

- Main doors.** Forged of riveted steel plates, the doors of the Burg swing on mighty hinges, and are secured with heavy bolts into floor and ceiling, as well as into each other. The doors are fifteen feet wide and high. Ten feet beyond the doors in the entryway, a steel portcullis can be lowered to seal off the passage. In the walls on either side are arrow slits so that defenders may fire upon invaders who reach the entry passage. The portcullis is controlled via a counter-balance in the small viewing room above.
- Combat corridor.** Note firing slits along the inner wall.
- Guardroom.** Manned at all times by at least four members of the garrison, all archers are adept at melee.
- Guard lounge.**
- Lesser armory.** Stocked with short swords, comp bows and extra arrows, shields of several types, and chain armor.
- Stairs.** Lead up to the second floor.

LEVEL TWO

- Guardroom.**
- Observation corridor.** Running the perimeter of the tower, this hall is pierced by arrow slits at regular intervals. These slits can be closed with iron shutters if necessary.
- Guard quarters.** Accommodating 24 guards in three shifts.
- Stairs.** Lead to the third floor.

LEVEL THREE

- Guardroom.**
- Guest Quarters.** Four rooms, all richly furnished, await official guests of the citadel commander. There are tall, narrow windows in each room, with steel shutters which can be closed over them for protection.
- Stairs.** Continue up to fourth floor.

LEVEL FOUR

- Meeting Chamber.** Dominated by a large circular table, the room has four large windows with heavy wood shutters. Velvet curtains cover them on the interior; the floor is covered with a fine carpet. Along the walls are bookshelves and racks of maps and charts.
- Stairs.** Continue up to fifth floor.

LEVEL FIVE

- Commander's office.** Elegantly appointed.
- Spiral stair.** An open iron spiral stair connects the rest of the upper floors of the tower.

LEVEL SIX

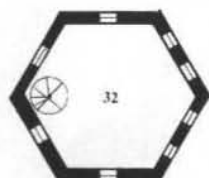
- Commander's quarters.** Furnished with high quality materials, but austere, as befitting a commander of the Gondorian military.

LEVEL SEVEN

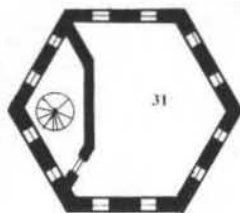
- Observation room.** This high chamber is furnished with a number of fire chairs, and a small recessed. The windows (there are eight) are made of fine, clear glass. They can be opened, and there are sturdy wooden shutters which can be locked across them in times of danger.

THE DEEP

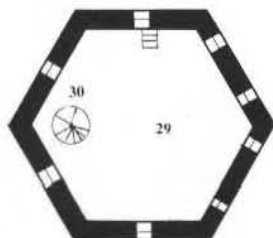
- Barracks.** The main barracks of the hold, capable of housing up to 400 men.
- The Aglarond.** A maze of tunnels and caverns, the coldest of which are used for storage and supplemental rations by the garrison. It is also a place of final retreat.



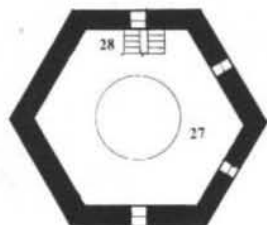
Level Seven



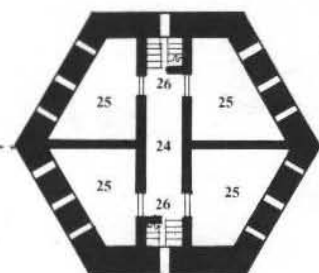
Level Six



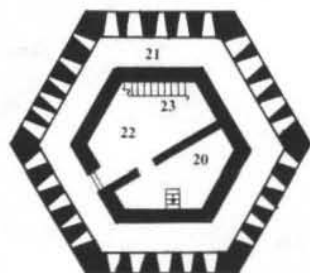
Level Five



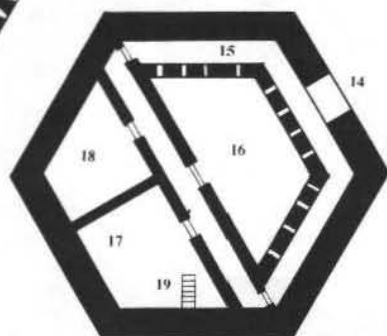
Level Four



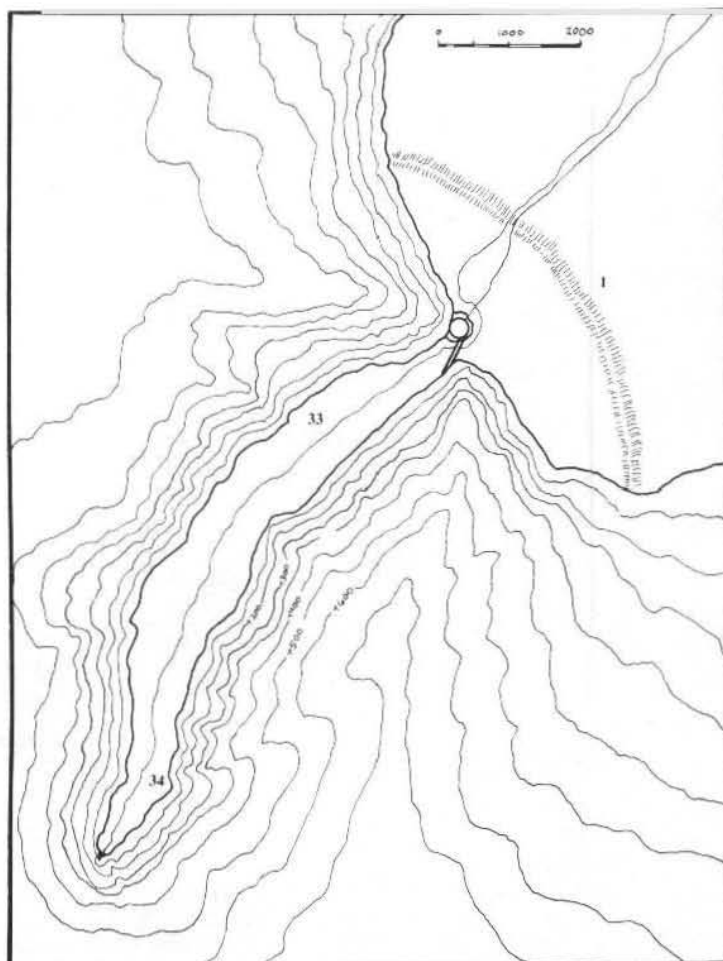
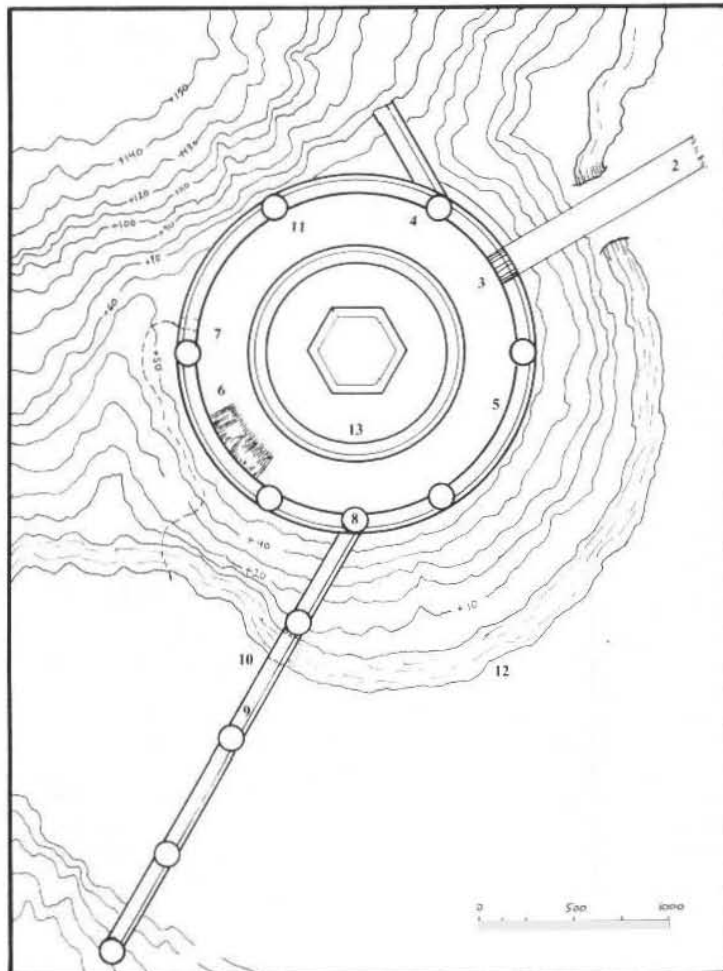
Level Three

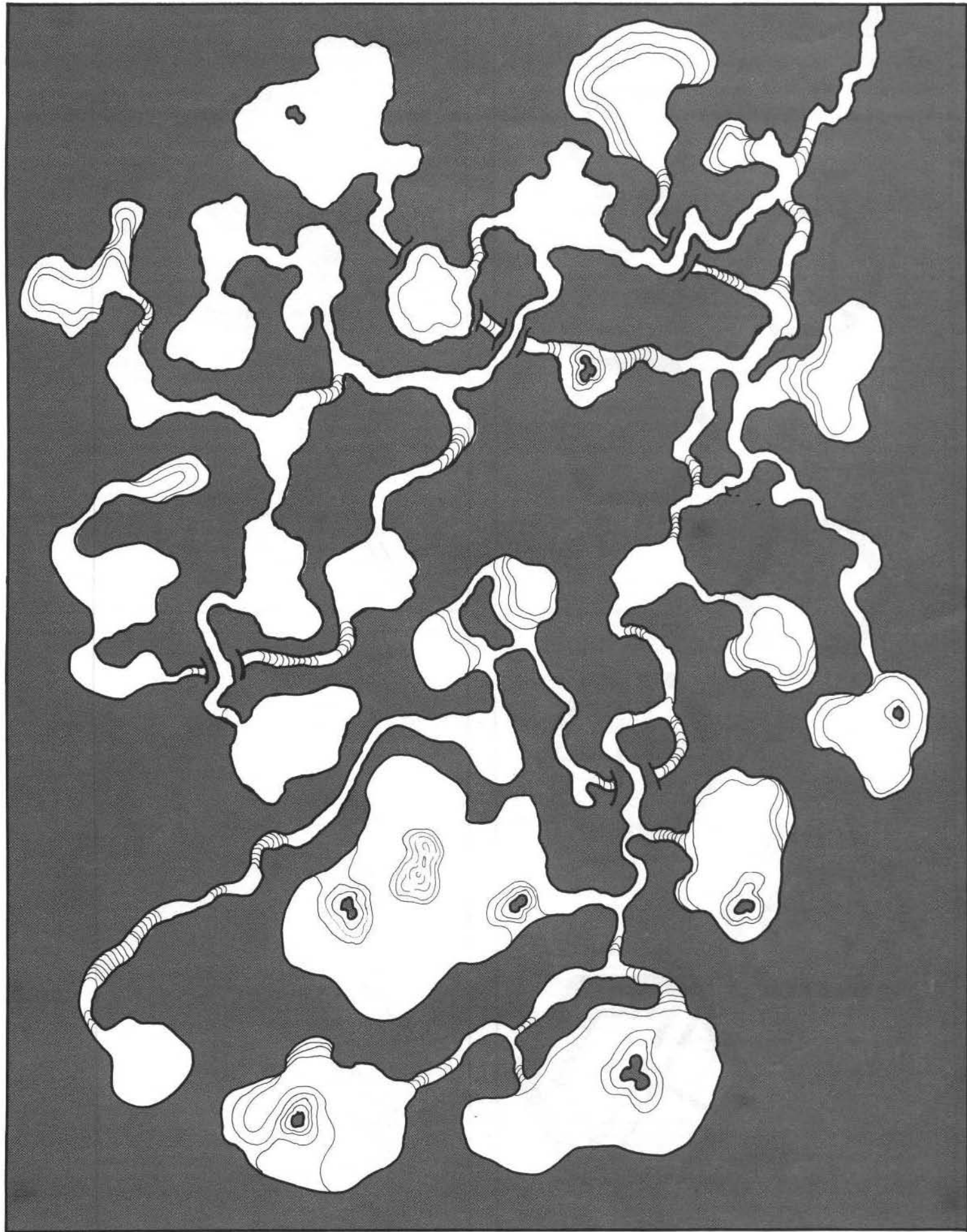


Level Two



Level One





6.3 CALMIRIE

The fortress of Calmirië was built on an outcropping of marble that juts out from the mountain above the town and has a commanding view of the Eastfold's meadowlands. The fortress is also the chief administrative center for the province, and, as such, is not designed to withstand a protracted siege. Its position on the marble cliff, however, and the steep, narrow road that leads up to it, make it easy to defend should that ever be necessary. The ridge of marble that connects the foundations of the fortress to the mountain behind was quarried into blocks of stone, which in turn were used to construct the fifty foot high walls. The cliff below the walls adds another fifty feet to the defenses. The walls are battlemented and protected by guard towers at the corners. The front gates, built of wood bound with iron, open into a tunnel that leads up through the rock into the central courtyard. A portcullis secures the interior of the tunnel, and several huge boulders are placed in the courtyard close to the tunnel mouth so that they can be rolled down to crush an enemy who breaches the gates. The stones are large enough to lodge halfway through the tunnel, which is further protected by machicolations in the arched roof, through which hot molten lead can be poured. The tower stands at the rear of the fortress to command the approach from the cliffs. It is eighty feet high and seamed with embrasures through which the defenders can fire arrows with accuracy and impunity. The cliffs above Calmirië are virtually unscalable. Water is the fortress's weakpoint; to correct this fault, a gigantic cistern located in the base of the tower is kept full at all times.

6.4 ONODRITH

The fort at Onodrith, little more than a walled guardhouse, is situated on the West bank of the Onodlo half a mile downstream from the ford. A stone wall twelve feet high equipped with a crenelated parapet encloses the parade ground, stables, and headquarters building. Soldiers of the garrison, who usually number about a hundred, patrol the King's Road from the middle of the Wold to the Snowbourn. They hire boats if they have business on the river.

6.5 TIR-ANDUIN

The hold at Tir-Anduin is an imposing structure that commands the South Undeeps. Situated close to the river on top of a mound of earth, the fort was built after Sauron established an abode at Dol Guldur (around T.A. 1100). Walls are constructed of grey stone quarried in the Eryn Muil; they are about twenty feet high. The wall that fronts on the river is protected by two guard towers; it has a high parapet with many embrasures cut into it so that the King's Archers can easily make it hot for an attacking army. King's Docks are located on the river directly beneath the walls of the fortress.

7.0 POWER AND POLITICS

When men from Gondor first came into Calenardhon, they did not find the land completely empty: there were men already in the meadows and the mountain valleys. Some of them, mostly Dunlendings, had long been turned to evil, either worshipping the Dark Lord and his Throne or tolerating those who did; these men fought against Gondor and were killed or driven out. Others, mostly Northmen who considered themselves distant kin of the Gondorians, remembered the greedy cruelty with which the Númenoreans had exercised their power in their dealings with the lesser men of Middle-earth before the Downfall and at first feared the men of Gondor. But soon they were won over by the love and courtesy the Faithful showed to all who had been Sauron's enemies. Accepting without quarrel the superiority of men who traced their lineage beyond the sea, these lesser men sought to emulate the way the higher men lived and in their eagerness for learning patterned all they did on what was taught them by the men of Gondor. In this way did the kindreds join together, high and low alike delighting in the union, until they became one people, the Calenardhrons, who are well content to dwell in their green land beyond the mountains, far from the sea and yet not sundered from the people of the Southern Provinces, for all men owe allegiance to the King.

The King himself is the true source of power, both military and civil, in Calenardhon. The province has never been given to any great lord of the realm to be his own domain; and Calenardhon is too far from the sea for any of these lords to vie for it. The King himself appoints the commanders of the fortresses that guard the Great West Road and the borders. The

King's commanders are appointed for an indefinite term of years; they serve at the King's pleasure and may be recalled at any time for any reason. They are generally men of good lineage, though not the highest: usually from the Southern Provinces, but often Calenardhrons. The men appointed to commands in Calenardhon have gained military knowledge by dint of long, trustworthy service in the armies or navies of Gondor, but the commands do not descend hereditarily; in this way military power is kept distinct from civil power in the meadowlands of Calenardhon.

The separation between military and civilian power in Calenardhon, never the norm in the Kingdom of Gondor, came about in the following way. During the early centuries of the Third Age, when the Gondorian presence in Calenardhon amounted to little more than a string of forts along the Great West Road and at the South Undeeps, there were not enough people in the land to make an amalgamation of civil and military power under one great lord practical. During this time the garrisons were all imported. Later, after the land became more heavily settled, there was no need for such an amalgamation because the frontier had been moved outward and secured by Rómendacil's conquest of the Easterlings in T.A. 500, which turned Calenardhon into a quiet backwater; thereafter the Kingdom's attention turned to the Sea.

In Calenardhon civil power springs directly from the folk themselves. Their reverence for the line of Elros and for Anárion's heirs is a natural outgrowth of their pride in that lineage and kinship. The descendants of the Faithful who came into Calenardhon, though not of exalted lineage, were clearly superior to ordinary men. They were taller, they lived longer, they had a strange light in their eyes, and they knew more (not only technological secrets, but also more about civilized life and how to order a society so that all men might prosper). At first they seemed more like the Eldar than like ordinary men. They were natural leaders. Even after intermarriage and centuries of life together had blurred the sharp distinction between the heirs of Númenor and ordinary men, they were still the leaders and all men looked up to them.

To make sure there was no active resistance in Calenardhon, Castamir transferred all of the garrisons and their commanders to new posts in the South. He replaced them with his own men, soldiers and marines from Umbar and Pelargir, men who had fought at his side in the Kin-strife, and he quadrupled the size of the garrisons. After this had been done, Castamir divided Calenardhon into three fiefs and gave their keeping into the hands of three captains who had fought valiantly to help him gain the throne. Calmirië and the Eastfold he gave to Alandur, his second cousin. The East Emnet, Tir-Anduin, and the hill forts in the Eryn Muil were given to Sorondothor, a man of Umbar. The fortress at Aglarond and the Westfold were given to Fitilong, another of Castamir's favorites.

These New Lords brought a Southern richness and splendor into Calenardhon; they also brought an entirely new kind of government, one imposed by force and buttressed by laws and proclamations designed, above all, to *coerce* the people of the province. For the first time in its history, Calenardhon was governed — and governed harshly — by what amounted to a foreign power.

If Castamir had proved to be a wise and benevolent ruler, things probably would have turned out all right in the long run; but Castamir cared only for the Fleet, for voyaging, and for the great glory that new Southern conquests brought him. Partly to punish Calenardhon for siding against him in the Kin-strife and partly to enrich the Fleet, Castamir tripled the taxes and required payment in money. After a few years he made plans to move the capital of Gondor to Pelargir.

7.1 THE KIN-STRIFE

A long era of peace and harmony came to an abrupt end when Eldacar assumed the throne of Gondor in 1435. Cruel and fatal pride that in times past had led to the Downfall now caused a ruinous civil war known as the Kin-strife. Trouble had been brewing for years. Valacar, Eldacar's father, had married a Rhovanion princess, Vidumavi. This was the first time that the heir to the throne of Gondor had married outside the line of Elros.

The great lords of the Southern Provinces refused to acknowledge Vidumavi's son Eldacar, partly because of his Northern blood, and partly because he had never been to sea. Rallying behind the native-born Prince Castamir, who was the Captain of the Ships, the rebellious lords (many of them from Pelargir and Umbar) assaulted Osgiliath with armies and the fleet. Families were divided in their loyalties; many brave men fell on both sides. The city was taken after a protracted siege. The *palantír* of Osgiliath was lost when Castamir burned the city; Eldacar however escaped to his mother's kinfolk in Rhovanion.

A cruel and unscrupulous usurper, Castamir had to act quickly to consolidate his power. He showed no mercy to those who had supported Eldacar, executing many and dispossessing others. He elevated his own supporters to all important commands. Just after assuming the throne, Castamir sent troops into Calenardhon, (which had supported Eldacar by sending men, boats, and supplies to Osgiliath during the conflict) to tame the district.

There was little resistance at first. Many of the most partisan Calenardhrons had already fled into Rhovanion to join Eldacar. Others — those who had not fought in the South — waited to see what the new King would do. At first many hoped for the best. They believed that the situation would return to the *status quo ante*. The great lords of the South arranged matters to suit themselves; and in Calenardhon grain was growing, sheep were ready to be sheared, Osgiliath and the new King seemed far away.

And indeed this is nearly so. Alandur possesses the secret of a certain kind of Southern incense, prepared from jungle flowers, that, when burned in a small room, or in a tent, makes it quite difficult for lesser men to keep their secrets hidden. He is very cautious about using this incense, and often has his wife extract information from other wives of the province. Alandur rewards people who disclose information to him; not lavishly, because that might make other folk suspicious, but subtly, so that these creatures, all good honest men, are advanced in his esteem, and prosper. Their consciences, which ought to be troubled, are laid to rest partly by Alandur's tactful charm and partly by the fact that Alandur never seems to do anything with the information he obtains about the King's enemies. In fact, he seems to honor them and takes care to invite them to his entertainments.

This is because Alandur believes killing people outright is a breach of manners that is likely to cause a good deal of hostility in the province. He prefers to poison people — if, after a space of time, it seems, regrettably, to be necessary — when they came to dinner. He uses two subtle, slow-acting poisons. One, *juth*, deprives folk of their wits a few weeks after they have supped with him. *Juth* comes on slowly; its effects first appear as isolated incidents of odd behavior. These fits increase in frequency until it finally becomes quite obvious that the person is insane. The other poison, *slota*,

acting on the spinal column, afflicts the recipient with a slowly-intensifying paralysis that starts in the lower extremities and progresses upward until it reaches the heart, causing death. The first troublesome numbness appears in the toes three or four days after ingestion, depending on the vitality of the individual. *Slota's* effects, which are irreversible because of the physical damage to the spinal cord, may take as long as two months to kill the afflicted individual.

Henderch the seneschal is a powerful man with arms like a gorilla and a long black beard. Originally from Umbar, Henderch accompanied Alandur on all of his Southern voyages, rising from the rank of ordinary seaman to become Alandur's second in command. Henderch despises Calmirië because it is an inland city and the winters are cold. A tough but fair-minded fellow, Henderch is entirely devoted to Alandur's interests. He is adept with the mace and is also a first-class archer; he carries a poisoned dagger, and always wears a *mithril* corselet under his outer clothing. If anyone objects to King Castamir's new taxes or to his own methods of assessing them, Henderch, a jovial rogue who has great contempt for all landlubbers, encourages them to dine with Alandur. Henderch always assures them that Alandur will lend a most sympathetic ear to their troubles. His duties as a seneschal require that he travel throughout the province. He is always accompanied by five mounted archers and five armored lancers, and also by his enormous black dog Scowl, who is trained to attack.

Henderch loves to drink in taverns, and he has a keen eye for the ladies. He keeps an apartment at the Bull and Bear Tavern in Calmirië and is reputed to be in love with the landlord's daughter, Astrith.

7.2 CALMIRIE AND THE EASTFOLD

Castamir gave Calmirië and all lands west of the Onodlo to Alandur, a tall blonde mariner from Pelargir, to reward Alandur for his services during the Kin-strife. (Alandur had commanded the force of marines that broke through the gates of Osgiliath during the final assault). He made three voyages to Southern lands with Castamir, to whom he was intensely loyal. He had by that time acquired a vast knowledge of poisons on his Southern voyages. An indifferent swordsman, he always uses a poisoned blade.

Alandur caused the fortress on the mountain flank above Calmirië to be enlarged and built himself a marble palace there. His personal guard of scimitar-carrying Southrons in turbans astounded the folk of Calmirië. A smiling, pleasant, affable, and diplomatic man of high lineage, Alandur quickly arranged the government of his domain to suit himself. A capable administrator, he has done all he can to reconcile the people of the province to the new state of affairs. He has appointed two of his most trustworthy lieutenants to be the governors of the Eastfold and Onodrieth; indolent by inclination, he leaves most of the unpleasant work of collecting the heavy new taxes to these men and to his seneschal, Henderch. Alandur himself spends a great deal of time hawking and hunting; these are the only activities that could even partially assuage his longing for the Sea. Twice a year he travels through the province, overseeing the administration of his lands and familiarizing himself with the people he rules.

Alandur and his lovely brunette wife Saranelda are famous for their sumptuous hospitality. Travelers of any degree are always welcome in his dining hall, and Alandur takes care to invite all of the most important men of the province to dine with him in his marble palace when their business brings them to Calmirië. He makes it clear that he expects them to wait on him and show him every courtesy whenever he passes through their district, no matter what the purpose of his visit might be, even if it is only for the pleasure he might gain by hunting and hawking in that part of his domain.

Taxes, Alandur declares, have been laid by the King for the good of the realm; it is the duty of all loyal men to pay them. However, if anyone comes to his palace complaining of a real hardship, Alandur does what he can to mitigate the situation, sometimes even going so far as to remit part of the taxes due in the current year.

In this way, Alandur soon gained the respect of many Calenardhrons. The folk of Calmirië are overawed by the splendor of their new lord's manner; invitations to his entertainments and his hunting parties are eagerly courted. Alandur seems to take many people into his confidence. He let son that King Castamir could certainly reduce the taxes to their former levels if the loyalty of Calenardhon were assured; alas, Alandur says he knows that there are many people with doubts about the new king, many who might still in their hearts be supporters of Eldacar. It is not that he wishes to punish these men; on the contrary, he wants a chance to persuade them that support of Castamir would be to everybody's benefit. It is obvious, Alandur asserts, that anyone who helps him bring the province into line will be rewarded. Before the first year has ended, Alandur had many "spies;" it seemed that no man can refrain from telling him the truth.



7.3 ONODRITH AND THE RIVER

Onodrieth, which is part of Alandur's domain, is a considerable vexation to Henderch. There is significant sentiment against the new King in Onodrieth and among the boatmen on the river, mostly because Castamir, to punish the boatmen for supplying Osgiliath during the war, sent a large detachment of troops up the right bank of the river with orders to destroy every boat they could find. More than half of the river boats were burned in this raid; many boatmen were killed. To make matters worse, Castamir then instituted a new licensing tax on boats (one gold piece per year) and another tax on the lumber used to build them (5 gold pieces for the requisite amount of larch wood). A customs house was erected about three miles above the fens, and the boatmen were required to pay not only a duty on the goods they carried but also a toll for their passage up or down the river.

Though Alandur does all he can to emphasize his sympathy for the boatmen by playing up his own enjoyment of boats and sailing, nothing can make the boatmen forget that Castamir ordered their boats burned. Their hearts are turned against the new King.

Alandur appointed Telfar, his wife's nephew, as the governor of Onodrieth. Telfar is neither cruel nor incapable, but because he is responsible for collecting all of the new taxes levied on the boatmen, he is despised, and several attempts have been made on his life.

7.4 AGLAROND, DUNLOSTIR, AND THE WESTFOLD

Castamir appointed Finlong, one of his court favorites, as the commander of the fortress of Aglarond and gave him the West Emnet and most of the Westfold as his own. A fearless sea-captain who has had absolutely no experience in government, Finlong has turned out to be a small-minded, contentious, and greedy governor. The rich farms of the Westfold were a potential source of great wealth (if the farmers had only been left to themselves) but Finlong sees spies plotting everywhere. He frequently accuses rich farmers of conspiring to overthrow the King — this gives him an excuse to seize their property. He keeps prisoners accused of treason chained to the walls in the dungeons of Aglarond. It soon became apparent to the farmers of Dunlostir that possession of a profitable estate or a beautiful daughter could be a dangerous state of affairs in Finlong's domain. Finlong, who speaks with a slight lisp, is always embroiling himself in disputes over petty matters; these quarrels provide him an excuse for levying fines, and if the other party in the dispute objects to the size of the fines, Finlong accuses him of treason or disrespect to the King and claps him in irons. Travelers are also accused of these crimes if Finlong thinks they look wealthy. His principal amusement is to ride out through the Westfold with a large retinue of soldiers and beautiful women, hunting and hawking as he goes, and trampling everybody else's grain.

7.5 TIR-ANDUIN AND THE EAST EMNET

Castamir granted Tir-Anduin to Sorondothor. This domain includes all of the East Emnet; it is bounded on the West by the Anduin, on the East by the Onodlo (Entwash), on the South by the Fens, and on the North by Fangorn forest and the River Limlight. Because Castamir's control in Rhovanion is very much in doubt, Tir-Anduin has become virtually a frontier province. Sorondothor was chosen as the New Lord of the fief not only because he and his family contributed a great deal of money to Castamir's cause, but also because Sorondothor had grown up on border marches to the South of Umbar (where his family very capably administered a large domain).

The youngest of ten sons, Sorondothor has been a ship captain most of his life. He is about five feet tall — very short for one of the Dúnedain — and almost as broad as he is high. He sports a red beard separated into two stiff points. As a youth, because of his red hair and his small size, he was called Kirinki (Númenorean for small red bird). He is about fifteen years older than Castamir, who once saved Sorondothor's life by rescuing him from an island where they had been shipwrecked. Sorondothor believes that Sauron was behind Eldacar's accession to the throne. An extremely able administrator, he is also a doughty warrior, and the kind of leader who can hearten his men in the thick of battle. Equally adept with his huge scimitar, his battle axe, or his mace, Sorondothor has great presence of mind; despite his fiery temper, he has never lost control of himself when commanding his troops in battle or making a business deal.

Sorondothor has made and lost several fortunes on trading voyages to Southern lands. He applied his understanding of trade to the bazaars at Tir-Anduin, and by introducing a few simple reforms (he instituted a regular, reliable ferry capable of carrying large quantities of cargo; he paved a large market square and erected new docks on both sides of the river; and his

soldiers patrol the East bank, making it much safer for honest merchants) he quadrupled the size of the trade in only a few years, lining his pockets along the way and contributing many thousands of gold pieces to the King's treasury. Although he knows very little about sheep and shepherds, Sorondothor encouraged the production of wool by digging wells in the East Emnet and the Wold and by doing all he could to make sure that the shepherds received a fair price for their fleece and raw wool. He has built new depots and a shipping dock about a mile below the town of Onodrieth, and always sends an agent to the wool fair in Calmirië.

Sorondothor's border guards, every one of them a fearless warrior, wear a livery of red and silver. Most of them are from Umbar and South Gondor. Their steel helmets carry a crest of red feathers. During the wintertime they all wear long red woolen cloaks and go about armed with scimitars and carrying shields. To discourage smuggling and to encourage payment of the King's Toll (one small silver piece per man on travellers entering Sorondothor's domain), the borders are patrolled by detachments of light cavalry. Two mounted archers and three lancers make up the patrol. The Limlight and the Anduin are patrolled by small oared boats that are very fast and stable in the water; six rowers, three archers and a boatswain comprise the usual crew. The rowers are fully armed fighting men. Boat patrol is pleasant duty, and much sought after by the foot soldiers who man the border forts. Sorondothor's domain also includes a fort on the West bank of the Anduin above the rapids at Sarn Gebir. The fortresses of Amon Lhâw and Amon Hen on hills above the river where it passes into the steep channel leading to the falls of Rauros are manned by Castamir's men as the frontier of the home provinces.

7.6 ANGRENOST (ISENGARD)

Caranthir, commander of the garrison at Angrenost when the Kin-strife began, had been appointed to his position by Eldacar's father, and, as a result, his sympathies were entirely with Eldacar when the civil war broke out. The garrison at Orthanc was not large enough to allow Caranthir to send any meaningful aid to Eldacar's forces, but when Castamir usurped the throne, Caranthir refused to hand over the keys to the fortress. He had enough men to hold the front gates and the walls of the citadel against attack unless a large army was brought into the field against him, and so he waited, biding his time, to see what the future might bring. (The palantir in his possession allowed him to confirm the rumor of Eldacar's escape from the ruin of Osgiliath and his flight to Rhovanion). Before long, so many of Eldacar's supporters had slipped through the cordon of troops that Finlong kept stationed at the mouth of the valley that Caranthir was able to sally forth, driving Finlong's men before him, and secured the right bank of the Isen as far as the Fords.

7.7 OPPOSITION TO CASTAMIR AND THE NEW LORDS

Opposition to Castamir might well have died down soon after he usurped the throne if he had proved to be a wise ruler. The long succession of Númenorean and Gondorian kings, though free (up until now) of the violence of civil war, nevertheless did contain one or two precedents for the seizure of power by one fit to rule. Castamir's supporters had indeed proved to be the stronger party in the Kin-strife, and their contention — that Castamir actually had *more* royal blood than Eldacar because he was not only Minalcar's great-grandson, but also a child of high lineage on his mother's side as well — had sound basis in fact. Castamir soon proved himself to be a proud, rapacious lord, however, and because of his greed, his position on the Throne was never entirely secure. Quick to take offense and slow to forgive what he considers insults to the Crown, Castamir is an inept administrator much-given to appointing personal favorites to important positions (regardless of their abilities) because he could count on their loyalty to himself. Castamir's violent conduct in the long and bitter civil war coupled with the new taxes he laid on the people to enrich the Fleet and his plans to move the capital of the kingdom to Pelargir soon created fertile possibilities for Eldacar's supporters, who were greatly heartened by confirmation of the rumors that Eldacar had escaped the destruction of Osgiliath and was living with his mother's people in Rhovanion.

In Calenardhon, the sympathies of the people are very much with Eldacar; in fact many of the best men of the province have already joined him in Rhovanion. The heavily traveled road that leads through Calenardhon and Anorien to Minas Anor is now often traveled by Eldacar's supporters (who pose as merchants or traders). Messages are carried back and forth, and so is money, usually in the form of jewels. Men cross the river in Tir-Anduin, ostensibly as traders, and never come back. They flock to Eldacar's standard: white eagles and the white tree on a field of green.

7.8 T.A 1442: DEEPENING TROUBLES FOR CASTAMIR'S MEN

By T.A. 1442 the opposition to Castamir has assumed a definite form. Eldacar's supporters operate a secret network that passes money and messages through Calenardhon into Rhovanion. They now have real hope that they may soon be able to topple the usurper's cruel regime: Eldacar, by all reports, is raising and training a vast army in Rhovanion.

In Calmirië, which is the main stopping off point for all travelers on the Great West Road (and whose many fairs provide a good excuse for traveling to the city) the Bull and Bear Tavern is run by Eldacar's supporters. The landlord, Vardamavi, will help anyone who gives the right password, which is in the form of a verse, one half of each line being repeated by each person:

*A storm cloud hangs over the sea
The grain in the fields has been sown
White eagles return to the tree
And the people return to their own*

Alandur, of course, knows about this verse, and because of his many spies is now in a solid position to take advantage of his network of informers. Many travelers, as is the custom, are invited to his table. None are detained, and all depart unharmed. Many of Eldacar's supporters later boast to their traveling companions that the new Lord of Calmirië seems to be a gullible, affable simpleton who will believe anything. They leave so many messages with Vardamavi that he often forgets who left which message and to whom the message ought to be delivered.

Vardamavi's daughter, Astrith, a beautiful dark sad-eyed lady, is openly scornful of Vardamavi's attempts to help Eldacar's supporters. Her father's rebellious activities, she thinks, do no one any good and will only get them both into trouble. Give me the strong arms of a sailor, she says, cozying up to Henderch whenever he is visiting Calmirië. (Astrith is in fact a tenth level ranger). She inherited her talents from her mother, a dark-eyed beauty from Dunlostir who died when Astrith was ten years old.

Not long ago, after the Wool Fair, Vardamavi went up to visit Alandur with other inn keepers to arrange for the Horse Fair prizes.

Henderch continues visiting the Bull and Bear even though he knows Vardamavi is plotting against Lord Alandur; it adds spice to his relationship with Astrith, who has told him many times that she thinks her father a fool. Henderch, who can drink huge quantities of ale without losing his head, does not for a moment believe that a rabble of farmers and shepherds and drovers will ever stand up to Lord Alandur (who knows the name of every plotter). Henderch believes that a little bit of revolution in the province might make his own job easier: he may be able to get rid of a few of the worst troublemakers, and if only the phlegmatic farmers of Dunlostir would do him a favor and smother Finlong underneath a pile of oats in one of their granaries, Alandur might enlarge his own domain, and Henderch might receive Dunlostir as a fief. And as for Eldacar, let him be king of Rhovanion, Henderch thinks, if he must be king of something.

Lately though, even the doughty Henderch has been worrying about the situation. A new leader has arisen in Calenardhon: The Green Asp. Two of Alandur's "informants" have been killed by short green poisoned arrows, and Alandur, despite information from his other spies, that which he has gained from travelers who have met with the new leader, has not yet been able to learn the identity of The Asp. It is no laughing matter. Three soldiers were killed at the gates of the city in the last day of the Wool Fair, and no sooner had their murders been discovered than every fountain on the avenue of fountains began to spurt green foam. This, combined with the death of his soldiers, has sorely tried Alandur's patience.

But no one seems to know who The Green Asp might be. Sometimes it seems the Asp may be more than one person; a cavalry patrol was ambushed on The Great Road near the River Snowbourne the morning after the attack on the guard at the gates of the town. The lone survivor reported that a swarm of ground bees — or maybe several swarms of them — had thrown their horses into a panic, unseating all of his companions. Then his own horse bolted, carrying him a long way out into the meadowland. After rounding up the horses, he returned and found all of his companions dead. They had all been killed by short green poisoned arrows, not by the minor wounds.

As if this ugly business with The Green Asp were not enough, the boatmen have been acting up again; the King's customs house has been burned and Castamir wants to know why the culprits have not yet been caught and punished.

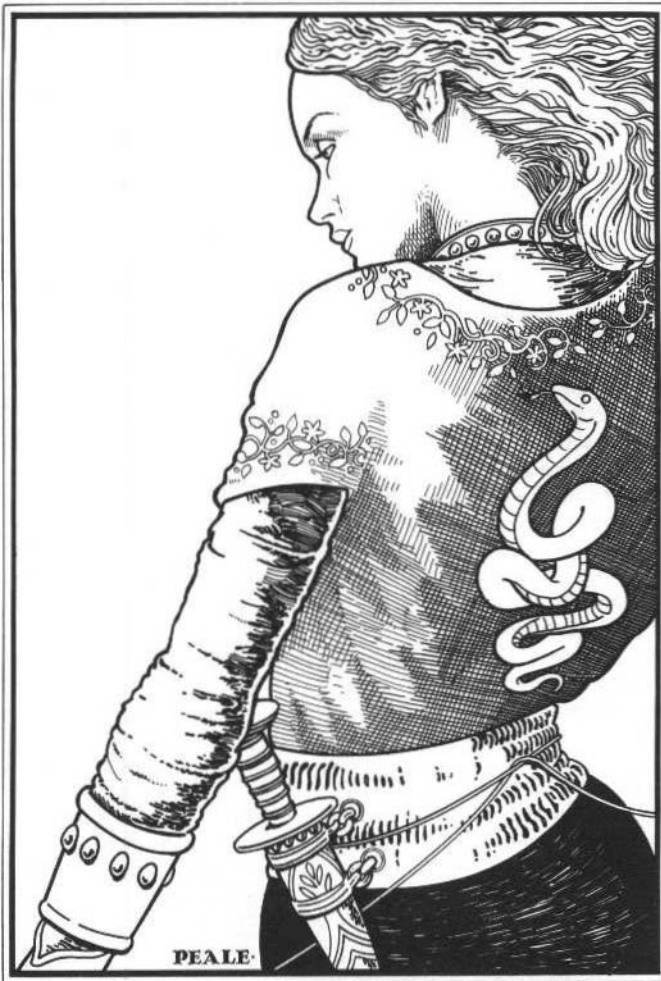
In Tir-Anduin, Sorondothor has been fighting a border war. Lately he has beefed up his patrols to double their previous strength; there are now ten men in a cavalry patrol. He does not have enough men to make a large sortie across the river to wipe out the rebels in their camps, so he has contented himself with making raids. He leads many of these in person at the head of his Kirinsiredain. Boat patrol is no longer a safe and pleasant duty, but the escalated activity along the border suits Sorondothor's men very well; they love fighting and they believe Eldacar to be one of Sauron's puppets.

Trade in the bazaars has fallen off slightly because the approaches to Tir-Anduin on both sides of the river are more than slightly hazardous for non-combatants. Sorondothor, who can squeeze a profit out of any situation, has lately taken to requiring a deposit of three gold pieces from anybody who wants to cross the river into Rhovanion. Honest merchants, of course, can redeem their deposits at the end of the day; persons going off to join Eldacar, however, will enrich Sorondothor's treasury.

Overall, Sorondothor has been impressed by the ability of the soldiers raiding his territory. They fight well and they don't mistreat their prisoners. They are well armed, they retreat in good order, and they give no quarter to their foes. They have been much more trouble to him than their scanty numbers might indicate, and their guerilla activities have been costing him money by scaring off traders.

One thing has been puzzling Sorondothor of late: his soldiers report that there seem to be a surprising number of "madmen" coming up out of Calenardhon to trade in the bazaars. These madmen suddenly go off the deep end; one of them, for example, attacked a cart full of wool, plunging his sword into it again and again until he fell down, exhausted. After coming to himself in Sorondothor's prison, this man claimed he had been fighting a mûmakil; incriminating documents found on his person after a careful search, however, revealed that he was one of Eldacar's agents.

In the Westfold, several of Finlong's tax collectors have been murdered; evidently to emphasize the point, the bodies, drawn and quartered by teams of oxen — were left on the Great West Road. Finlong's response, of course, has been to throw even more people into his dungeons. By 1442 more than a hundred of the region's most prosperous farmers are imprisoned in the dungeons at Aglarond, and the people of that district are very much of a mind to get them out. As yet, however, no one has figured out a good plan for setting them free. The farmers are in regular communication with Caranthir's forces in Orthanc.



8.0 ADVENTURING IN CALENARDHON

Adventures in Calenardhon during the Kin-strife will generally fall into one of two categories: either the adventurers will be traveling through Calenardhon to join Eldacar or to link up with his supporters in the province itself or in the Southern Provinces; or they will be part of the clandestine resistance to Castamir and the New Lords — Alandur, Finlong, and Sorondothor.

In either case, the identity of The Green Asp is of paramount importance because this leader is the chief figure in the resistance movement. The Green Asp, that mysterious person who is so troublesome to Alandur and Henderch, is none other than the lovely Astrith, Vardamavî's daughter. No one in the province, not even her father, knows the secret of her double identity.

Alandur, the affable poisoner, is obviously an extremely dangerous character and should be avoided whenever possible; the nature of his slow-acting poisons, however, should be concealed from the player characters for as long as seems practical.

Tales of Calenardhon

Urdrek was chieftain of his tribe, as was his father, and his father before him. His father, Furnuren, was lame from his youth, and more of a scholar than a warrior. Furnuren also tried to defy the priests of the Following. For that he was cast out as chieftain and banished from the tribe. The people of Urdrek's tribe worshipped the power of Darkness, whose name was Melkor. The priests of the Following were many and had insinuated themselves into the everyday lives of the people. Urdrek was unhappy with the state of things, but dared not speak against the honeyed words of the priests, for he would be cast out as had his father; he feared that they would lead his people to destruction one day.

When Urdrek was but a child and his father was chieftain, Furnuren told him the tale of the sudden death of Urdrek's grandfather, Undarak. Undarak had wholeheartedly welcomed the priests; not realizing the evil ways they would bring, corrupting his people. When he realized the error of his decision, it was too late. Undarak delved into the old journals of his tribe, seeking a way to be rid of the priests. He learned of a holy place; a tomb of the ancestors of the Dunlendings, a tomb which reputedly held items of power. In a high vale in the white mountains it lay; a cave on a lake. All about the lake were sheer cliffs, dotted with other caverns. There were also ambiguous references to 'Giants of stone which hurled rocks upon those unwelcome'. Undaunted by this, Undarak gathered ten of his most trusted warriors and set off to seek the holy tomb. It was seven weeks later that one of the men from the expedition returned — alone. He was in a delirious state, apparently driven insane by something he had seen, for he had no wounds, but was unable to speak clearly, or even recognize friends. He would just spout gibberish about "the giants who hurl stones from the cliffs"; and how the giants "came down from the walls, ripped men limb from limb, and ate them like roasted rabbits." The man had escaped because he had fallen behind the others as they hiked into the vale, as he had injured his ankle the day before and was resting. Hearing the screams of his fellows, he edged forward, to view the scene of the men being crushed by boulders, and tossed about like rag dolls. The man's last memory was of one giant ripping Undarak's head from his shoulders, laughing, and popping it into his gaping maw. The man turned and ran.

The vale, located in the bottom center area of the map, is inhabited by huge, giant-like creatures, who can hurl boulders with terrifying accuracy as far as 300 feet away. They do not leave the vale, but anyone they catch inside is in grave danger. There is a ruin of a castle along the northern shore of the lake, but the actual Dunlending tomb is in a small cavern in the middle of the lake (the giants will not go into the water, but will wait for anyone who escapes via that route into the lake; their boulder throws can span the river). Within the cave on the lake is a small crypt, and in the coffin is a mithril sword (+25), and a staff. The staff is of Storm calling, and allows the wielder to summon a severe thunderstorm, covering a three-mile radius. The holder of the staff may also 'Call Lightning' from the sky down upon any individual he chooses within 200 feet of his location, while the storm is in effect. The effects are determined on the lightning bolt table, five times damage, +50 to hit. Lightning may be called as many as five times per storm before exhausting the Essence of the storm. The staff holds four charges, meaning that it can summon a storm four more times before becoming exhausted. See the Beasts Chart for details about the giants.

Small parties of adventurers sent from Eldacar may link up with Eldacar's supporters in the grasslands and in Calmirië; boatmen are a natural source of aid to Castamir's enemies.

Adventuring near Tir-Anduin and in the East Emnet is a straight forward exercise in swashbuckling guerilla warfare; Sorondothor and his men are worthy opponents and can sometimes be bribed to surrender their prisoners. Sorondothor does not believe in putting prisoners to death, and he would just as soon make a profit on the situation by exchanging them for 50-60 gold pieces or one of his own Kirinsiredain.

Adventures in the Westfold revolve around freeing the prisoners at Aglarond; in the interim, the people of Dunlostir are doing all they can to create trouble for Finlong and his agents. There is a constant trickle of Eldacar's supporters through the Westfold on their way to join Caranthir at Orthanc.

There are numerous other possibilities for adventuring in Calenardhon that are not directly concerned with the political intrigues of the Kin-strife. Adventurers will no doubt enjoy themselves immensely at one of the fairs in Calmirië. There are possibilities for trade of an exciting and unusual nature in the vast unstructured bazaars of Tir-Anduin. Some members of a party might wish to consult the palantir at Orthanc (this would have to be done

In ages past, when the Valar wrestled with Morgoth for control of Middle-earth, the land was convulsed and changed. Vast underground complexes were formed in the upheavals; cave complexes of incredible intricacy and size. In fact, some believe that all of the caves of Middle-earth interconnect somehow, forming an unbroken network of subterranean passages. During the dark times of the First Age, Morgoth used these tunnels to send his evil servants out to far-flung reaches of the land, but unobtrusively. In the chill darkness they slipped out by the thousands, to emerge into the night far away from their master's fortress. When later disruptions caused further shifts in the land, many of these passages were closed by tons of fallen rock from collapsed ceilings. Thus were many of Morgoth's slaves trapped away from their home when it was destroyed; so many survived to cause terror and death long after the passing of their lord. Deep within the Aglarond, it is said, lies the home of one of these monsters: a demon beyond the pale; it walks the dark halls and caverns, waiting for unwary seekers of the repured riches of the caves. Truly a terrifying creature, it is said that it drinks the blood of men for its sustenance. The demon never comes near the outer caves, where goods are stored and horses stabled; only in the deepest caverns does it lurk; where myriad jewels cluster over quiet pools of chill water in the darkness. Many do not believe that the demon really exists; rather that it is a figment of frightened men's imaginations. The explorers who never emerged again from the Aglarond no doubt lost their way, or fell off a sudden precipice. Those who claim to have glimpsed the creature however, are certain they are not imagining things. It is tall and black, they say, slimy and glistening wet, with long clawed hands and feet, and a large mouth with huge fangs. Its eyes burn with a baleful red glow in the darkness. It can crush stone with its bare hands.

All of the things said about the demon are true, and in fact it is four demons, who are usually in different parts of the complex. They are not very intelligent, but co-exist reasonably well in the caves, and in fact, on the rare occasion that one of the creatures is attacked and laid pressed, one or more of the others comes swiftly to its aid. The demons guard the richest areas of the lower caves. Amid the skeletons of past victims can be found a number of useful weapons and magical items. See the Beasts Chart for details of the demons.

In a valley deep in the White Mountains, there lies a ruin of one of the mysterious works of the Drúedain, a strange megalithic complex built upon a high mound of earth. The entrance to the place is said to be guarded by the stone statues of the Púkel-men, and that they come to life and slay any intruders. However, it is also said that hidden beneath the mound is a tomb complex of the Drúedain filled with many treasures; but one must get past the púkel-guards, find the way in, and evade the many traps which are also reputed to guard the place.

without the consent of the King's Commander and would be quite difficult) or use the library in the lower levels of the tower. The Glittering Caves of Aglarond hold the promise of great wealth (in jewels and precious metals) to anyone who possesses the necessary cave-exploring and mining skills, but would be a very dangerous quest; moreover, the garrison of the fortress would not be likely to *permit* such activities. Hunting wild boar in the forests of the Eastfold is exciting but hazardous; brave adventurers might procure a commission to kill a particularly fearsome boar that has been terrorizing the district for months or years. Special boar-hunting spears, called tucks, should be purchased in Calmirië. Mountaineering expeditions, primarily oriented toward gathering herbs, should be accompanied by paid local guides and may encounter unfriendly local inhabitants. During the summer, asp-hunting expeditions in the East Emnet, though dangerous, may prove highly profitable; the dried glands can easily be sold in Tir-Anduin.

Because of the war there are numerous refugees, and with refugees come bandits. Scattered through the foothills of the mountains both to the north and south there are tales of thief rings, and roving bands of brigands who antagonize travelers. Also, especially later, there are rumors of orcs settling in the southern areas of the Misty mountains and harassing the inhabitants of farming homesteads there.

8.1 SUGGESTED PLAYER CHARACTER BACKGROUNDS

Below are listed a number of possible personal backgrounds for player characters who wish to adventure in Calenardhon.

- The son or daughter of one of the wealthy merchants arrested unjustly by Finlong, and who is trying to sneak in and free him.
- One of a group of scouts hired by Caranthir of Angrenost to make contact with the Green Asp and solicit aid and/or set up an alliance.
- A Dunlending, the son or daughter of Urdrek, (see tales), who seeks the hidden tomb in the valley.
- An adventurous youth determined to explore the caves of Aglarond and secure some of their riches for his/her own.
- A young Elf from nearby Lorien who has heard of the tyranny of Castamir's governors and of the Green Asp, and wishes to find (him) and join in the underground.
- One of the young rebels serving under the Green Asp, assigned to intercept couriers of Alandur heading for Minas Tirith and bring back messages to the Asp.
- A lieutenant of the Green Asp's, sent to deliver a message to a courier for Eldacar. He/she is to meet the courier in a specified place in the Wold, but the courier does not appear...
- Someone sent from Angrenost as a spy to infiltrate Alandur's household, secure information about his activities, and report back to Caranthir at Orthanc.
- Someone versed in the lore of the Drúedain, and seeking the last members of the race, having heard that they possess the secret to a rare Life-giving herb.
- An Elf of Lorien wishing to view the balinir in Orthanc to locate his/her sibling, who has disappeared mysteriously.
- Someone interested in Elven Lore, who has heard that there are Elves living in the forest south of Onodrieth, and is seeking them to learn more of their ways.

8.2 ENCHANTED THINGS

8.2.1 ITEMS OF NOTE

Most Potent

NELDELHACH (S. "Triad of Leaping Flames")

Once the prize possession of the evil magician Shaan Tur, it is a one foot long rod of gnarled wood with a three pronged iron appendage at one end, also about a foot long. At the end of each outstretched prong is a large rough cut ruby, in a clawlike set. Anyone of Essence can wield it, and when it is fired, a triad of flame leaps from the gems. The fire bolts can be directed at up to three separate targets, provided they are all within 180 degrees of each other, and in the caster's line of vision (the caster only gets this ●B with one bolt, however). The bolts are always x4 hits. In theory the Neldelbach will never run out of charges, but anytime it is not fully charged, it will seek to draw energy from any available fires about it, within 100 feet. This is somewhat of a subjective decision by the GM how severely it does draw, but the lower its charge level, the more 'desperate' it will become, to the point of reducing raging bonfires to embers, and consuming the fuel. The wielder has no control over the 'recharging' process.

CIRMEGIL (S. "Cleaver of Swords")

A broadsword, of a black alloy. It is +20, and has the additional power of cleaving other swords: If the wielder is in combat with someone using a metallic, bladed weapon, that other person parries, and the wielder misses within the range of the parry, (indicating that the wielder has struck his opponent's weapon), the weapon, if +10 or less, and nonmagical, is cleaved in half. Weapons with higher bonuses or magical in nature may be given RR's, at the GM's discretion.

CIRYANIBSIR (S. "Little River Ship")

An intricately carved miniature riverboat four inches long, when placed in the water and the word 'grow' is spoken, it becomes a full-sized riverboat 25 feet long. The boat will only shrink again when the word 'shrink' is spoken while it is being touched, but no one is standing on it.

FANUIBAUGLIR (S. "Cloudy Constrainer")

A crystalline orb two feet in diameter (it is not easily transported), which is useable by anyone of the realm of Mentalism. The Fanuibauglir acts as the 50th level Cloud Mastery Spell, controlling all clouds within a 10 mile radius, including altering their formation, or causing rainclouds to release their moisture. Clouds cannot be created, however.

Potent

MIRLAMMENRIM (S. "Jewel of Many Tongues")

An earring for a pierced ear, of gold with a single blue sapphire. A powerful device for anyone of the realm of Mentalism, the Mirlammenrim will translate any language spoken to the wearer into a tongue he is familiar with. In addition, it allows him/her to speak mentally to anyone in such a way that they believe that the wearer is speaking their own language.

THOLHOLLIN (S. "Closed Helm")

This full helm is of Elven design and construction, but has one curious feature: there are no eye slits. There are inlays of some black, glassy material on the outside, but until the helm is placed on the head, it appears that one could not see out. However, once he/she puts it on, they can see perfectly well. While wearing the helm, they are immune from eye and face criticals, and gain a +30 to all RRs involving seeing things (Runes, etc)

CULOK (S. "Bow of Bending")

A composite bow of singular nature. In addition to being +10, the bow can fire arrows which turn corners to strike the target. In this case the target must have either gone around the corner within one round, or the firer of the bow must be aware, at least generally of the target's location (such as via a Presence spell). The arrows fired from the bow can make up to three turns in their course, totalling no more than 180 degrees. In any case, the total distance travelled must not exceed the maximum composite bow range; and all distance modifications are applicable. The bow is of various laminated woods, including the black wood of Dyr, and is inlaid and fitted with mithril.

HESTAGURTH (S. "Breeze of Death")

Actually a Drúedain item; a two foot long blowgun, skillfully carved, and inlaid with gold and small gems. The gun is also a x3 PP enhancer, and is kept stored in a flat box with ten finely made darts with mithril tips. (Where the Drúgs got mithril is an interesting question) Each dart has a small reservoir for holding poison; the poison is released when the dart punctures (delivers a critical). The darts have a bonus of +20; the gun +10, making a total of +30 for the set.

Modest

HENECHOR (S. "Ring of Eyes")

A headband of several small, rectangular metal plates fastened to a strip of pliable leather which can be bound about wearer's head across the temples. Useable by anyone of humanoid makeup, the Henechor allows the wearer to 'see' all about himself in a 360 degree arc at will. He must will it so, at least momentarily; thus it is possible to sneak upon the wearer if he/she is unalert.

UIMERETH (S. "Ever-feast")

A plate and cup of pewter, well-made but otherwise not easily distinguished from average dishes. However, when the name of the items is spoken in Sindarin, upon the plate appears a full, hot dinner of several items, and the cup fills with wine. With practice, the user will learn that he can visualize a specific meal, and have it appear on the plate. The Uimereth will produce a complete meal three times per day.

8.22 SPECIAL HFRBS

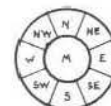
Climate Codes:	(1) arid = a; (2) semi-arid = s; (3) hot and humid = h; (4) mild temperate = m; (5) cool temperate = t; (6) cold = c; (7) severe cold (frigid) = f; (8) everlasting cold = e
Locale Codes:	Glacier/snowfield = G; Alpine = A9 Mountain = M; Heath/scrub = H; Coniferous forest = C; Deciduous/mixed forest = D; Jungle/rain forest = J; Short grass = S; Tall grass = T; Breaks/wadis = B; Waste = W; Desert = D; Freshwater coasts & banks = F; Ocean/saltwater shores = O; Volcanic = V; Underground (caverns etc.) = U
Frequency:	Based on a scale of 1-100. These numbers are indicative of availability in wild. Price shows purchase availability in towns and other "shopping areas."
Compass Code:	Last code in sequence shows area of Middle-earth where herb is indigenous, or most common. "U" equals universal. "M" indicates mid-Endor.
Preparation Codes:	dr = drink; cr = crush; bu = burn; ch = chew; in = inhale; im = immerse.

NAME	CODES	FORM	PREP	COST	EFFECT
Sense Enhancement					
Agaath	cG90U	berry	eat	5gp	Breathe with low oxygen (25%+) 12 hrs. Once per 2 days.
Ankii	sB10W	berry	eat	100gp	Restores as good sleep. Use in given week results in: once = loss 1 pt Co; twice = loss 5 pts; thrice = 25 pt loss (temp).
Atigax	fH20NW	root	boil/dr	40gp	Protects eyes in intense light or glare. Allows sight despite sudden or blinding light. 9 hrs.
Breldiar	mV25U	flower	eat	25gp	Subtracts 30 from maneuver and melee. Adds 50 to spells and missile attacks. Euphoria. 1 hr
Bright Blue Eyes	mS5W	flower	boil/dr	15gp	Enhanced vision (x3 plus mild infravision) for 3 hrs. 1x/day.
Elben's Basket	tS10NW	root	boil/dr	10gp	Heart stimulant. Doubles speed for 1 rd once per hour.
Grapeleaf Magnolia	mD10NW	nectar	drink	7gp	Intoxication, dreams, and 1 days nutrition.
Joef	tB6VI	powder	inhale	35gp	Allows mental summons of one known sentient friend (100x level of user).
Kathkusa	fW20N	leaf	chew	50gp	2x strength (2-5 rds).
Nlagul	sS17U	bud	boil/chew	27gp	Infravision (6 hrs).
Splayfoot Goodwort	mF39W	seeds	diss/dr	23gp	For "good," instills confidence and singleness of purpose (+25) for 1 to 4 hrs.
Zulsendura	sU10U	mushroom	eat	70gp	Haste (3 rds).
Zur	cU30M	fungus	brew/dr	12gp	Enhances smell and hearing (x3 for 1 hr).
Concession Relief					
Arlan	tT82NW	leaf	poultice	13sp	Heals 4-9. Wild heals 1-6.
Carefree Mustard	mC10W	seed	poultice	10gp	Heals 3-30 (takes one hour)
Cusamar	cT116V	flower	bu/in	30gp	Heals 15-60 (10 + 5x D10).
Darwion	cM55U	leaf	rub	35bp	Heals 1-6.
Draaf	sO40W	leaf	eat	7sp	Heals 1-10.
Garig	aD35U	cactus	sap/dr	55gp	Heals 30.
Gpfnul	eV90V	lichen	eat	90gp	Heals 100.
Grarig	hV75U	leaf	eat	60gp	Heals 30.
Mirenna	cM85U	berry	eat	10gp	Heals 10. Instant effect.
Rewk	tD65U	nodule	cr/br/ch	7gp	Heals 2-20.
Thurl	tD80U	clove	br/dr	2sp	Heals 1-4.
Winclansit	cC7N	fruit	boil/ext	100gp	Heals 3-300.
Yavethalion	mO15W	fruit	eat	45gp	Heals 5-50.
Antidotes & Disease Cures					
Eldanna	cO63N	leaf	brew/dr	99gp	Antidote for Silmaana. Cures Orn.
Elendil's Basket	fH77N	root	boil/dr	8gp	Purifies water. Slows effect of poison 10x. Lasts 12 hrs. One dose per day allowed.
Menelar	cC43N	cone	cr/br/dr	65gp	Cures infections. Antidote for Sharduvaak.
Mook	tC28N	berry	eat	30gp	Antidote for Jegga.
Ul-Naza	eW10N	leaf	chew	430gp	Antidote for any poison if taken within 1 day. Neutralizes all poisons below 50th level.
Shen	tF15U	leaf	dry/eat	27gp	Antidote for Acaana.
Stat Modifiers					
Lestagii	aD1M	crystal	chew	520gp	Restores any stat losses other than those due to age. Affects only one stat.
Merrig	sS8M	thorn	br/dr	90gp	Daily use increases Pr by 5. Effect occurs after 10 days use and addiction results after 2 weeks. Interruption of use will not reverse addictive resistance, but means loss of benefit. Withdrawal means loss of 10 from Co, 15 from Re and Me.
Specific Repairs					
Aloe	tH5U	leaf	salve	5bp	Doubles healing rate for burns and minor cuts. Heals 5 hits if they result from burns.
Anserke	hO10S	root	paste	75gp	Stops bleeding by clotting and sealing wound. Takes 3 rds to take effect. Patient cannot move (appreciably) without wound reopening.
Arfandas	cF15N	stem	poultice	2sp	Doubles rate of healing for fractures.
Arkasu	mT20M	mix	salve	12gp	Heals 2-12 hits. Doubles rate of healing for major wounds.
Arlan's Slipper	cM70U	root	boil/inh	1bp	Decongestant. Adds 20 to resistance vs common cold. Speeds recovery from respiratory illness by 5x.
Arnuminas	mS80N	leaf	poultice	6bp	Doubles rate of healing for sprains, torn ligaments and cartilage damage.
Arpsubar	tF15U	stalk	boil/eat	30gp	Mends muscle damage.
Arundya	mS45U	root	br/dr	2bp	Causes sleep and quick unconsciousness. One hour's sleep equals 4. Addictive if used more than 2 consecutive days.

Arthelas	iCSN	leaf	boil/inh	300gp	Capable of curing anything while patient still alive, but healing only as effective as the healer. Full effect only in hands of an "ordained" king. Will not keep or give life.
Aitanar	iF10U	moss	poultice	8gp	Cures fever.
Belramiha	sCSM	lichen	boil/dr	60gp	Nerve repairs.
Brurkwib	mV40U	flower	eat	9gp	Euphoric. Allows for shared dreams with family member who lies within range (100 miles x level of user). Very addictive.
Bursithelas	iS3M	stalk	br/dr	110gp	Shatter repairs.
Calkas	aD30M	leaf	wipe	33gp	Heals 10th of burns (any).
Dagmathet	sS12U	spine	br/dr	28gp	Heals cartilage damage.
Deplik	hO15U	leaf	cr/ch	100gp	Lifegiving (1 day).
Delreau	cC63U	bark	salve	3sp	Repels any insect. Smells foul (noticeably so).
Ebur	mO12W	flower	st/ch	22gp	Repairs sprains.
Edram	cF3N	moss	warm/heat	31gp	Mends bone.
Fehfendu	cF3NW	root	boil/ear	30gp	Restores hearing.
Felmathet	mO9U	leaf	cr/bia/in	105gp	Mental summons of one "friend" (beasts or folk). Range: 300% user's level. Coma relief.
Gylvir	mO11U	algae	dry/eat	45gp	Allows one to breathe under water (only) for 4 hrs.
Harfy	sS8U	resin	poultice	175gp	Immediately stops any form of bleeding.
Hoakfoer	sS60M	flower	eat	67gp	Hallucinogen. Cures mind loss and mental diseases, but prevents movement (altogether) for 1-10 weeks.
Jojojopo	m25U	leaf	dry rub	9sp	Cures frostbite. Heals 2-20 hits resulting from cold.
Kelventari	iT30U	berry	rub	19gp	Heals 1st and 2d degree burns. 1-10 hits resulting from heat.
Latha	cF50N	stem	cr/br/dr	9sp	Adds 10th disease resistance, cures common cold. Heals 1-2 hits.
Laurelin	mO1W	leaf	place in mouth	999gp	Lifegiving for Elves, if given within 28 days of death.
Megillos	cM3DU	leaf	eat	12sp	Increases visual perception 2x for 10 minutes.
Nelisse	sV25U	leaf	br/dr	9sp	Euphoric (1-50) for 1 hr. Yields 1 day's nutrition.
Nur-olosse	iF2U	clove	place in mouth	200gp	Lifegiving (1 day). Kills one day later unless Sorul nut is ingested.
Oiolosse	FF1U	clove	place in mouth	600gp	Lifegiving for Elves, if given (Oiolosse) within 7 days of death.
Olvar	iO17N	flower	place in mouth	200gp	Lifegiving (2-20 days).
Parhur	aH43M	nodule	cr/br/dr	35gp	Lifegiving (1 hour).
Siran	sS8M	clove	eat	80gp	Restoration of 1 organ or area. Side effect: skin disease (Pr: 10% normal) and 6 hits per rd when skin exposed to full sun.
Siriena	sS9U	grass	br/im	70gp	Preservation of any organic material.
Suranie	cF45U	berry	cr/im	2gp	Stun relief (1 rd).
Swee Galenas	mH50NW	leaf	80/ru	5sp	Relaxes (-25) 1-10 rds.
Tyr-fira	iA1U	leaf	place in mouth	1200gp	Lifegiving, if given within 36 days.
Ukur	iH50N	nut	eat	3gp	One day's nutrition.
Yaran	iS60W	pollen	inhale	9sp	Acute smell and taste (1 hr).

Sustenance

Chap-beechnuts	mD60NW	nut	eat	1bp	10 nutrition (5/day)
Crani		(Dwarven waybread)	eat	3bp	1 day's sustenance
Ferry Oak Acorn	mD40NW	nut	eat	5bp/lb.	nutrition
Sarah-Pokes-Her-Head	mD20NW	nut	age/eat	12gp	3 weeks' nutrition
Lkur	iH50N	nut	eat	3gp	One day's nutrition



TO COMPUTE: Use following steps:

- (1) Find compass area.
 - (a) Mid-Endor area is always 1 away from adjacent regions.
 - (b) Universal herbs are uniformly distributed.
 - (c) Remaining regions are based on compass points (N, NE, E, SE, S, SW, W, NW). Cost is based on main home, but any region containing compass point (e.g. E is in NE, SE, and E) uses base price. Regions 1 step away use 2x cost; areas 2 steps away use 4x cost.
- (2) Suggested cost multipliers: Native commodity - 1/2x; Commonly available or use all import - 1x; Periodic import or off-season - 2x; Rare commodity - 3x; Banned commodity - 5x.
- (3) When selling an herb to merchant or interested (and wealthy) individual look to use more factors.
 - (a) If the herb is not "universally" available it may be hard to sell, particularly where cheap local equivalents are available.
 - (b) Prices are computed as normal where there is demand. Where there is no demand, the herb will bring 50% of the price of the cheapest equivalent locally in demand and available. All price fractions here should be rounded down.
 - (c) Unless otherwise stated (do to culture, locale, circumstance, etc.), PC's deduct 50% of the price when selling the herb.
- (4) Herb weights should be calculated at 1/2 ounce per dose. This might vary in certain cases within the GM's discretion.

FINDING AN HERB IN THE WILD:

- A) This formula allows the GM to determine the number of doses a group could find after a 10 hour search in previously unexplored territory (not explored in last 6 months) which is a suitable locale for the herb sought.
- B) A united group gets one roll for an organized search. Roll randomly to see how many doses a given individual finds.
- C) A group may separate into smaller units which make separate rolls. The individuals or parties must cover entirely separate areas, usually out of earshot, and not contact each other during the period in question.
- D) Formula:

$$\#doses = \text{found} [(1-100 \text{ on open-ended D100}) + \text{modifiers} + \text{frequency} \# - 100] \text{ divided by } 5 \text{ OR the frequency \#, whichever is lower.}$$
- E) Modifiers:

Searching in area searched in last 6 months—	-50
Searching in compass code zone adjacent to home of herb—	-50
Each Antimist in group—	+30
Each Ranger in group—	+20
Each additional searcher—	+2
Each day spent unsuccessfully searching—	+5

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

8.23 POISONS AND ROTTEN THINGS

NAME	AFFLICTION	SOURCE	FORM	APPEARANCE	EFFECT	LEVEL	FREQUENCY
Aikara	Anesthetic	Jungle flower	Incense	Smoke	Target reveals secrets	10	Rare
Juih	Poison	Scorpion	Venom	Black liquid	Gradual insanity	3	Rare
Sota	Poison	Spider	Venom	Paste	Slow paralysis and death	5	Very rare
Asp venom	Poison	Green Asp	Venom	Paste	Loss of left limb	5	Common
Angunh	Disease	Flea blood	Bacteria	Invisible	Slow, painful death	2	Diminishing
Gurh-nu-tuin	Disease	People	Virus	Invisible	Slow, painful death	3	Diminishing
Acaana	Poison	Flower	Pollen	Black paste	Kills instantly	15	Rare
Oodukamba	Poison	Bats	Venom	Green	Turns (1-4) hands and/or feet to stone	7	Very rare
Gori	Anesthetic	Tropical plant	Leaves	White powder	Euphoria (1 hour) (recreational)	5	Common
Jegga	Poison	Bats	Venom	Brown paste	1-100 hits	10	Rare
Jeggarukh	Poison	Bats	Venom	Brown paste	10-100 hits	50	Very Rare

8.3 COMBAT CAPABILITY SUMMARIES

8.31 MASTER MILITARY CHART (Avg Stats & Levels)

TYPE/RANK	HOME/RACE	# LVL	HITS	AT(DB)	SHIELD	MELEE OB	MISSILE OB	NOTES
URUK-SHARAK (SENGARID (after TA 296))								
Uruk Command	Uruk-hai	12 18	145	16(-35)	Y15	160bs	135cb	Remove fallen foe's eyelids.
Uruk Command	Uruk-hai	48 9	115	14(-40)	Y10	115bs	75cb	Use poison.
High Lurg Guard	Lesser Orc	120 7	90	13(-35)	Y5	85ba	45cb	
Lurg Leaders	Lesser Orc	720 6	70	13(-30)	Y	80sc	50cb	Takenoses.
Warriors	Lesser Orc	4,800 3	45	8(-20)	Y	50sc	20cb	Some use pole arms.
Young Warriors	Lesser Orc	2,400 2	35	7(-20)	N	40pa	10cb	Some use axes or scimitars.
War Wolves	Great Wolf	1,000 8	160	4(-40)	N	180bt	—	Very fast; fast if ridden.
War Wolves	Great Wolf	3,000 4	115	3(-30)	N	180bs	—	Very fast; fast if ridden.
DRÜEDAIN (Forested areas)								
Eliteguard	Drüedain	10 15	140	11(-40)	Y10	120ax	140bl	Guardians of the Chieftain.
Elite warriors	Drüedain	30 10	110	11(-45)	Y	100ax	115bl	Lead groups of ten.
Warriors	Drüedain	300 5	80	10(-35)	Y	80ax	90bl	Guard borders.
Watchers	Drüedain	20 10	100	1(-50)	Y10	90ax	110bl	All have Ranger spells; they are scouts.
Hunters	Drüedain	500 4	65	1(-30)	N	70ax	80bl	Also use short bows.
Pükel-men	(Worse statues)	2 10	200	20(-30)	N	100mb (hand)	120bl	Hunting party; also use short bows. Animate statues of the Drüedain.
DUNLENDINGS (White Mountain vales)								
Chieftain	Lesser man	40 10	130	9(-35)	Y	110bs	80cb	Chieftain's bodyguard.
Elite warriors	Lesser man	400 7	100	5(-35)	Y	90bs	65cb	Command squads of 10 Warriors.
Warriors	Lesser man	4000 4	60	5(-25)	N	60bs	40cb	Average fighter.
GONDOR FORCES (Calenardhon)								
Targacn	Lsr. Dúnedain	4 20	180	19(-35)	Y35	180bs	180cb	Western Army
Targacn (mtd)	Lsr. Dúnedain	2 20	180	19(-40)	N	1802hs	180ml	Command 500 infantry each.
(heavy horses)	—	— 8	180	4(-30)	—	MTTr70	—	Command 500 cavalry each.
Thengyn	Lsr. Dúnedain	20 12	150	19(-30)	Y30	155bs	155cb	Trained war horses.
Thengyn (mtd)	Lsr. Dúnedain	10 12	150	19(-15)	Y15	155bs	145ml	Command 100 infantry each.
(heavy horses)	—	— 6	160	4(-25)	—	MTTr50	—	Command 100 cavalry each.
Ohtarrina	Lsr. Dúnedain	100 8	110	15(-40)	Y20	110bs	110cb	Trained war horses.
Ohtarrina (mtd)	Lsr. Dúnedain	50 8	110	15(-25)	Y5	100bs	115ml	Command 20 infantry each.
(heavy horses)	—	— 4	140	4(-20)	—	MTTr45	—	Command 20 cavalry each.
Requain	Lsr. Dúnedain	400 5	75	15(-35)	Y20	85bs	80cb	Trained war horses.
Requain (mtd)	Lsr. Dúnedain	200 5	75	15(-20)	Y5	85bs	80ml	Trained Knights.
(heavy horses)	—	— 3	130	4(-20)	—	MTTr45	—	Trained Knights.
Ohtari	Lsr. Dúnedain	2000 3	35	15(-30)	Y15	75bs	70cb	Trained war horses.
Ohtari (mtd)	Lsr. Dúnedain	1000 3	35	15(-15)	Y	75bs	70sp	Garrison troops.
ORTHANC GARRISON								
Targacn	Lsr. Dúnedain	2 20	180	19(-35)	Y35	180bs	180cb	Cavalry troops. Also use ml.
Thengyn	Lsr. Dúnedain	10 12	150	19(-30)	Y30	155bs	155cb	Command 500 infantry each.
Thengyn (mtd)	Lsr. Dúnedain	2 12	150	19(-15)	Y15	155bs	145ml	Command 100 infantry each.
(heavy horses)	—	— 6	160	4(-25)	—	MTTr50	—	Command 100 cavalry each.
Ohtarrina	Lsr. Dúnedain	50 8	110	15(-40)	Y20	110bs	110cb	Trained war horses.
Ohtarrina (mtd)	Lsr. Dúnedain	10 8	110	15(-25)	Y5	100bs	115ml	Command 20 infantry each.
(heavy horses)	—	— 4	140	4(-20)	—	MTTr45	—	Command 20 cavalry each.
Requain	Lsr. Dúnedain	200 5	75	15(-35)	Y20	85bs	80cb	Trained war horses.
Requain (mtd)	Lsr. Dúnedain	100 5	75	15(-20)	Y5	85bs	80ml	Trained Knights.
(heavy horses)	—	— 3	130	4(-20)	—	MTTr45	—	Trained Knights.
Ohtari	Lsr. Dúnedain	2000 3	35	15(-30)	Y15	75bs	70cb	Trained war horses.
Ohtari (mtd)	Lsr. Dúnedain	500 3	35	15(-15)	Y	75bs	70sp	Garrison troops.

- a) Uruk-hai can operate freely in daylight. Lesser orcs fight with a subtraction of -100 in day daylight and -25 in magical or enchanted daylight; normal artificial light will not bother them. Hungry orcs may eat the enemy and/or their own dead.
- b) Shields equal to 20 or 25 of DB. A n* means armor is magical or specially made.
- c) Note defensive bonuses include stats and shield. Shield references include quality bonus (e.g. "Y5" means "yes, a + 5 shield"). See section 1.3 for explanation of stats, 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.
- d) Weapon abbreviations follow OBs: ss—short sword, bs—broadsword, sc—scimitar, th—two hand sword, mu—mace, ax—hand axe, wh—war hammer, ba—battleaxe, wm—war mallet, cl—club, qs—quarter staff, du—dagger, sp—shear, ml—mounted lance, ja—javelin, pa—pole arm, st—sling, cp—composite bow, sb—short or horse bow, lb—long bow, lcb—light crossbow, hcb—heavy crossbow, bo—bolo, ts—throwing star, bl—blow gun. Animal attacks are abbreviated using code from "beast chart".
- e) Unless otherwise stated, mounted troops have fully effective OBs when fighting from horse.

8.32 BEASTS OF CALENARDHON (Avg Stats)

Type	Level	#	Sz/Sd	Hits	AT	DB	Primary	Attack Modes/OBs			Other	Crit Table
								Secondary	Tertiary			
Wild Kin	5	1-10	l/m	200	3	30	LBa 80	LCr 90	—	—	—	Large
Brown Bear	5	1-4	m/f	150	4	20	LCr 50	LCr 150	MBa 30	MBi 25	—	Norm
Bees	1	1-100	s/f	1	1	40	TSi -10	(swarm:)	TSi 20	—	—	Norm
Wild Boar	5	1-4	l/f	140	4	40	LCr 40	MBa 30	MTS 20	—	—	Norm
Grass Cats	3	1-10	m/vf	100	3	50	MCL 40	MBa 60	MBa 60	—	—	Norm
Grey Wolves	3	2-40	m/vf	110	3	30	LCr 60	—	—	—	—	Norm
Green Asp	8	1-2	l/vf	100	4	60	MBi 75	Special	—	—	—	Norm
Demot	10	1-4	l/f	150	11	40	LCr 115	MBa 100	—	—	—	Norm
(of Aglarond)												
Clont	8	2-10	h/mf	300	4	30	HBa 150	(throw)	200' range	11Cr 100	—	Large
Huorn	25	1-?	vl/vs	400	20	0	11Cr 60	HCr 30	Both 120	Varies	—	Large
Ent	35	1-?	vl/f	400	20	30	HCr 80	HCr 50	Both 160	Varies	—	S. Large

CODES: Sz/Sd = Size and Speed respectively; 1st symbol: s—small, m—medium, l—large, vl—very large, h—huge; 2nd symbol: s—slow, m—medium, f—fast, vf—very fast.

Attack Modes and OBs = 1st letter: T—tiny, S—small, M—medium, L—large, H—huge; 2nd letters: Ba—bash, Bi—bite, Cl—claw, Cr—crush, Gr—grapple, Pi—beak or pincher, Tt—tiny teeth; H—horn or tusk; TS—trample/stomp; St—stinger. Number equals offensive bonus using given attack mode. Categories reflect probability beast will use given mode; e.g. "primary" most probable, "other" least likely; "both" attacks are made only where a successful primary attack occurred in the preceding round.

Crit Table = Type of table used when critical strike is to be resolved against the creature. Normal table is that used for man-sized creatures and beasts of like vulnerability; large and super large creature critical tables reflect increased protection.

*Weights can only be damaged by enchanted or magic weapons; 100bs means +100 OB with broadsword.

8.33 MASTER NPC CHART

NAME	LVL	HITS	AT	DB	SHIELD	MELEE OB	MISSILE OB	CHARACTER NOTES
Calmirië								
ALANDUR	20	105	17	(-50)*	Y10	130bs	120cb	Dunedain fighter; Governor of Calmirië. Mithril chain, +15 sword, user of many poisons. SD89, Co95, Ag93, Me93, Re78, St96, Qu86, Pr95, In78, Em67
SARANELDA	13	90	1	(-20)	N	50da	80cb	Alandur's wife. Also adept at the use of drugs and poisons. SD57, Co89, Ag96, Me89, Re77, St65, Qu97, Pr96, In93, Em89
HENDERCH	10	130	15	(-40)	Y	150bs	110cb	Dunedain fighter; Seneschal of Calmirië. +15 sword. SD87, Co98, Ag96, Me65, Re63, St100, Qu97, Pr74, In79, Em56
VARDAMAYI	6	80	5	(-40)	Y	80da	90sb	Dunedain fighter; Innkeeper of the Bull and Bear. SD88, Co90, Ag94, Me65, Re76, St95, Qu85, Pr86, In56, Em89
ASTRITH	10	100	1	(-60)	Y15	120bs	160sb	Dunedain Ranger; Vardamay's daughter, alias The Green Asp. +20 sword. Elven cloak; of invisibility. Poison. x4 ring (looks like a green asp) 80PP. Spells: 6/Ranger 10; 2 Channeling. SD91, Co96, Ag100, Me87, Re75, St99, Qu100, Pr96, In100, Em65
LUINIL	8	110	1	(-50)	Y10	110bs	140sb	Dunedain Rogue; Astrith's lieutenant. Elven cloak, +10 sword, +10 sb. x3 bracelet. 27PP, 3/Gen Essence, SD89, Co99, Ag100, Me78, Re79, St99, Qu98, Pr95, In63, Em91
Aglarond								
FINLONG	12	100	17	(-45)*	Y10	100bs	110cb	Dunedain fighter; Governor of Aglarond and Westfold. Mithril armor, +10 sword. SD62, Co87, Ag96, Me71, Re88, St100, Qu95, Pr87, In76, Em56
Tir-Anduin								
SORONDOTHOR	13	130	17	(-50)*	Y10	130sc	120cb	Dunedain fighter; Governor of Tir-Anduin. Mithril armor, +10 sword. SD49, Co89, Ag92, Me76, Re63, St95, Qu96, Pr89, In67, Em59
NHAK-BURAN	25	120	1	(-65)	Y20	140wh	150bl	Druedain Animist. x4 Rod. 200PP, 6/Animist 20, (Druedain Priest-king) 5/Gen. Channeling 10. +20 wh. SD78, Co89, Ag100, Me86, Re87, St98, Qu101, Pr95, In99, Em93
Misty Mountains								
WUETANA	12	110	9	(-40)	Y	130ss	100sh	Dunlending fighter; leader of the Wufaran tribe. SD67, Co87, Ag93, Me58, Re51, St96, Qu88, Pr76, In64, Em39
White Mountains								
THUDREK	11	115	13	(-35)	Y	125ha	105sb	Dunlending fighter; leader of the Freawul tribe. SD81, Co90, Ag95, Me68, Re66, St99, Qu96, Pr88, In75, Em83
Orthanc								
CARANTHIR	17	140	17	(-70)*	Y20	160bs	140cb	Dunedain fighter. Captain of the garrison at Angrenost/Isengard. Mithril armor, +20 shield, bs and +10 cb. SD85, Co96, Ag97, Me89, Re87, St99, Qu96, Pr89, In78, Em60
Orthanc (after T.A. 2759)								
SARUMAN	50	200	12	(-120)*	N	100bs	(-25)	Istar. Maia alchemist/Astrologer. Staff x10. 1500 PP. Spells: 6/Alchemist 50, 6/Astrologer 50, 3/Base Mag 20, 5/Gen Essence 20, 5/Gen Channeling 30. SD75, Co101, Ag98, Me101, Re100, St90, Qu100, Pr103, In101, Em102
GRIMA WORMTONGUE	8	80	1	(-30)	N	70da	(-25)	Rohirrim thief. +10 dagger, +3 ring, 8PP. Spells: 3/Gen Essence 5. SD67, Co65, Ag96, Me65, Re49, St78, Qu96, Pr63, In77, Em43

Notes: Weapon and shield codes are same as those found with Table 8.23 above. An * indicates enhanced armor or clothing adds to DB (e.g., both the Dwarves and Elves have mithril chain). PP = power points. "+" and "x" symbols preceding magic item descriptions = additional spells of any level capable of being cast/day OR power point multiplier. A power point multiplier will allow the spell user to increase his/her daily PP usage by the given multiple (for instance, 12PP with a x3 device would result in an adjusted figure of 36 PP). Listed PPs are unmodified. Spell summaries: "x" preceding "/" = number of lists of given type; "f" following list type = level of known spells on given lists (see Section 1.323 for spell list explanation). Certain aged, gifted, or special NPCs (for instance Thranduil) may deviate from the usual rules regarding access to spell lists.

9.0 CALENARDHON AT OTHER TIMES

Following is a brief commentary on the events in the land of Calenardhon at other times than that concentrated on in this module (T.A. 1442).

9.1 T.A. 1: THE NORTHERN FRONTIER

This is a period of great expansion for the Gondorians, spreading north and west across the vast fertile lands of Middle-earth. The citadel of Angrenost is under construction at this time, as is the tower of Orthanc. Settlers are spreading out and building homesteads, sowing seed in the newly tamed grasslands.

This time is not without its problems, however. Calenardhon was not uninhabited; in fact, two cultures coexisted in the mountain vales both to the north and south of Calenardhon: the Dunlendings and the Drúedain. The Dunlendings are an indigenous people to the vales of the White Mountains, and while some welcomed new High Men and their ways, others were jealous and felt that their lands were being stolen from them. In a manner of thinking this is true, as the Drúedain, in their expansions, did drive back the native peoples.

The other race, the Drúedain, are much more mysterious and secretive. At one time they lived among the Dunlendings, and occupied a special place in the Dunlending society: one of religious significance. However, the two groups had a parting of the ways when the Dunlendings began to fall from the ways of Light. The Drúedain, wishing to have nothing to do with Sauronic worship, left the Dunlendings and formed their own society in the deep woods high in the mountain vales. There they lurk, wary of the new intruders, wishing only to be left alone. But bandits loot their Holy Places, defiling the tombs of their ancestors for their magical artifacts. However, the Púkel men, their stone statue guardians, defend the tombs against all intruders.

Orcs are still hiding out in caves and dark woods in the early years of the Third Age, scattered remnants of the Sauronic Army which was defeated by the Last Alliance of Men and Elves when the One Ring was cut from the Dark Lord's finger. These orcs are few and disorganized, but still pose a threat to unwary night travelers about the frontier of Calenardhon, and occasionally they raid isolated homesteads. Later in the Age they are virtually eradicated by a slow process as they are routed from their holes.

9.2 T.A. 1447: THE FALLOF CASTAMIR AND THE DECLINE OF CALENARDHON

Some remnants of the Dunlending and Drúedain peoples survive, however, and continue to inhabit the fringes of the land; some of the former allying with the orc tribes in the area to harass the few remaining Calenardhons.

After ten years of exile Eldacar comes out of the North with a vast army, crosses the Anduin at the South Undeeps and rallies the folk of Calenardhon to his standard. Sorondothor escapes to the South through the Eryn Mui with the Kirinsiredain, and after being wounded at the crossings of Erui, flees to Umbar with the other Rebel Lords. Alandur is besieged in his castle at Calmirë and takes poison rather than fall into the hands of his enemies. Caranthir sallies forth from Orthanc at the head of a surprisingly large army. He besieges Finlong at Aglarond; Finlong swears he will kill all of his prisoners if Caranthir storms the walls. Caranthir divides his forces, leaving a sufficient number in front of the Hornburg to prevent Finlong from escaping, and leads the rest away South to join Eldacar. Eldacar is victorious at last, killing Castamir in battle, but many of the Rebel Lords gather a great fleet of ships and sail away to Umbar. Finlong at last surrenders and is exiled.

For a short time, life in Calenardhon is as peaceful and pleasant as it has been before the Kin-strife, but in 1635-36 the Great Plague strikes, and in its aftermath the province is completely changed. The population, cut in half by the plague, dwindles further over the years as the survivors migrate to the Southern Provinces; last the province is so depopulated that finding men to defend it becomes real problem, especially after the loss of Rhovanion, for the Kings of Gondor, a problem that is not solved until Cirion the Steward gives the entire territory to the Riders of the Rohirrim in T.A. 2510.

Adventurers traveling through Calenardhon after the plague (1640) find many deserted homesteads; unplowed fields are returning to their native state (long grasses). The entire province is, once again, the frontier of Gondor. Because the people are so scarce the adventurer meets wild beasts, wolves, evil men, and even a few orcs from time to time. Dunlostir, which was especially hard hit by the Plague, is virtually a ghost town. As the trade in grain declines, many of the boatmen on the Onodlo move down to Osgiliath. Tir-Anduin, however, remains a thriving bazaar until the inva-

sion of the Easterlings commence in 1856. Calmirë gradually declines, losing its prosperous look, but the people of that town and the folk of the Eastfold, by absorbing refugees from the rest of the province, manage to survive longer. The land itself, reverting slowly to the wild grassland it once was, remains so rich and beautiful that it is a constant temptation to the Eastern barbarians.

Anyone investigating the ruined homesteads during the first century after the Plague runs a slight risk (2%) of coming down with at least a mild form of the disease.

9.3 CALENARDHON BECOMES ROHAN

For many hundreds of years after the Plague, the land of Calenardhon slowly degenerates into the wilderness it once was, and becomes more and more of a burden for the declining Gondor to defend. By T.A. 2500 the land is virtually desolate, the outposts understaffed, and travel through the area very dangerous, as Dunlending and orkish bands are virtually free to raid and molest helpless merchants and travelers. In fact, many journeying through Calenardhon at this time hire mercenary bodyguards or travel in caravans. Indeed, invading orcs and Balchoth would have overrun Calenardhon if it weren't for the aid of the Éothéod.

As is well known, in 2510 of the Third Age, Cirion the Steward of Gondor presents Calenardhon to Eorl and the Rohirrim, and the land becomes known as Rohan. Because of the richness and depth of the culture in that later time, it will not be delved into here; rather it deserves a volume all its own.

9.4 ORTHANC AT OTHER TIMES

Since Orthanc is detailed in this package, it is pertinent to mention its continuing role throughout the Age. Even after Calenardhon is given to the Riders of the Rohirrim in 2510. At that time, Orthanc was closed and Isengard deserted. About 2700 the Dunlendings seized Isengard and used it as a fortress until, in 2759 Fréaláf, King of Rohan, drove them out of Angrenost as well as out of most of Rohan. In that same year Saruman, returning from his journeys in the East, asked for and received the keys of Orthanc. He was very helpful to the people of Rohan in the years immediately following, when they were weak and few from the wars with the Dunlendings. During this period the fortress of Isengard stood pretty much vacant; only Saruman and a few servants resided in the tower of Orthanc itself.

SARUMAN AND ISENGARD

Isengard remained a military installation of Gondor through the Great Plague and the subsequent years, until the land of Calenardhon was given to the Riders of the Rohirrim in 2510. At that time, Orthanc was closed and Isengard deserted. About 2700 the Dunlendings seized Isengard and used it as a fortress until, in 2759 Fréaláf, King of Rohan, drove them out of Angrenost as well as out of most of Rohan. In that same year Saruman, returning from his journeys in the East, asked for and received the keys of Orthanc. He was very helpful to the people of Rohan in the years immediately following, when they were weak and few from the wars with the Dunlendings. During this period the fortress of Isengard stood pretty much vacant; only Saruman and a few servants resided in the tower of Orthanc itself.

With the passage of time, however, Saruman decided that 'improvements' were needed, and gathered a force within Isengard to rebuild its defenses. Starting in 2963 the wizard took full control of the facility and began to fortify it in earnest, taking in many Dunlendings and beginning to breed orcs and wargs, garrisoning them in the honeycombed maze of chambers delved out of the inner side of the great ring-wall. The beautiful groves of trees which had lined the roads were cut down and replaced with metal columns joined by chains. Workers delved deep pits into the surface of the plain, and constructed many machines in the caverns below. At night plumes of steam and smoke, erupting from these pits and illuminated by eerie glows, could be seen scattered across the plain. At Saruman's direction, bands of these foul creatures ventured out at night to harass the Rohirrim and damage the forest of Fangorn.

Apparently from the beginning Saruman was aware of the palantir in Orthanc, and this was indeed one of his reasons for choosing it as a permanent abode. The Stewards in Minas Tirith had long forgotten about the existence of the seeing stones. However, either Saruman completely restrained himself from using it, or only utilized it to look short distances away, and not to contact or tap into the other palantiri. Finally, however, his confidence in his own power (and, perhaps, his burning desire to find the One Ring) misgave him, and about 3000 his eye strayed to Barad-dûr. There he was entrapped by Sauron, who of course possessed the Ithil-stone. From that point on, though he did not realize it, Saruman was the slave of the Dark Lord.



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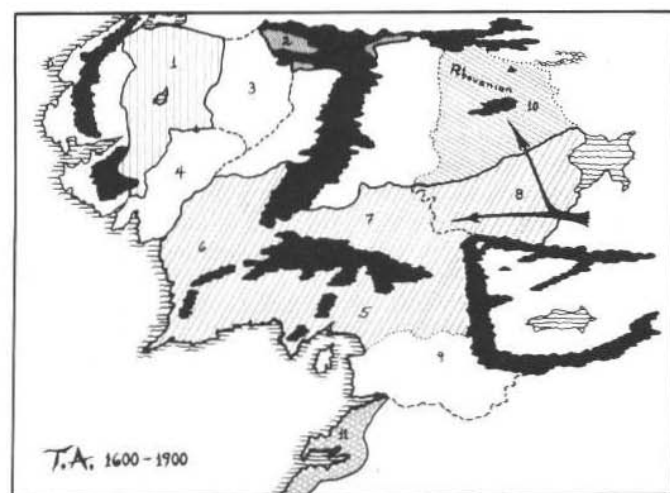
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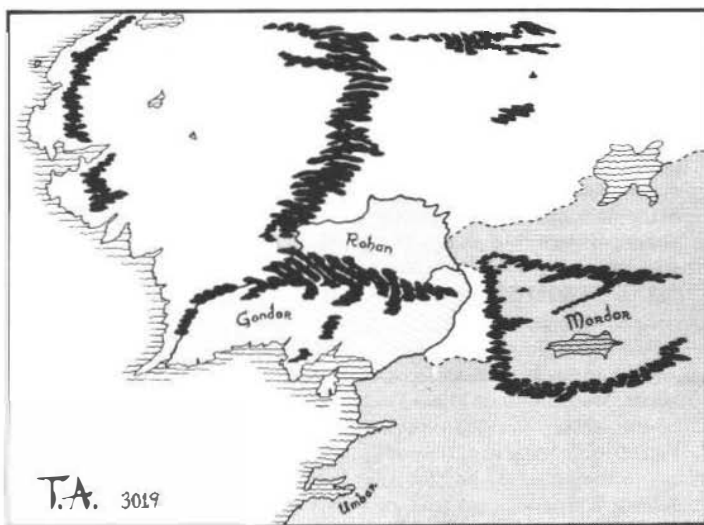
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Northwest Endor, T.A. 1600-1900

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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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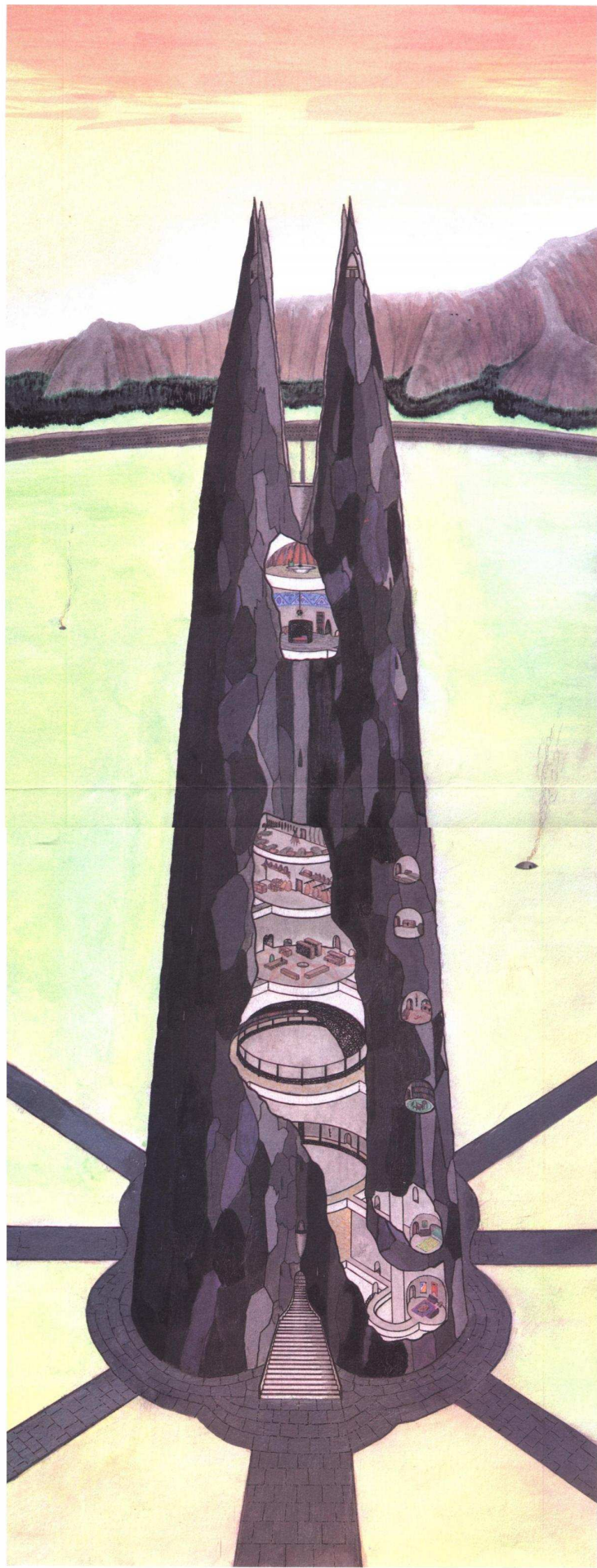
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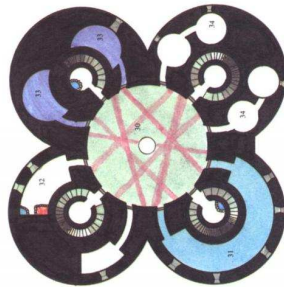
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Printers: Litho Artists and Bassett Press

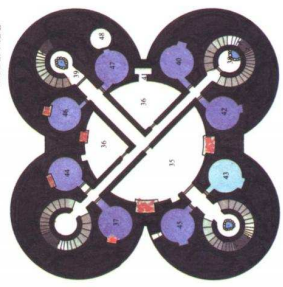
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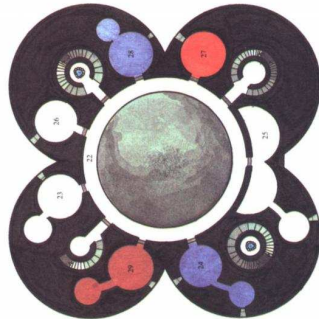
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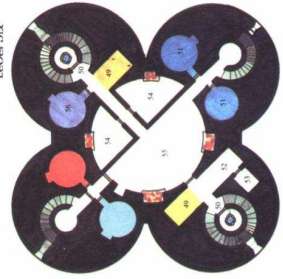
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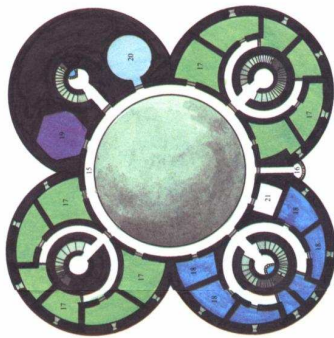
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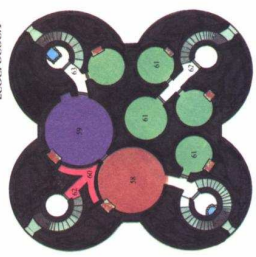
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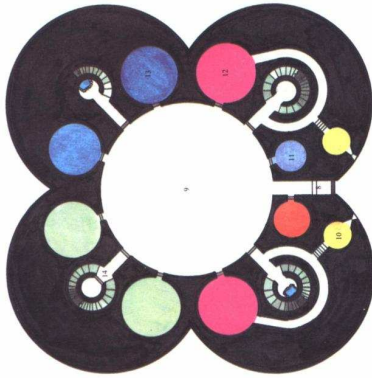
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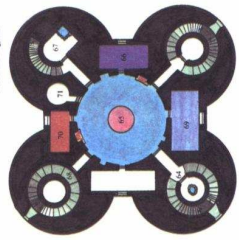
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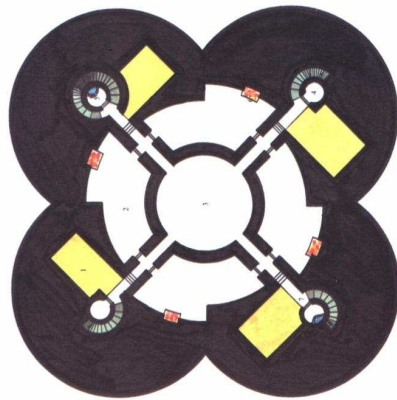
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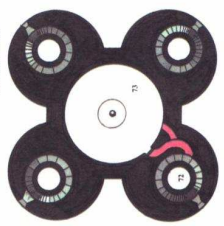
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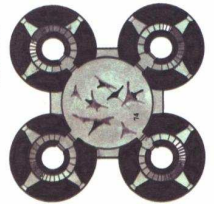
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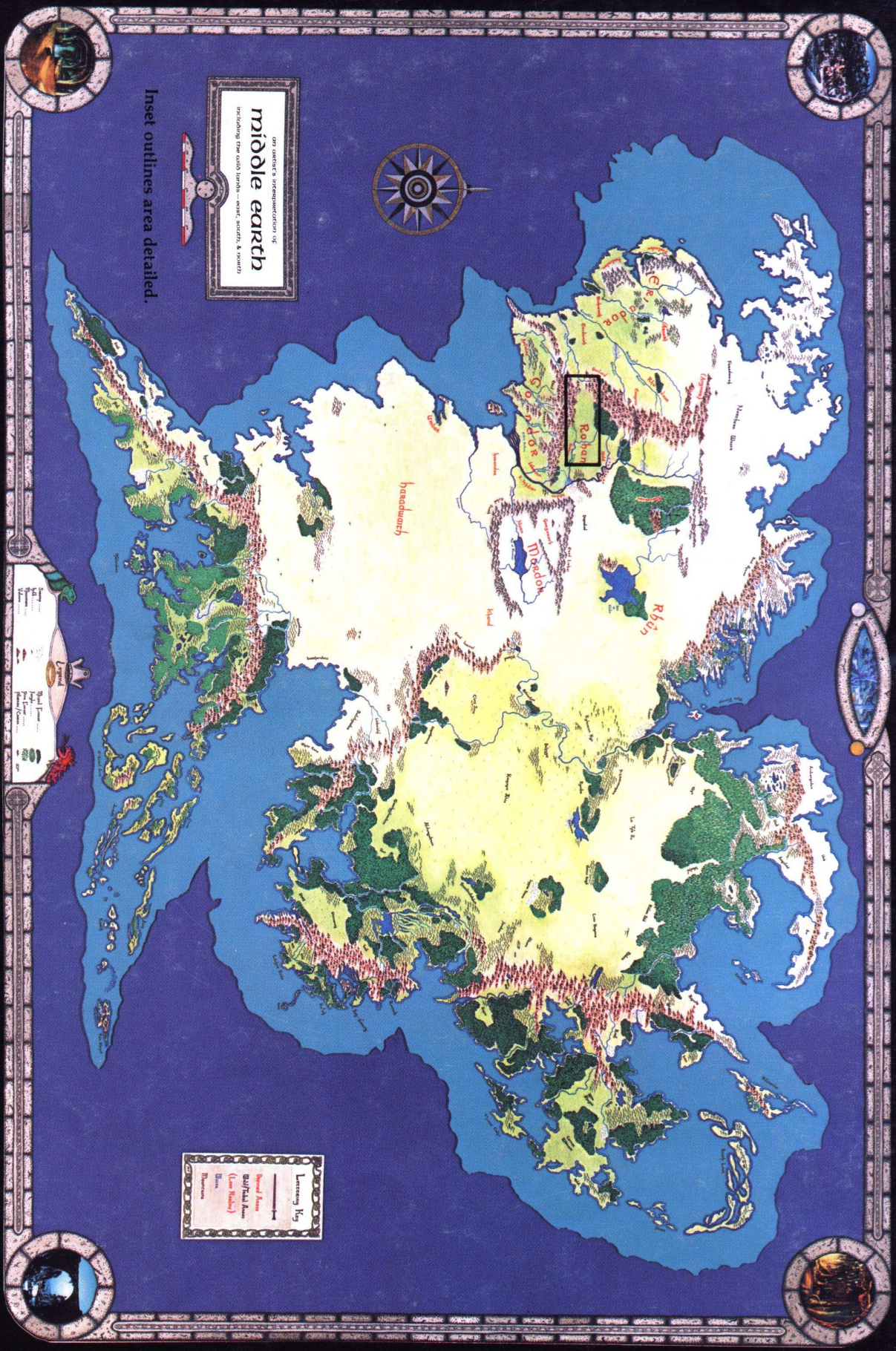


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