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THE HOBBIT™ and THE LORD OF THE RINGS™

Rangers of the north™

The Kingdom of Arthedain

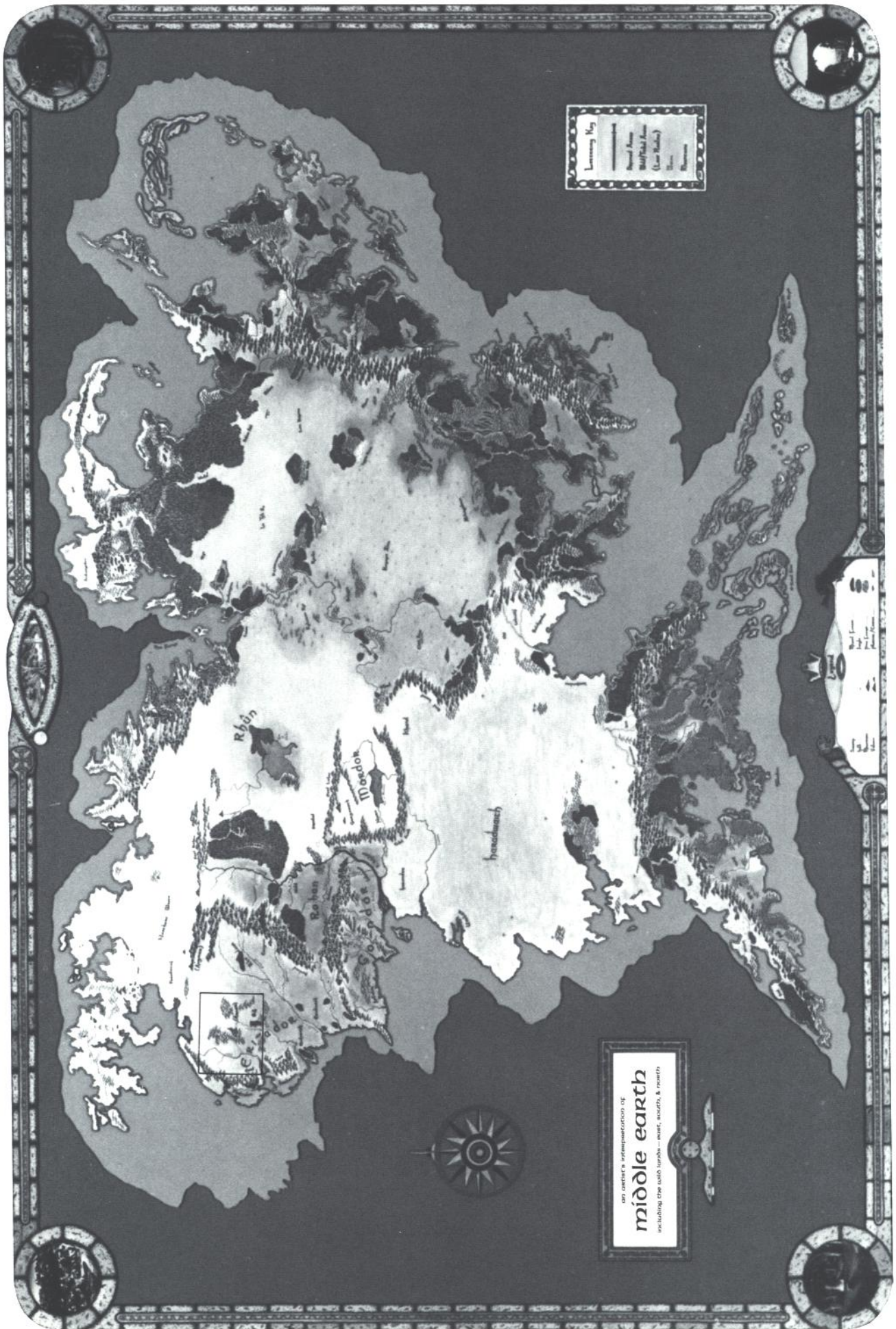


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Rangers of the North™

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Produced and distributed by IRON CROWN ENTERPRISES, Inc. P.O. BOX 1605, Charlottesville, VA 22902. Stock #ME 3000.

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In the creeping darkness of the woods, the fallen Ranger Dongorath heard and smelled the Trolls before he saw them. The Dwarf Gurin blithely took another half-step toward the entrance to the cave, thinking the odor belonged to one of their own party, before Dongorath grabbed and pulled him into the bushes near the entrance to the cave.

"Have you no ears or nose, stunted one?" Dongorath hissed. Gurin shrugged, accustomed to such abuse. As weapon-maker for the raiders, he felt that his duties ended with forging their swords and knives and resented having to accompany Dongorath and his men on their evening forays for booty.

"They are Sharkai, I think," Dongorath whispered to his three compatriots, speaking of the approaching Trolls, "stupid but mean."

"They must have treasure stashed inside," one of his men suggested.

Dongorath smiled wickedly before speaking in a voice heavy with sarcasm: "No, man of great knowledge, the Trolls have gathered here to dance and sing beneath the light of the moon."

"I should be guarding the horses," Gurin suggested, but no one spoke. "They might bolt from fear."

The group grew hushed and tense as a pair of Northern Hill-trolls emerged from the mouth of the cave and stood bathed in eerie moonlight. They carried clubs, and each bore a sagging cloth sack over his shoulder. The Trolls spoke in a grotesque parody of language, grunting and snorting like beasts, deciding what their next move might be.

"Why don't we let them escape and follow them?" the Dwarf counseled, careful to whisper. "They might lead us to greater treasure."

Dongorath scowled. "We act now." He motioned for the archer to take high ground. "Now," he said, turning his gaze to Gurin as he and the others silently drew their swords, "create a diversion."

1.0 GUIDELINES

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

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

Professor Tolkien's Legacy

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

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

1.1 DEFINITIONS AND TERMS

The following abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

Game Systems

<i>MERP</i>	Middle-earth Role Playing
<i>RM</i>	Rolemaster

Character Stats

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

Game Terms

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

Middle-earth Terms

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

1.12 DEFINITIONS

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

Angmar: (S. "Iron Home"). Angmar is founded around T.A. 1300 by the Witch-king, the Lord of the Nazgûl. An evil realm, it lies nestled in and along the icy flank of the northern Misty Mountains (S. "*Hühueglu*"), in the high plateau of north-eastern Eriador. Between T.A. 1301 and 1974, Angmar war on *Arthedain*, *Cardolan*, and *Rhudaur*, the three Dúnedain successor states to old Arnor.

Annúminas: (S. "Tower of the West"; lit. "Sunset Tower"). Elendil the Tall, first King of Arnor and Gondor, builds Annúminas on the hills beside the southern shore of Lake Evendim (S. "*Nenuial*") between S.A. 3320 and 3325. The city serves as Arnor's first and traditional capital. With the decline of Arnor's strength in the years T.A. 250-850, the court moves to Fornost.

Arnor: (S. "Land of the King" or "Royal Land"). Encompassing most of Eriador, Arnor is the northernmost of the two Dúnedain "Realms in Exile." The Kingdom of Gondor is its sister land to the south. Founded by Elendil the Tall in S.A. 3320, both realms are settled by the Faithful Dúnedain (Edain) who flee the sinking island continent of Númenor. Arnor is split in T.A. 861 into three companion states: Arthedain, Cardolan, and Rhudaur.

Arthedain: (S. "Realm of the Edain"). Originally the northwestern portion of Arnor, Arthedain is independent after T.A. 861. It survives as a state until overrun by the forces of the Witch-king of Angmar in T.A. 1974 and is the Last Kingdom of the Dúnedain of the North. Its name is shared by its relatively uniform, albeit small, Edain (Dúnedain) population.

Cardolan: (S. "Red-hill Land"). The southernmost part of Arnor, Cardolan is a separate Kingdom from T.A. 861 to T.A. 1409. During the latter year, its weary armies are decimated by the host of the Witch-king of Angmar. Cardolan is the most densely settled area of old Arnor and contains sizable Dunlending and Eriadoran Northman populations. The trade center of *Tharbad* is Cardolan's chief city.

Dúnedain: (S. "Edain of the West"; sing. *Dúnadan*). These High Men are descendants of the Edain who settled the western island continent of Númenor around S.A. 32. The Dúnedain return to explore, trade with, colonize, and later conquer many areas along the western, southern, and eastern coasts of Endor during the Second Age. Unfortunately, their hubris and desire for power lead them to attempt an invasion of the Valar's Undying Lands. As a result, Eru (the One) destroys their home island in S.A. 3319. Those called the "Faithful" oppose the policies and jealous Elf-hatred that prompt this "Downfall." The Faithful are saved when Númenor sinks; they sail east to northwestern Middle-earth. There they found the "Realms in Exile," the kingdoms of Arnor and Gondor. Although sparsely populated, Arthedain (in Arnor) contains the highest proportion of the Faithful and the most purely Dúnedain culture in all of Endor. Many "unfaithful" (or "Black Númenórean") groups survive as well, living in colonies and independent states such as Umbar.

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

Edain: (S. "The Second People"; sing. *Adan*). Despite the fact that the term Edain originally refers to all Men, it is eventually restricted to the descendants of the High Men who first befriended the Elves and warred against the Black Enemy Morgoth. These "Fathers of Men" include many groups, notably the Dúnedain.

Eriador: (S. approx. "The Empty Lands"). Eriador is a geographic region which includes all the territory north of the River Isen (S. "*Sir Angren*") and between the Blue Mountains (S. "*Ered Luin*") and the Misty Mountains. Its imprecise northern border lies along the highland ridge that runs northward from *Carn Dûm* in Angmar and reaches to the Ice Bay of *Forochel*. Some accounts place the southern border along the line bounded by the rivers Greyflood (S. "*Gwathló*") and Swanfleet (S. "*Glanduin*"). Most, however, hold it to be that area north of Gondor's traditional western border. Eriador incorporates the lands of *Minhiriath*, *Eregion*, *Cardolan*, *Rhudaur*, and *Arthedain* and, by some, *Dunland* and *Eredhwaith*.

Forodwaith: (S. "Foik of the Northern Lands"). This term applies to the peoples of the Forochel (S. "Icy North") region of northwesternmost Middle-earth. It is sometimes loosely interpreted as meaning the "Lands of the Northern Foik," which has led men to use the label to describe the territory north of Eriador traditionally dubbed the "Northern Waste." The *Lossoth* are the chief group of Forodwaith.

Fornost Eriain: (S. "Northern Fortress of the Kings"). Also called the "Norbury of the Kings," Fornost originally serves as the refuge and summer retreat for the Kings of Arnor. Between T.A. 250 and 850, the court gradually shifts from the royal capital at Annúminas to Fornost. This fortified city becomes the capital of Arthedain when Arnor is split in T.A. 861.

Lindon: (S. "Place of Music"; lit. "Lofty Song"). Lindon is a coastal realm which encompasses all the lands west of the Blue Mountains. It is all that remains of the ancient reaches of *Beleriand*. An Elf-kingdom, Lindon is divided by the Gulf of Lhûn into two parts, *Forlindon* (S. "North Lindon") and *Harlindon* (S. "South Lindon"). The Grey Havens (S. "*Mithlond*") ruled by *Círdan* the Shipwright lie on the gulf and serve as the customary center of the realm.

Lossoth: (S. "Snow Host"; sing. *Lossadan*). The so-called "Snowmen" are a poor, primitive, nomadic folk who roam the sparsely settled ice plains north of Eriador and Angmar. They live on big game and whatever they can wrest from the rich, cold sea.

Rhovanion: (S. "Wilderland"; lit. "Wild Place"). Traditionally, this region includes all the land south of the Grey Mountains (S. "*Ered Mithrin*") and north of *Mordor*, between the Misty Mountains and the Redwater. This area includes Mirkwood and the northern Anduin river valley.

Rhudaur: (S. "East Forest"; Du. "Place of Roaring Red-gold"). Easternmost of the three sections of Arnor, Rhudaur is a rugged, wooded land — hence its name. It is also a culturally diverse and politically volatile territory with a relatively small Dúnedain population. Hillmen (*Hi*, "*Ne Dreubhan*") and later, migrating Dunlendings form the majority of its populace. Rhudaur becomes an independent Dúnedain kingdom with the underking of Arnor in T.A. 861 and falls under the sway of the Witch-king of Angmar between T.A. 1301 and 1350. With the War of T.A. 1409, it ceases to exist as an integrated state.

Shire: (H. "*Sûza*"). Located in southeastern Arthedain, along the old border with Cardolan, the Shire is a fertile, county-sized area covering over 18,000 square miles. In T.A. 1601, King Argeleb II grants the region to the Hobbits (H. "*Kuduk*") led by the brothers Blanco and Marcho of the Fallohide tribe. Within the next thirty years, the majority of all the three tribes of the Hobbits migrate into the Shire, where they set up their own semi-autonomous society. The Shire survives the downfall of Arthedain in T.A. 1974. Note that the adjacent Hobbit settlement of "Buckland" is actually in northwestern Cardolan and is not officially integrated into the Shire until early in the Fourth Age.

1.2 ADAPTING THIS MODULE TO YOUR 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. 1.32 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.

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.

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.

1.3 CONVERTING STATISTICS

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.

1.31 CONVERTING HITS AND BONUSSES

- When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.
- The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc.'s *Dungeons and Dragons*®, simply double the number of hits your characters take or halve the hit values found in this module.

1.32 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

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

1-100 Stat.	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

1.33 CONVERTING 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, liveness, etc.

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

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

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

EMPATHY: emotional capacity, 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 (mentality), 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.

1.34 CONVERTING COMBAT ABILITIES

All combat values are based on *MERP* or *Arms Law/Claw Law*. The following guidelines will also aid conversion.

- 1) *Strength and quickness bonuses have been determined according to Table 1.32 above. Note the stats you are using and compute these bonuses using the rules under your system;*
- 2) *Combat adds based on level included here are: +3/level for fighters and rogues, +2/level for thieves and warrior monks, and +1/level for bards, monks and rangers. Simply take the level of the NPC, note his character class (or equivalent under your system), and compute any offensive bonus (due to level) appropriate for your game. Note that the bonuses other than those mentioned under armor type are "offensive" adds.*
- 3) *If your system is based on Skill Levels (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.37.*

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 1.32. 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.*

1.35 CONVERTING 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.*

1.36 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, multiply 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.

1.37 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 (a +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 +½ is given for each skill level above thirtieth level.

1.38 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.

2.0 INTRODUCTION TO ARTHEDAIN (T.A. 1640)

Cradled between the mighty Misty Mountains and the blue Ered Luin, bounded and protected by two substantial rivers, the Lhûn to the west and to the east the Brandywine, Arthedain appears to be the perfect home for the Exiles of downfallen Númenor. Like Númenor's heartland, the North Kingdom of the Dúnedain is a cool, rocky, rugged land, little lent to farming on a grand scale but ideal for contemplation, study and worship. Free of Dragons, bitter winter weather and the threat of invasion from any direction but the East, the Arthedain Kingdom appears at first glance to be a realm destined to survive and dominate the Third Age. Settled by the wisest and highest of Men, Arthedain stands supported by the Elves

of Lindon and Rivendell and by powerful kinsmen in Gondor to the south. Palantiri and fleet messengers on horseback effectively link the Dúnedain kingdoms.

But look to the East and find Angmar, the small but rapacious realm of the Witch-king, poised at the icy doorstep to Arthedain. Having swallowed up Rhudaur and overrun Cardolan centuries ago, Angmar stands armed and ready to attack again, until the Witch-king's evil will is carried out or destroyed. However sheltered by rivers and mountains and protected by neighbors and the frigid Forodwaith to the north, Arthedain has its weaknesses, chief among them its small population and distinctly unmartial attitude. On Númenor, free of the grasp of foes and tyrants, the Dúnedain developed a High-elven attitude and contemplative lifestyle that served them well. But transplanted to Middle-earth, where the practice of the political art more often than not involves warfare and treachery, the Númenórean tradition of the peaceful pursuit of knowledge and wisdom has almost led to the demise of the Arthedain people. Unaccustomed to the insatiable lust for blood, territory and revenge that exemplifies the Witch-king's deepest desires, their realm was nearly overrun by great numbers of barbarians centuries ago. But for the aid of Círdan and the other Elves, Arthedain would have fallen to Angmar in 1409 along with its weaker brother-state, Cardolan.

Hardly defenseless, Arthedain has its weapons: the Palantiri, one linked to an answering stone in Gondor; wise and courageous leaders and soldiers toughened by battles with the Orcs and Hillmen of the Ettenmoors; and most of all, the unbroken line of Kings and their renowned advisors, the Seers of Fornost. The Arthedain people stand united in the justice of their struggle against the forces of Darkness, but they lack the means to muster the vast numbers of soldiers needed to defend their homeland from a full-scale invasion.

In Arthedain the adventurer will find streams and rivers to fish and travel, herds of big game to hunt, and a rocky hilly land open to settlement or wandering. The more aesthetic or political-minded may journey to Fornost, where the Royal Court of the Dúnedain of the North meets in secret to discuss and debate matters of state. Also inside the high and well-guarded walls of the Arthedain capital, scholars continue their research into the sciences and record the history happening around them. Those looking to farm the rich soil of southeastern Arthedain must ask permission of the Hobbits, who now live in and rule that part of the kingdom, under the protection of King Argeleb II. For drink and rest, Bree is close; there, tavernkeepers serve ale and roast fowl to all Men with coin in their pockets, no matter their loyalties or mission. But those lacking a stout heart, a love of risk or the desire to face unearthly terror had best steer clear of Cardolan's nearby Barrow-downs, for undead Wights have claimed that foggy, misty upland as their own, and they brook no intruders. True, buried along with the bones of ancient Edain kings lie relics of great value, but of what value is one's life?

A kingdom of contrasts, a land dominated in spirit by the highest and fewest of Men yet home to the hearth-loving Hobbits and the reckless Rivermen of the Brandywine, a realm whose eastern borders are crawling with spies and agents and mysterious strangers visiting the inns of Bree — this is the land of Arthedain, the bewildering and embattled North Kingdom, in 1640.

3.0 THE LAND

3.1 THE BORDERS

Arthedain, the northern realm of the exiled Dúnedain, is bordered by the River Lhûn to the west and extends north to the icy wastes of Forochel and east to the Weather Hills (S. "*Emyn Sâl*"), including within its territory all the land north of the Great East

Road between the Lhûn and the Hills. Picture the land of Arthedain as resting in the center of the vast bowl formed by the Misty Mountains to the east and the Blue Mountains to the west. Before the coming of the Exiles from Númenor at the end of the Second Age, this windswept expanse comprised the entirety of the broad, rocky land called Eriador.

3.2 NENUIAL AND THE HILLS OF EVENDIM

Nenuial, "Lake Twilight," is large as lakes go. This beautiful blue body of water in north-central Arthedain lies open only to the east; the ancient Hills of Evendim, or Twilight Hills, shelter the Lake from north and west winds, thus lending the area a serene yet formidable air. Along the Lake's stony shores jut spiky cattails and the sharp thin grasses of the Northlands, adding to the sense of isolation. On the southern shore of the Lake, Elendil built the beautiful city of Annúminas, for centuries the capital of Arnor and seat of the northernmost palantír. Razed in the invasion of 1409, Annúminas lies crumbling, grass peeping up through the cracked stones and broken marble of the once-dazzling queen city of the Northern Dúnedain.

3.3 THE BARANDUIN

From Nenuial flows the Baranduin, or "Brandywine River," which runs over 500 miles before emptying into the Sea south of Harlindon. By the reckoning of Hobbits, the swift yet meandering Brandywine is best crossed at the ancient Bridge of Stonebows (now called the Brandywine Bridge), just north of the Old Forest. A formidable disruptor of communications as well as a barrier to easy and direct invasion from the East, the Brandywine River bestows upon the Shire the blessings of a winding river valley: plenty of good, fresh water for drinking and irrigation. North-south travel on the Brandywine is tricky but regularly practiced by the bold and enterprising Rivermen, who have claimed the River as their own, and avoided by others less skilled and not-so-stouthearted. South of Buckland the smaller Withywindle joins the Brandywine as the enlarged river slows and spreads at the Overbourn Marshes. At Sarn Ford (S. "*Iach Sarn*"), the southernmost boundary of the Shire, the road from Michel Delving east to the Greenway crosses the river, joining the eastern Shire with central Arthedain. All along its serpentine route, poplar and willow line its banks, along with scattered stands of birch, spruce and pine.

3.4 THE NORTH DOWNS

East of Nenuial and the Baranduin, the North Downs (S. "*Tyrn Formen*") send forth their solid chins. Here rocky ridges often miles-long march across northeastern Arthedain like gigantic natural altars. Like steps descending from the east, they guard the central kingdom, and in their southern reaches, protect the fortified city of Fornost Erain, Arthedain's present capital.

Like the Far Downs and White Downs of southwestern Arthedain, the hills of the Tyrn Gorthad have steep faces and long sloping backs where erosion has worked hardest. These downs formed when massive layers of sedimentary rock "shed" away from the mountains and eroded unevenly in the damp, windy climate, losing one layer of rock after another. From the West they appear as rows of walls, while from the east they create the illusion of gentle, undulating fells.

3.5 SOUTHERN ARTHEDAIN AND THE SHIRE

Southern Arthedain bears rich and fertile land that grew wild and nettled with neglect until the settling of the Shire by the Hobbits after 1601. To give credit to the High Men of Arthedain, who are masters of herbal and grain farming, other and more pressing concerns — like battling Angmar and Rhudaur for survival since 1349 — have given them little opportunity to develop and nurse the potentially fruitful fields of the South. The Men of sparsely settled

Arthedain are pleased to see the Halflings working the land and speeding along the King's messengers en route to Rivendell and Gondor, or west to Lindon.

Looking at the newly-settled eastern Shire, one notices north of the Great East Road the Hills of Scary and the largely-abandoned stone quarries nearby. Little is made of the hills but their name clearly implies some secret or threat; the granite quarries are all but depleted now, the stone having gone into the building of Arthedain's forts and outposts. Before that it was used by the Edain to erect monuments to their Kings and Queens at the Barrow-downs in nearby Cardolan. Due south is the Green Hill Country recently settled by the bold Hobbits of the Took clan. This part of the Shire is very fertile, lying near the wide, green Brandywine River Valley. It is a peaceful locale, but across the River to the east stands the Old Forest. There, locked in gloom, live the aged and malevolent willows of the Withywindle River Valley.

3.6 THE WEATHER HILLS

In the extreme southeastern corner of Arthedain loom the barren rocky ridges of the Weather Hills and below them, the buzzing bogs known as the Midgewater Marshes. Because of the thin or spongy soil and the permeable limestone that make up the Weather Hills, no trees grow along their flanks or atop their ridges. There is nothing to dispel the feeling of stark exposure one gets standing on their commanding summits. This sense of naked vigilance is strongest at the peak of the Weathertop (S. "*Amon Sûl*"), the highest and southernmost hill. This rounded height stands like a natural fortress 1000 feet above the Great East Road.

Near the bottom of Weathertop, freshwater springs run down the hills and trickle into treacherous and marshy lowlands. These fens, carved out ages ago, collect stagnant water in festering pools

that draw the stinging midges that lend the Marshes their name. They were born in a time when the living ice of glaciers first scoured the surface rock of Eriador and deposited rich silt. With the recession of the glaciers in the warming climate of the North, the land, relieved of the great weight of ice, rose. Highlands and down-ridges remained, both of which Arthedain has in abundance.

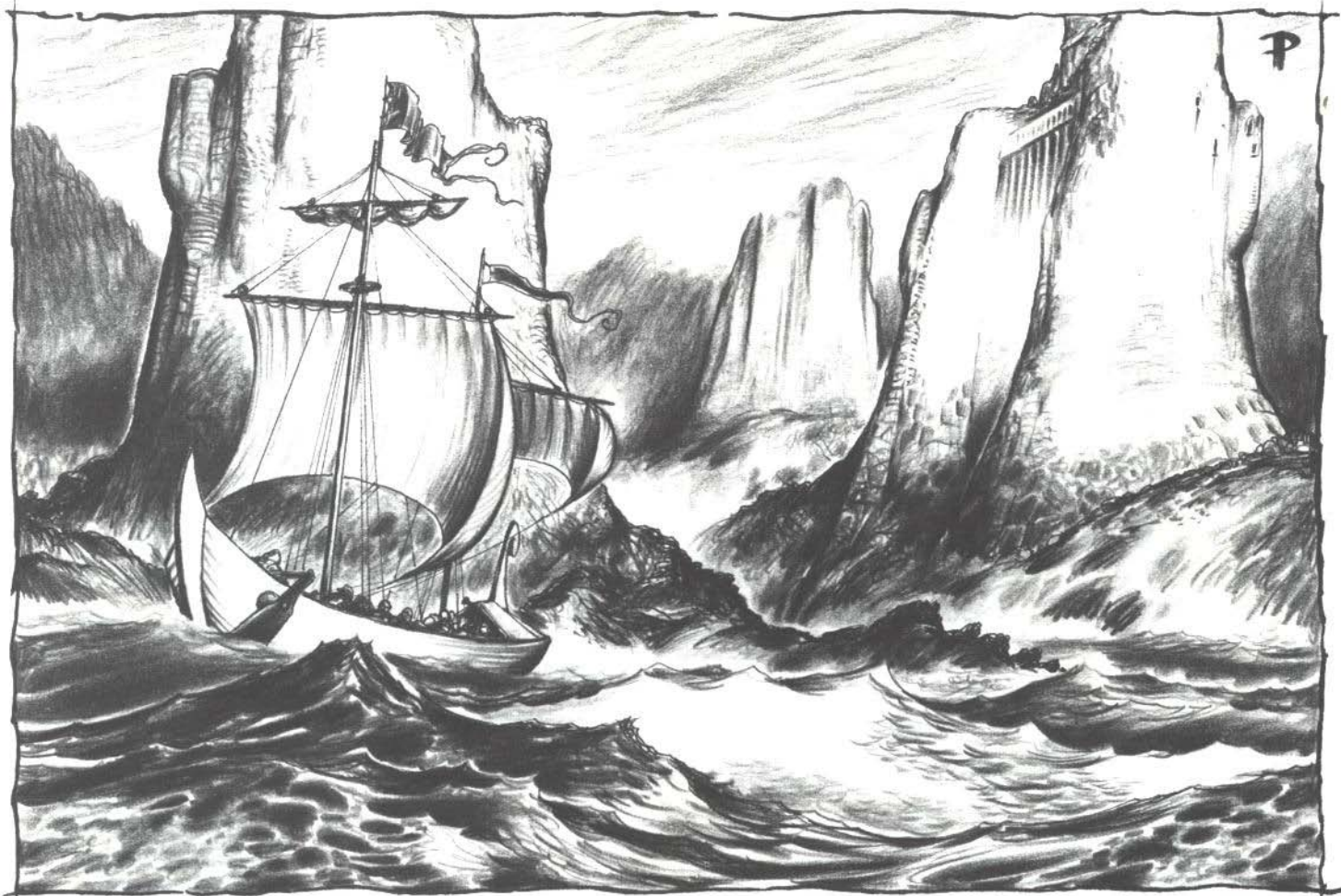
3.7 THE WHITE DOWNS AND THE FAR DOWNS

In the west of the Shire the chalk cliffs of the White Downs stand like clenched teeth. Further on roam the aptly-named Far Downs, which mark the westernmost boundary of the Hobbit-lands, and beyond these scrubby grey uplands rise the Eryn Beraid, the noble "Tower Hills." Atop these hills perch the White Towers, three weathering Elven-made fortresses of the First Age. The Towers peer down upon the estuary of the River Lhûn as it widens into the Gulf of the same name. Here saltwater penetrates almost twenty miles up-river and gives rise to a rare blend of salt and freshwater grasses and animal life. In effect, the estuary acts as an enormous fish nursery. Further north, the blue waters of the Lhûn have carved out a rugged valley in their 300 mile long journey from Forochel to the Gulf.

3.8 THE BLUE MOUNTAINS

The majestic Blue Mountains (S. "*Ered Luin*") cut off Arthedain from friendly neighbors far to the west in Lindon, where the Noldor Elves live. Led by the master-shipwright Círdan, the Elves share the harbors at the Grey Havens with the Arthedain, and intercourse between the two cultures is regular and friendly.

Surprisingly, a few heirs to the legacy of the flooded Dwarf-cities of Nogrod and Belegost make their homes in the Blue Mountains, their once-rich towns now quiet and dark. The heights of the Blue



Mountains offer little but temporary refuge from pestilence or warfare, and their mines now provide little but iron, tin, and copper. But trade between the few Dwarves remaining in the Mountains and the men of Arthedain continues to a small degree, for the Naugrim are deft weapon-crafters as well as extraordinary jewelry and toymakers.

3.9 THE CLIMATE

Normally — but for the frigid tundra of Forochel of course — Arthedain is a land blessed with a cool but pleasant climate. The moderating influence of sea winds and air currents brought from the Gulf of Lhûn and through the gap between the north and south ranges of the Blue Mountains has favored the realm with abundant rainfall and sunshine and comfortably cool summers.

But of late, especially since the rise of Angmar in the North and the Great Plague of four Winters past, the climate of Arthedain has changed for the worse, especially in the North and Northeast. Winter hangs on, the Spring thaw is delayed, and people begin to wonder if the snow will ever melt. Suddenly summer bursts upon the scene in a single day and scorches the ripening fields for weeks on end.

For now the Arthedain carry on as best they can. The Hobbits of the Shire shield their crops and animals from the brutal summer sun and the winter wind's frigid reach, but they ponder how long they themselves can persist in the face of such adversity. Meanwhile the High Men huddled at Fornost wonder too, and offer prayers and incantations as their militia drills in the windswept courtyards below the King's Chambers.

CLIMATE AND CALENDAR CHART

Months	The North Downs	The Shire	Hills of Evendim
— Yestarë (intercalary day: <i>Yule</i>)			
1. Narwain (Winter)	20-40° (snow/rain, 45%)	25-40° (sleet/rain, 45%)	15-30° (snow/sleet, 35%)
2. Ninui (Winter)	10-35° (snow/rain, 40%)	15-35° (sleet/rain/snow, 55%)	10-25° (snow/sleet, 30%)
3. Gwaeron (Winter)	15-35° (snow/rain, 30%)	20-45° (sleet/rain, 45%)	15-30° (sleet/snow, 40%)
4. Gwirth (Spring)	25-45° (sleet/rain, 40%)	30-50° (sleet/rain, 45%)	20-35° (sleet/snow, 30%)
5. Lothron (Spring)	35-55° (rain, 40%)	35-60° (rain, 45%)	30-45° (rain, 25%)
6. Nórui (Spring)	40-60° (rain, 40%)	50-65° (rain, 50%)	35-50° (rain, 30%)
— Loëndë (intercalary day: <i>Midyear</i>)			
7. Cerveth (Summer)	50-70° (rain, 40%)	60-75° (rain, 45%) +	45-60° (rain, 35%)
8. Úrui (Summer)	50-75° (rain, 50%) +	65-80° (rain, 50%) +	60-75° (rain, 35%) +
9. Ivanneth (Summer)	50-75° (rain, 50%) +	65-80° (rain, 55%) +	60-75° (rain, 40%) +
10. Narbeleth (Fall)	50-70° (rain, 45%) +	55-75° (rain, 50%) +	40-75° (rain, 35%) +
11. Hithui (Fall)	40-60° (rain, 50%)	45-65° (rain, 55%) +	35-60° (rain, 35%)
12. Girithron (Fall)	30-50° (rain, 45%) 0	35-55° (rain/sleet, 45%)	25-45° (sleet/rain, 45%)
— Mettarë (intercalary day: <i>Yearsend</i>)			

%Chance per day of the indicated type of precipitation. The type is keyed to the day's temperature which is computed each morning by the GM. Simply figure the monthly temperature range and roll to see how high the temperature goes. For instance, a roll of 75 would mean the temperature is 55° if the month has a 20° range between 40° and 60° (55° is three quarters up the monthly scale). Precipitation types are based on temperature: snow = below 32°; sleet = 32-35°; rain = above 32°. If the temperature indicates snow, roll again: a result of 01 = hail; 0205 = an ice storm.

+ Thunderstorms likely. If rain results, roll again: 01-40 = thunderstorm.

The Seers' warning to King Argeleb is clear: Beware, one and all, for Sauron's magic is as powerful as it is menacing, and the very wind is at the Dark Lord's command!

4.0 FLORA AND FAUNA

Just as Arthedain is home to several distinct and very different cultures that rarely intermingle, the plants and wildlife of the surviving Northern Kingdom of the Dúnedain range from the scarce-but-large up north to the many-but-minute in the fetid bogs around the Shire. Plant life is just as varied, if less spectacularly so.

4.1 LIFE IN THE NORTH

In the far North, herds of large hooved animals roam the scrubby tundra of Forochel in search of food and shelter. Winter is a lean season for them, for the plants they feed on — lichens, mosses, short pale grasses — have little nutritional value. Since bulk and fur retain body heat in the frigid and long-lived winter, the animals of the North tend to be large; yet they are few in number, because the grazing area is only so big. In the summer these animals shed their heavy coats and gorge themselves on grass and berries and drink from the region's plentiful streams swollen from melting winter snows.

Reindeer (*S. "Losrandir"*) wander the eerie treeless landscape of the northern regions, their noses to the wind, sniffing for the dreaded scent of a Wolf pack. Common sights to the Lossoth, large herds of Moose, Elk, and smaller Deer search the permafrost for patches of green. Further west, Goats clamber up and down the rocky foothills of the Blue Mountains, where the rarest of sights in the far North — a stand of broadleaf trees — can be seen, another remnant of the vast primeval forest that carpeted the West long ago.

In or near the Bay of Forochel live and labor families of Mink, Beaver, Seals and Otter, some lonesome Bears and a great variety of waterfowl. With the onslaught of the colorful summer, another seasonal guest, the Mosquito, makes his appearance and sets the Bay a-buzzing. As the frozen earth thaws, much of the high plain becomes a quagmire ideal for breeding these ravenous beasts. Forochel's legendary Giant Mosquitos, rumored to be the size of Sheep, are said to have carried off unattended Lossoth children to dreadful deaths, but such exaggerated accounts have never been substantiated. Certainly the presence of the bloodthirsty creatures is one small reason Angmar's spies risk travel in the North Country during the long dark winter. (Freezing to death beats being eaten alive anyway, even a Troll would agree.) In addition Arthedain's Ranger border-guards cover less ground in the sub-zero agony of Forochel's stormy, six-month winter. Most important, however, the Witch-king's power is mightiest in the nearly sunless season of snow and ice.

In the summer, when the sun shines through the haze for all but a few hours of the day, ferns and berries show themselves and furnish the Lossoth salad and dessert, respectively. ("Fern root is the heart of any good salad," the Lossoth say.) Wild flowers pop up, bloom, give seed and die in a hurry, perhaps for fear of a lingering chilling death in the almost endless dark of the northern winter.

The creatures one should fear most — and everyone does — are the Wolves and more rarely, the Wargs and Snow-trolls who scour the Northlands in search of weakened or careless prey. (Anything that walks, runs, scurries, creeps or crawls will do.) Imagine a pack of a dozen White Wolves heading your way and you begin to understand why hunting and fishing are group activities. One rule of thumb: the colder the winter, the hungrier and bolder the Wolf. And unfortunately, since the Great Plague of 1636-37, winter everywhere in the North Kingdom is evermore bitter, long and unrelentingly cold.

4.2 LIFE AROUND LAKE EVENDIM

Passing down the rocky heartland of Arthedain to the serene Hills of Evendim and the placid, deep-blue waters of Nenuial — where the capital city of Annúminas once shone like a jewel — the ravages of Angmar's invasion and the worsening climate are apparent. While large in area (perhaps 900 square miles), Nenuial (or "Lake Evendim") has fewer and fewer Duck and Geese returning each year, now that the woods sheltering the lake have been cut down for shelter and firewood. With the higher men of Arthedain behind fortified walls, invading beasts find little to eat, but as the Troll phrase goes, "fowl-game will do when fair-men are gone." The elegant herb gardens of Annúminas lie trampled to dust, the buildings crumbling where fields of fair Elven flowers once bloomed in a rainbow of colors, the bare earth lies scorched by Angmar's torch.

4.3 THE ECOLOGY AROUND FORNOST ERAIN

Alive if not well and due east of the ruins of Annúminas stands Arthedain's spiritual and military capital, Fornost Erain, huddled at the feet of the ancient North Downs. Once protected by fertile lands thick with birch and beech and on the higher ground by stately oak and elm, Fornost now stands exposed and almost naked to the wind; only a few stands of trees survive. Inside the high walls of the city, some living treasures of Númenor are preserved. There Kirinki-birds sing sad Elven-inspired songs in the few remaining flowering trees, their presence filling the chill air with perfume. Herbal gardens, smaller now but healthy, yield *Galenas*, beloved for its fragrance. They also yield *Athelas* or "Kingsfoil," a healing herb of magical restorative powers that relieves the head and body of all pains, provided it is administered properly and in time. For bread, the humbler Arthedain grow corn and grains in carefully tended rows that seem to stretch for leagues. But lost forever are the cherished *Oiolairé*, a glossy sweet-scented evergreen, and the blooming vineyards native to Númenor.

4.4 THE ECOLOGY OF THE SHIRE

In the Shire, life is neither so barren and cruel as in the North nor so threatening as at Fornost. Everywhere, stands of tall trees lend color to its rolling countryside. Throughout the northern Shire stretch neat patchworks of fields already under plow. The splotchy scrubgrass of the Far Downs and the White Downs dominates the western reaches, while to the south croplands bordered by hedges compete for space. In the eastern Shire, in the broad and rugged Brandywine River Valley more fertile croplands lie tilled, and abandoned stone quarries stand exposed and useless. Nearby, the teeming bogs and fens called the Midgewater Marshes are home to insects, reptiles, amphibians and birds of all kinds.

4.5 LIFE IN THE MIDGEWATER MARSHES

Just northeast of the junction of the Greenway and the Great East Road stands a thick wood nearly twenty miles across, a substantial little forest called the Chetwood, where fox and squirrel hunt and scamper. At its eastern edge, nestled between the forest and the Weather Hills, one enters an oozing, boot-sucking swampland, the foggy Midgewater Marshes. Here, amidst the usual array of creatures at home in the slimy muck and fetid waters of a marsh (snakes, turtles, frogs, fish, muskrats, raccoons, and the like) gathers a maddening army of incessant nocturnal squeakers, the insects called **Neekerbreekers**. Their harsh, crazed-cricketlike cry — "*neek-breek, breek-neek*" — beats through the night like a drum in your skull, and sleep is difficult for those cursed with good hearing. Hungry biting flies, pesky midges, and ferocious winged insects called **Dumbledoors** rule the marshlands in numbers too great to overcome; one must submit to them and hurry on. Gallows-weed drapes the trees like aged moss; rumors of bloodthirsty

phantoms called **Mewlips** and carrion birds known as **Gorcrows** still reach the ears of adventurers foolish enough to ask too many questions before crossing the Marshes. Hobbits tell of **Hummer-horns**, savage flying insects of lore who can reduce a man to a bloodless corpse in one brief night. But that is just a legend . . . *just a legend*.

So there is much to see and do and to avoid in Arthedain. Hunting is good up north, if you can brave the cold and the rugged, solitary land; fishing is rich and easy in the rivers and streams, where fine trees root in fertile soils. Birches stand along the banks of the Brandywine, and to the far west by the Lhûn, Rivermen find superb wood for their canoes. Overall, the North Kingdom is a noble, somber land possessed of diverse flora and fauna. But unless pursued, you would be wise, traveler, to avoid nighttime ventures into the Midgewater Marshes, for as the Hobbit-song grimly warns:

*Around you wights and vampire flies —
Neek-breek, breek-neek.
Beneath your feet the quicksand lies!
Neek-breek, breek-neek!*



5.0 THE INHABITANTS (1640)

Although politically united, the Kingdom of the Northern Dúnedain is ethnically diverse and remarkably stratified. Its embattled borders contain a rigidly segmented and segregated yet startlingly varied group of societies, peoples who are difficult to locate, impossible to unite, and who present an unending challenge to protect. The Men of the North Kingdom face formidable obstacles inside their land as well as along their ever-threatened boundaries.

Dominating the stony heart of the country are the Arthedain people themselves, the highest and most "Elvish" of men. These proud and aesthetic descendants of the Faithful of Númenor, while small in number and ever-dwindling in worldly power, count amongst themselves great scholars and seers — including at least one prophet, *Malbeth*, who foresees the doom of his people — and a visiting Wizard, *Gandalf the Grey*, who has taken a strong interest in the people and culture of the northern Dúnedain. The intense pride of the Arthedain, however dangerous if unaccompanied by a martial spirit, is justified and beats undiminished in their "blue" blood throughout the troubled and disastrous Third Age.

The region's newest inhabitants, the child-size Hobbits who just four decades ago were bunched up and bothered at Bree, now farm and settle the wide and fertile plains of southern Arthedain, a region they call the Shire. To the east, the bubbling, simmering melting pot of humanity and Hobbitry at Bree, where the ancient highways called the Great East Road and the North Road (or "Greenway") cross, seethes and hisses with ominous portent, for Angmar's agents are everywhere, and the Witch-king's spies see all. Remember, adventurer: Sauron, the Witch-king's iron-handed instructor in malice, was taken in chains to Númenor where the fore-

fathers of the Arthedain lived in peace and prosperity for 2000 years. Never forget that the Dark Lord's enmity toward the Arthedain is personal and extreme, and his spite is as bottomless as Mor-dor's Crack of Doom.

In the Far North, living near the great Ice Bay of Forochel are the Lossoth, the "strange, unfriendly" and isolated descendants of a mysterious First Age northern folk (*LotR*, Appendix A, I, iii). These elusive nomads, the "Snowmen" of the Wastes, remain suspicious of others and terrified of the Witch-king. But for a walk-on role later in the Third Age, the Lossoth play no part in the recorded drama of Middle-earth.

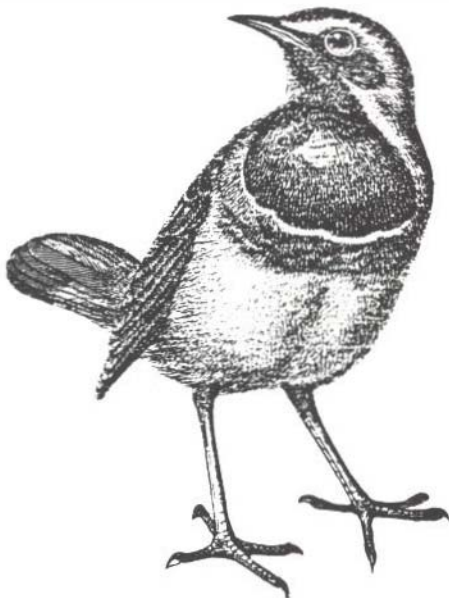
Living west of the River Lhûn are two distinct cultures determined to keep their respective noses out of trouble: the scattered Dwarves of the Blue Mountains and the Elves of Lindon, the latter fast patrons of Arthedain led by Círdan the Shipwright. As long-time residents of the area, the Elves and Dwarves have seen and endured enough suffering. Their world-weary leaders and depleted people wish to be left alone, although the Elves retain a sense of the danger and maintain a vigil like that performed by Arthedain's Rangers of the North.

5.1 THE ARTHEDAIN

If there is a single people noble and strong enough to face unflinchingly the treachery of Angmar and to battle the Darkness spreading like a plague from the East, it is the Arthedain. No history of Men is at once so uplifting and so sad as theirs, for now exiled from the Land of the Gift, the island of Númenor, they are doomed to sorrow and loss and a diminution of power throughout the Third Age. Yet never do the Arthedain consider surrender to or accommodation with the ever-growing evil threatening them, as it has for the last 300 years.

5.11 A HISTORY OF THE DUNEDAIN

To begin to understand the Arthedain, we must trace their ancestry beyond the founders of Arnor to the *Dúnedain* (S. "Edain of the West"), descendants of the *Edain* of the First Age. It was they who, early in the Second Age, sailed west to the star-shaped Isle of *Elenna* (Q. "Starwards") to found the greatest and most spiritual of all Mannish cultures. Greatly influenced by their Elven allies, the tall, dark-haired and beardless Dúnedain were granted the island-continent as a gift of thanks for their bold and bloody assistance to the Elves battling Morgoth, Sauron's most-evil First Age mentor. These High Men called their new home *Anadûnê* (*Númenor* in the Grey-elven tongue) and became the storied *Númenóreans*.



Thus, Númenor (Q. "West-land") was created by the Valar as a haven from the natural and supernatural ravages of Middle-earth; their intention was that the Dúnedain would live happily on the island forever, in brotherhood with the Elves on Eressëa. Upon the Men of Númenor the Valar placed but one restriction: never shall any Man sail west to the Undying Lands, home of the Immortals. Otherwise the Númenóreans were free to explore all lands that they might set sail for to the North, South and East, including Middle-earth.

The Númenóreans

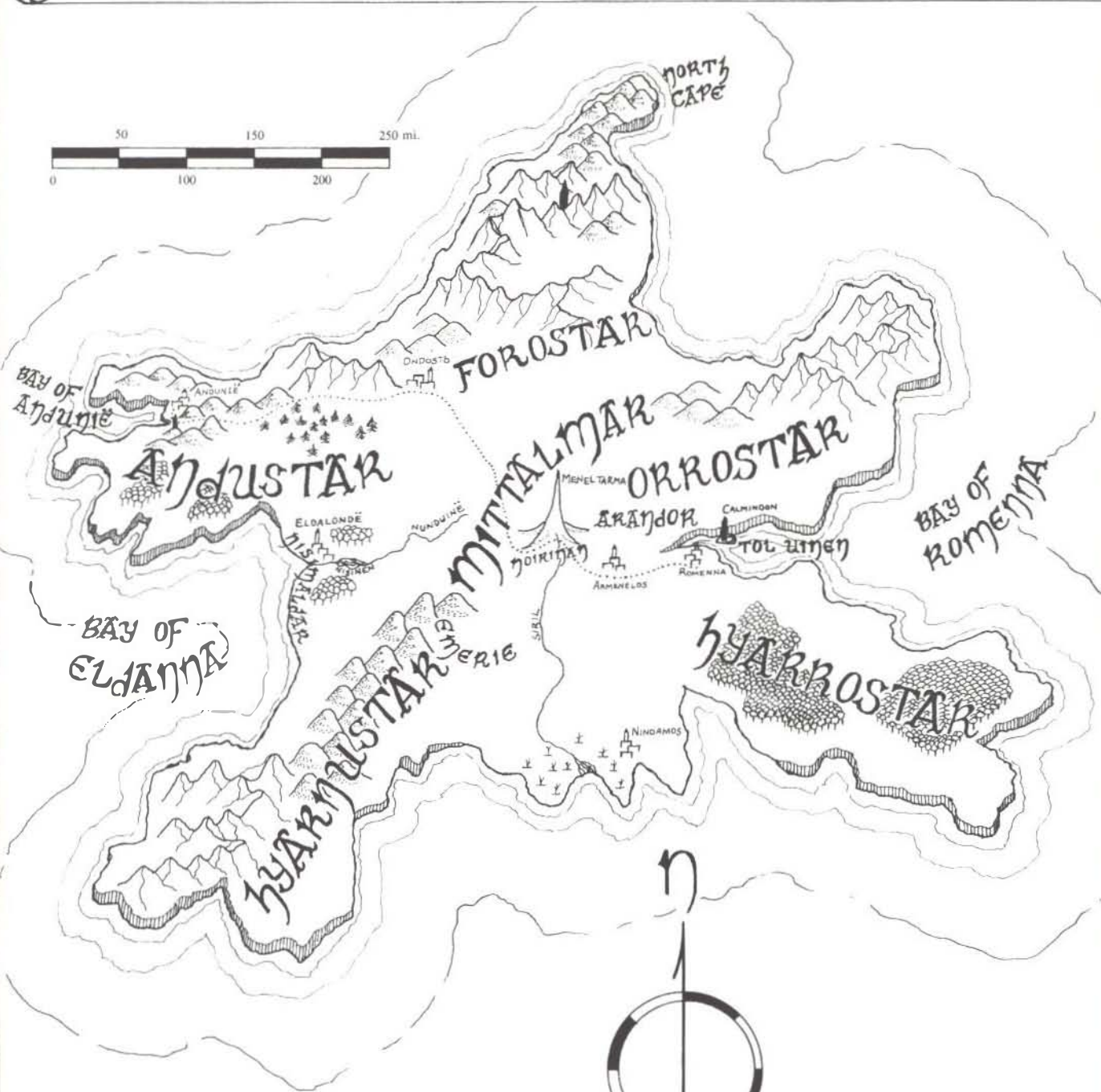
For almost two thousand years the Númenórean culture blossomed and flourished in unparalleled beauty and unbroken peace and harmony. Fishermen tended their nets and shepherds their flocks, while at the behest of the royal family, educated nobles wrote informative natural histories and geographies as well as numerous scholarly treatises on the arts and sciences. Astronomers plotted and studied the movement of the stars, both for the sheer pleasure of learning and to aid in navigation. Like the Elves, the Númenóreans cherished starlight and sea-travel. At night, under fragrant flowering trees and surrounded by sculpted herb and flower gardens bursting with bloom, poets accompanied by court musicians read their verses to the King and the gathered nobility. Strife, jealousy, fear — all seemed to vanish like mists burned off in the sparkling clear air of Númenor. Never before were Men so blessed with a kind and invigorating climate and a land where sea breezes never ceased, and rainfall was appreciable but moderate.

Although *Adûnaic* was their birth-tongue, Númenóreans spoke *Sindarin* in deference to the Grey-elves who instructed and inspired them; the official names of high places and important people — like the capital city and the King — were given in *Quenya*, High-elven. From the Elves, Númenor's kings and healers learned the use of the magical healing herb *Athelas*, and the love of all things beautiful. Scarlet Kirinki-birds sang their ethereal songs day and night, setting to music all that went on at court.

Yet the Númenórean people were not simply lovers of elegance and knowledge and the serene good life; on the *Meneltarma* (Q. "Pillar of Heaven"), the Hallowed Mountain in the center of the island, they regularly gathered to worship as one. After climbing a long and winding spiral road to the peak of the Meneltarma, the Númenóreans observed a silent litany. Until the coming of Sauron and his ascension to power around S.A. 3300, no temples stood to block one's view of the stars and the sky, no altars were built, no stones were piled into cairns. Three times a year the King of Númenor joined his people — all of them wearing flowing white robes and garlanded with flowers — to make a pilgrimage up the Meneltarma to offer prayers. At the *Erukermë*, on the first day of Spring, the King offered a prayer of hope for the coming year. In mid-Summer, at the *Erulaitalë*, and later, near the end of Autumn at the *Eruhantalë*, the King offered praise and thanks to Eru, the One, on behalf of his people, who stood silently surrounding him. At all other times the Hallowed Mountain was the site of unbroken silence; at the peak, the Witnesses of Manwë, two watchful Eagles whose Eyrie rested nearby, stood as ever-vigilant guardians of Númenor — until the Downfall. From the zenith of the Meneltarma, a farsighted Man could gaze west and on a clear night see the glowing light from the Isle of Eressëa, home of the High-elves and the only earthly state rivaling the beauty of Númenor itself.

The Isle of Númenor

The island-continent of Númenor, shaped like a five-pointed star, was just over 600 miles across at its widest point, a land of modest size. Its five peninsulas, the *Tarmasundar*, spread like the arms of a starfish, reaching out from the heights of the great central peak of the Meneltarma. Below the Meneltarma and spread out like a green carpet lay *Noirinan*, the Valley of the Tombs. Here, surrounded by verdant pastures where sheep roamed and cattle graz-



húmeþok



ed, stood the vast stone burial vaults of the Kings and Queens of Númenor. (During these glorious millenia, "corresponding" tombs in Middle-earth — the earliest of the ancient Edain Barrow-downs — weathered and aged in later-settled Cardolan.)

Further east on the grasslands stood *Armenelos*, the elegant City of the Kings, in Númenor's most populous area. Its tall towers, wide avenues, and concentric white walls forshadowed the smaller plan of Annúminas, the Arthedain capital later built by the faithful Elendil in the rocky highlands of Arnor. Above the splendor of the royal grounds of Armenelos, at the summit of the King's Tower, the

pair of Great Eagles built their Eyrie. There the Eagles stood as living symbols of the Valar's blessing upon the Isle, and their presence bespoke of the power of the Dúnedain Kings. There also rested the seven Seeing-stones, the Palantiri, created long ago by *Fëanor*, the unexcelled Elven master-craftsman.

Númenórean Culture

Enthusiastic and skilled gardeners, Númenóreans lovingly tended the trees, herbs, flowers and vineyards native to the island and the special fragrant gifts of greenery given them by the Elves of Eressëa, including the mighty golden-blossomed *Mallorn* (🌳).

THE PALANTIRI

Three of the seven Palantiri lie within the bounds of Arthedain, one under the care of Círdan's Elves in the White Towers of the Tower Hills, and two in Fornost Erain. Unlike the jewels and lesser heirlooms of past Kings, the Seeing-stones are never displayed in public; few outside the highest reaches of the Royal Court even know of their existence. Only Kings and their appointed Guardians are given access to the Palantiri, which are locked away in guarded rooms (often encased in steel "shrouds") high in the towers of the capital city. Only in Court are the Stones cited as sources of information, and those citations are also stored far from the public eye. Why the secrecy and security surrounding the Stones? To understand, one must first recognize what the seven Palantiri granted to the Dúnedain can do — and what they cannot do.

Seeing-stones are "connected;" that is, each Palantir transmits to and receives "silent speech" from another in use at the time, its "answering" Stone. The Stones display visual images of scenes and acts that have occurred, are occurring or might yet occur, but they cannot transmit speech or interpret the scenes shown. Thus the need for Guardians and Seers as well as Kings to explain what the Stones have pictured is clear.

The Palantiri are things of remarkable beauty and mystery. Perfect spheres of a deep dark hue when at rest, they look very much like crystal globes in the cradling cups of the marble tables they rest upon. (An intent observer may notice a minute flame flickering deep in the center of an unused Stone.) The smallest Stone is only one foot in diameter, the two largest — those of *Osgiliath* in Gondor and at *Amon Sûl* — so great that a man acting alone cannot lift them. If dropped, the Stones are undamaged — the same could probably not be said for the career of the clumsy handler — but intense enchanted heat can shatter them.

Invisible to the uninitiated, unmarked poles indicate alignment, and each Stone has an upright, proper position. Their permanent "upper" and "nether" poles must be placed in line with the earth's center in order for the user to see through their viewing faces. Lesser Stones are even tied to a set orientation; for example, the Palantir of Orthanc's west viewing surface had to be aimed westward or it would remain blank. Even more restricted is the Seeing-stone of the Tower of Elostirion in the Tower Hills, which is tied to the original Master-stone on the undying Elven isle of Eressëa and can only face west, away from Middle-earth and over the Bent Sea. (Thus, it could not provide information about Angmar's movements or the Hillmen to the east.) However, the major Seeing-stones can be viewed at many angles and can flash scenes of happenings in any direction and at amazing distances. For example, the Palantiri of Fornost can reveal to the

Arthedain Royal Court scenes from a battle in Gondor, a distance of hundreds of miles.

However powerful, the Palantiri have their limitations, the major one being their failure to illuminate a scene hidden or cloaked in darkness. A viewer sees things as if he were present at the scene and subject to its conditions of lighting. Thus, action taking place inside an unlighted cave could not be viewed by a Palantir. The darkness of a cave is all but absolute and too much for a Seeing-stone to counteract. Nonetheless, the lightlessness within solid objects will not obscure a view to a place beyond them, so that a user of a Stone can gaze through "things" without hindrance. One can peek into a chamber through a door or even a mountain side, although the room's details might be obscured by poor lighting. Also, ungoverned visions are usually random, hazy glimpses enshrouded by a misty foreground, making the skill and knowledge of the Stones' Guardians crucial.

To use a Seeing-stone fully requires many years of practice and education, plus the gift of "seeing," or correctly interpreting the vision. To begin, the viewer — whether Minister, Guardian or Royalty — must focus his will and concentrate his energies upon the dark Stone, an exhausting effort in itself. Standing about three feet from the Palantir, facing the stone in the direction he desires to look, he brings forth visions — a battlefield scene, let us say. Should the user desire, he can enlarge his field of vision to display a vast host of enemies on the march, or he can focus upon a single object held in one warrior's hand — a weapon or a jewel, for example. In the case of communications between Stones, he can see the thoughts of the one with whom he deals — provided the "connecting" user is in accord and is able to clearly bring forth the image. The Palantiri cannot read the thoughts of an unwilling user, and in such cases what they display is totally a matter of the wills of the two users involved. Still, what amazing devices of communication the Palantiri are!

Ever since the birth of Angmar around T.A. 1300, the Stone-users of Arthedain and Gondor have practiced this extraordinary brand of thought-transference more frequently. As trouble brews and boils over, the twin Dúnedain Kingdoms often exchange information about enemy movement and strengths, and suggest and coordinate strategies to counter them. In a unique parting with tradition, the Istar Gandalf, an outsider, has been granted access to the Palantir of Amon Sûl (in Fornost), chief Stone of the North. In fact Gandalf was the first to warn the Royal Court of Arthedain about their possible use by sinister forces, a notion discounted by many of the Seers. (Gandalf's special nature is a mystery; the conventional wisdom is that only the highest of Men can properly employ the Stones.)

"*Malinorn ë*") trees, later transplanted to Middle-earth and sacred to *Lothlórien*.

The Númenóreans were also an athletic, hearty people and especially enjoyed traveling the island's unpaved lesser roads on horseback, pausing to dive from the rocks into the sea and race out and back to shore. Superb bowmen, they loved to hunt and fish with hollow steel composite bows, relying on the retrieval skills of their fine War-dogs. Archery competitions, like rowing and sailing meets, drew large and enthusiastic crowds; physical fitness was much admired and encouraged by the Númenórean culture as was mental acuity and a sense of mystical awareness.

As gifted mentally as they were physically active, Númenóreans commonly summoned their horses without calling aloud to them, a skill that would prove useful on the battlefields of Middle-earth. Many commonly practiced this telepathy amongst family or compatriots, however playfully at times, lending credence to the sagas touting the enchanted Dúnedain race. Along the same line, the Palantíri, while not often understood by later folk, proved potent tools in the hands of Númenor's skilled Mentalists and Seers. They were frequently used to communicate, manage royal affairs, or to plan for the future. Their ties to the Master-stone in the Tower of *Avallónë* on the nearby Elven isle of Eressëa bound the Númenóreans to their Firstborn brethren.

The Rise of Númenórean Might

The Sea and the forests around them were also very important to the Númenóreans and highly interrelated. Heavy cargos of goods were shipped by sea; Númenor harbored three great ports, including *Romenna*, from whence the island's adventurous seamen set forth to sail the sometimes tempestuous sea to the shores of Middle-earth. Númenóreans treasured things built or carved of wood — especially their mighty and majestic sailing ships! — and by mid-Second Age, around 1600, they had devastated the island's forests before turning to Middle-earth as a source of timber, and later the gold, silver, gems and mithril not found on Elenna. At first, Númenórean seafarers treated the lesser Men of Middle-earth kindly if paternally and instructed them in farming and other enterprises geared toward self-sufficiency. But by S.A. 1600, greed — once as foreign to the Dúnedain character as envy or sloth — had overwhelmed the well-established Númenórean appreciation of beautiful things. The sailors of Númenor armed themselves and went forth brandishing the trappings of war. Where they once sent envoys to teach or colonists to build, they sent armies bearing bow and arrow, axe and spear, or sword and spell.

Over a long period of time — just as minute amounts of poison work to weaken a victim — Númenor changed into a hungry empire. Númenor's kings, consumed by great pride, heeded the advice of vainglorious counselors and began to shun the Elves of Eressëa. Royal marriages were arranged to consolidate power. From about S.A. 2000 on, Kings refused to take Elven names or to surrender the Royal Sceptre before death, while still clear-headed and vigorous, as was the custom. The lines of Elros declined dramatically; the Númenórean lifespan, once five times that of other Men, declined by half or more. Priceless heirlooms like the Elven-made Ring of *Barahir* and the seven Palantíri thought to belong to all Númenóreans were suddenly locked away and jealously guarded by the later Kings. The people became divided, and most abandoned the Sindarin tongue in favor of the harsher Adúnaic. After a time, those retaining a love and respect for the Elves and things Elvish shrouded their fondness for fear of reprisal. These dwindling few, called the Faithful by the Eldar, were the forefathers of the stalwart Arthedain.

5.12 THE FOUNDING OF THE REALMS IN EXILE

By the grace of the Valar, Elendil and nine ships of the Faithful escaped the tumultuous Downfall of Númenor and set sail for exile in Middle-earth. With them they bore but a few priceless treasures,

including a seedling of the sacred White Tree, symbol of the Valar, and the seven Palantíri granted the Dúnedain long ago. The Faithful arrived at the Grey Havens and split forces, Elendil sailing north up the River Lhûn to establish the Northern Realm-in-Exile, Arnor, while his sons Isildur and Anarion sailed south to the Bay of Belfalas and up the Anduin to found Gondor, the "Stone-land." Although the Dúnedain were spread thin, the establishment of two separate and distinct kingdoms bettered their chances of survival, for it is clear that the Men who went north with Elendil were fundamentally and temperamentally different from those who settled Gondor. Those of Arnor wanted to live in the hallowed lands of their Edain ancestors, near the ancient burial vaults at the Barrow-downs and the Elves of Lindon.

The seafaring Gondorians were more adventurous, mercantile and martial in spirit than their northern brethren, looking early on to establish themselves as the dominant fighting and civilizing force in the region. Aggressive master-sailors, they sought a continuation of Númenor's colonizing tradition and quickly embarked on campaigns to expand their influence.

In Arnor the Exiles settled few strategically important sites. They turned from war and looked instead to the essential power of places. Their Seers built towers on landlocked heights, where the land welcomed the moonlight and cool air of the northern skies. Holds like that atop *Amon Sûl* (Weathertop) certainly served to secure the realm, but they also held overriding mystical significance. On its summit, from whence invasion from the East or South could easily be detected, lay the chief of the three northern Palantíri, a Seeing-stone connected to an "answering" Stone in Gondor. Thus, to the Men of Arnor the windswept hilltop embraced strong spiritual currents, and its tower watch maintained a blessed vigil. Never did the Men of Arnor seek to increase their territories — as Gondor did unceasingly — or sail the seas in search of booty and glory.

The Downfall

Númenor's armies proved unstoppable when facing the cruder Men of Middle-earth, and for a time, even the hordes of the evil Lord of the Rings were swept aside. The Dark Lord surrendered in 3261 of the Second Age, speaking abased words of repentance. It was then that the conquering King *Ar-Pharazôn* ("The Golden") made the fatal mistake of bringing Sauron in chains to his court at Armenelos. Soon the Evil One took on a fashionable and pleasant form and amused the King with his magic tricks and arcane knowledge. Within a few decades of his capture and over the heated protests of Elendil and his Faithful followers, Sauron became the King's chief counselor. Suddenly altars were built upon the summit of the Meneltarma, and worse, those opposed to the King and the honey-tongued beguiler were sacrificed to false and evil gods. The Númenórean faith grew as tainted and artificial as the manners of the Royal Court. Near the end of the Second Age, Númenor's ruling class openly discussed breaking the Ban of the Valar and sailing west to the Undying Lands to seize by force the immortality they desired. So perverted was their thinking that they believed life everlasting could be wrested from the Elves and Valar, as though it were a jewel to be stolen and hidden away.

In S.A. 3319, despite the vehement objections of the Faithful, Ar-Pharazôn led a mighty fleet of warships against the Valar. The greatest host of ships ever assembled by Men, the armada obscured the setting sun as it sailed westward to the fair shores of Eressëa. Once ashore in the Undying Lands, the King and his warriors were buried by an unforgiving avalanche. Númenor — the pinnacle of Man's drive toward genuine civilization and symbol of his ascent toward High Elven ways — was swallowed up by the Great Sea in a tidal wave of awesome, wrathful force. Lost were all but a few precious remnants of Númenórean culture and a handful of her people; forever gone was their beloved and beautiful homeland and

with it, the tomes and scrolls, the charts and graphs and maps and art works of a great civilization. . . irreplaceable treasures all, and all lost.

5.13 THE KINGDOM OF ARNOR

Uml the founding of Arnor by Elendil in S.A. 3320, the wide expanse of land between the Misty Mountains and the River Lhûn made up most of *Eriador* (S. "The Empty Land"), a sparsely populated region bordered by the Blue Mountains to the west, icy Forochel and the Wastes in the north, and to the south, the River Isen. Scattered about like natural altars stood various downs, grassy and greatly-eroded ridges of rock extending for miles and sometimes worn away into lowlands. Of these, the Barrow-downs just south and west of Bree proved most significant to the Dúnedain returning to Middle-earth. There stood the Great Barrows themselves, weathered burial vaults of the ancient Edain Kings, in a site holy to the Exiles of Númenor.

Elendil and his followers were also drawn to central Eriador by its resemblance to their beloved and now forever-lost Númenórean highlands, where Armenelos stood. One suspects they might have preferred to make Forlindon or Harlindon their new home, for there sea-views and coastlands like Númenor's abound, but the Elves of Lindon were too firmly settled to be moved and the compassionate and respectful *Elendili* were much too concerned with building a realm in the hereditary homeland of their Edain ancestors. And those Exiles possessed of the Dúnedain "sea-longing" settled in Gondor near the Bay of Belfalas.

For 150 years following the establishment of Arnor in S.A. 3320, the Men of the North Kingdom battled the Hillmen and Trolls of the nearby Trollshaws and Ettenmoors. They bent their foes into submission or drove them into the remote highlands of the Misty Mountains. Then, in the Last Alliance of Elves and Men that ended the Second Age, Elendil and his Dúnedain warriors overcame the Dark Lord, rendering him bodiless and for a brief, joyous period, impotent. Sadly, Elendil, first ruler of both Realms in Exile, was slain in battle, as was the gallant Elven hero *Gil-galad* of Lindon. The Rings of Power passed on to Elendil's son *Isildur*, who in the second year of the Third Age lost the One Ring and his life in the Anduin trying to escape a band of Orcs. The Seers of Arnor who gathered at the capital of Annúminas must have forecast woeful tidings to their people at such a bloody and inauspicious entry into the new Age, but for many years they appeared to be mistaken.

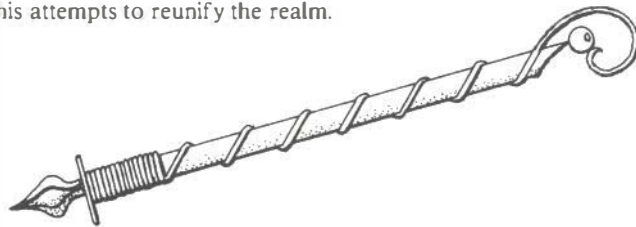
Surprisingly, Arnor was instead granted 800 years of relative peace and harmony following Isildur's death and the loss of the Ring. True, Gondor, the Southern Kingdom, was frequently assailed and finally invaded by the Easterlings of Rhûn in 490, but the southern Dúnedain, at the height of their military power, prevailed. The vigorous Gondorians defeated their lesser foes and in T.A. 550, laid claim to all of the Rhovanion plains, a vast chunk of valuable real estate that doubled the area of the "Stone-land." Following the victories of its army, Gondor's navy began to flex its muscles at sea, culminating in the taking of *Umbur* in T.A. 933 and the defeat of the fierce *Haradrim* in 1050. Never was Gondor mightier.

5.14 THE BIRTH OF ARTHEDAIN, CARDOLAN AND RHUDAUR

In contrast, the Exiles of Arnor, still stunned and saddened by their losses in the Last Alliance, maintained no dreams of empire. Being neither martial in spirit nor so numerous as the Men of Gondor, their influence extended little beyond their own borders. Their reluctance to marry their Eriadoran subject folk compounded the problem, since the northern Dúnedain found trouble replenishing their losses and grew weary managing their territories.

In T.A. 86), after a series of unusually frosty springs and torrid summers, Arnor was sundered. The death of the tenth and last Arnorian King, Eärendur, left the North Kingdom's loyalties split

among Eärendur's three surviving sons, each battling for a piece of the Sceptre of Annúminas. *Amlaith* of Fornost, Eärendur's eldest boy and therefore the Prince most deserving of inheriting his father's full dominion, won the Sceptre but in the process lost half of Arnor's territory and much of her power. His brothers staked claim to the eastern and southern lands and successfully countered his attempts to reunify the realm.



Thus the North Kingdom split into three independent, neighboring but lesser states: Arthedain, Cardolan and Rhudaur. Each was first ruled by one of Eärendur's squabbling sons. Arthedain, the largest state, assumed the rugged northwest territories of Arnor; Cardolan took the fertile south, and smaller Rhudaur claimed the dangerous northeast section, the fells and forests of the wild Misty Mountain foothills, bordering what would later be Angmar. Although no surviving records prove it, one suspects that the Mentalists and Seers beside Lake Evendim at the Royal Court of Annúminas drew one long collective breath and anxiously held it, afraid to say much, for the future before them seemed as black and bleak as a Palantír at rest.

Thus, just a little more than one century before the rise of the Necromancer (Sauron) of *Dol Guldur* in Southern Mirkwood and the appearance of the Istari in the West, mighty Arnor broke into three brother Kingdoms. With differing topography and populations, each embraced distinctive goals and set an uneasy, autonomous course at the outset of very troubled times.

The agreed-upon boundaries between the successor-states might have satisfied each Kingdom's desire for independence and self-government but for border squabbles, the worst of which centered at the junction of the three realms. The borders of Arthedain, Cardolan, and Rhudaur overlapped at the strategic hilltop of Amon Sûl, Weathertop, where the chief Palantír of the North lay. Never could the three countries agree upon the ownership of Weathertop and its Seeing-stone, which all greatly desired.

Arthedain's rulers successfully contested their neighbors' claims and installed a strong Warden in the Tower of Amon Sûl by the beginning of T.A. 862. Since their King already possessed the Stone of Annúminas and stood in great stead with the Elven guardians of the Stone of the Tower Hills, the Arthedain controlled each of the three northern Palantíri, assuring themselves preeminence during the coming strife.

Elsewhere Arthedain supported Cardolan's claims, for Rhudaur — a land settled by debased Dunlending groups — early on seemed too grasping and conniving to be trusted. From the very establishment of Rhudaur, its people mixed and bred with the lesser and venal natives of the region, the barbaric Hillmen and Dunlendings of the Trollshaws and Ettenmoors. Like the untamed and inhospitable land that formed it, Rhudaur bred a wild and bold populace more concerned with might than right, and eager to expand its territories and influence at any cost.

Of the three Northern Kingdoms, only Arthedain retained a purity of lineage from Isildur through all of its fifteen Kings, and thus it continued to breed in the blood of its people a higher sense of values and purposes — a moral perspective, if you will. No fool, Arthedain's first King, Amlaith, moved the Palantír of Annúminas to the fortress at Fornost for safekeeping. Except for disputes over boundaries and the guardianship of the Amon Sûl Palantír, Arthedain was at peace with Rhudaur and Cardolan as late as the fateful Fifteenth Century. (For more about that period and the watershed year of 1409, see 6.0 POLITICS AND POWER.)

5.15 ARTHEDAIN CULTURE

But what of the Arthedain people and society? What are they like? These High Men, the purest of the Dúnedain race, are the guardians of a noble and mystical culture, a way of life which dominates the north of Eriador.

To the Arthedain, the realm of Nature is also the province of Men. Their fundamental belief, reaching back before the founding of Númenor to the First Age Kingdoms of the Edain, is that the world is not an "It" but a "We." Bonded with the sky and earth and sea, the Edain and their Dúnedain descendants feel a close kinship with the world; it is a very personal place for them, indistinguishable from themselves. The Exiles of Númenor brought that sense of kinship with them to Middle-earth, and like their reverence for the Palantiri, it has passed down undiluted through Arthedain's many generations.

The myths of the Arthedain were not created solely for entertainment or propaganda-value; they explain the world, proclaim truths and confirm Man's share of the earth and its bounties. Thus, the Arthedain do not resent or curse the rocky soil or the long and cold winters of their adopted homeland, for its very Essence serves to justify their presence. Arthedain's windy highlands take on individual spirits of their own and are valued because they are distinct and unusual, because they suggest the rocky landscape of central Númenor, and because they embody the soul of the Edain kindreds. (The memory of the past, particularly the "Land-of-the-Gift," has never left the people of Arthedain.)

To the Arthedain the elaborate stone burial mounds at the Barrow-downs stand as symbols of Man's triumph over material forces and mortality itself; they stand as well to remind the northern Dúnedain of their great past and to point the way toward present cultural survival and a future reemergence into health and power. For the Arthedain more so than for any other people, upholding the traditions of the state is equivalent to upholding the continuation of the world itself and to supporting its sense of justice, and maintaining its very delicate Balance. Their traditions encourage faith in the ultimate triumph of Good over Evil. For their convictions, the Arthedain pay the dear price of near-extinction.

Arthedain Social Structure

Yet the Arthedain society is in no sense perfect: it is rigidly-classed and structured, with almost all physical labor confined to the lowest class. At the top stand the Rulers and Nobility, privileged and honored and much-indulged. Just beneath the Nobility are the Seers and Memalists of the Royal Court, especially the Guardians of the Palantiri.

Ranking one big notch below the Nobility of Arthedain are the Artists and Artisans, and the lesser officials of the realm, those men and women who tend to the official but often mundane tasks of running a state. The duties of this class include everything from minting coins of the realm at the Royal Mint in Fornost and making, mixing and using paints made from powdered minerals obtained from the Dwarves of the Blue Mountains to duly noting the taxes levied upon Arthedain's citizens and polishing the King's silver fillet. Artisans of this enlightened culture are very busy doing everything from embroidering (with gold thread) a royal tapestry, to designing and making simple and elegant flagons, dishes, vases for flowers and pots for cooking, for even the aesthetic Arthedain must eat.

At the bottom of Arthedain society stand the soldiers of the Army and the common unskilled people, those who frequently speak the Westron tongue basic to most Eriadoran folk. Although they are considered less sensitive and noble than their higher brothers, they carry no stigma and bear no fierce prejudice. They are essential to the realm, valued because they compose a rather small but necessary group. Laborers and farmers who grow and tend the wheat and corn and other "food" crops belong to this class,

as do those who perform routine non-military tasks like storekeeping and housekeeping.

Arthedain War-craft

Unlike Gondor and most Middle-earth cultures, Arthedain society places little value in a large standing army. It seems to them first and foremost a gigantic waste of energies and money better placed into work of value and substance, like the arts and architecture. Second, the Arthedain soldier, especially the Knights and Rangers, look to military life for spiritual discipline rather than as a means for waging war. And third, the Arthedain have badly misjudged the extent of Angmar's determination to destroy the North Kingdom, for the Arthedain themselves are incapable of such thoroughly vengeful thoughts. Let it not be said that the Arthedain are blindly incapable of fighting for their own survival; in the Last Alliance and throughout the Third Age, they have proved to be valiant warriors and skilled fighters on horseback. But they are not martial in spirit and lack the killer instinct innate in Angmar's natives. More positively, they have keen interests other than slaughter and empire-building. In a phrase, the Arthedain are more Elven than Mannish.

Arthedain's Scattered Peoples

Outside the capital of Fornost and many scattered military outposts, most of Arthedain's remaining population spreads south in a fanlike shape from Fornost toward the Weather Hills and the upper reaches of the Brandywine. Their numbers, never great, are but a fraction of what they once were. Now, the beautiful Hills of Evendim are deserted, and only a few clans live in the far West, near the Elven-controlled Tower Hills. While the Rivermen of the Brandywine possess the wisdom to avoid trouble with the Arthedain and tend to leave the higher Men to their own devices, they have no trouble jealously guarding the river as "their own," for few of the northern Dúnedain bother them. They remain unsubjugated by the ever-dwindling Arthedain and, provided the High Men keep off the Brandywine or pay the required tolls when traveling the river, conflict is rare.

Given their sparse numbers, the Arthedain pay little attention to those at peace within their borders. Instead, they mind the shrinking of the Kingdom itself. (By 1640, Angmar has seized and controls a good chunk of eastern Arthedain.) The question is, however noble their cause: for how long can so few hold out against so many?

5.2 THE LOSSOTH

Much less Elven — in fact, barely Mannish — the *Lossoth* (sing. *Lossadan*) are a people frozen in mystery, and for nine months of the year, just plain frozen. Born in an inhospitable land of ice and snow and long, gloomy months of bitter winter weather (and oddly enough, only 100 leagues north of the temperate Shire), these nomadic Snow People show no inclination to live elsewhere or to change the ancient ways of their ancestors. Like most non-agricultural societies, they do not make war or territorial claims upon anyone else, but tend to themselves. Navigating the frozen tundra on carts with runners of bone and wrapped in heavy hides, these hearty outdoorsmen travel the icy Wastes of Forochel in search of big game and the staple of their diet, fish. Meanwhile, back home in their snow houses along the great Cape of Forochel, the women and children await the return of the hunters and tend to their chores, like hide-tanning and the drying of fresh meat into chewy strips.

5.21 THE LOSSOTH AS HUNTERS

Astute hunters of Deer, Elk, Moose and other big game indigenous to the North, the Lossoth work in teams, driving the game toward the center of the killing circle, where their bows and arrows can work their will. Great fishermen, the Lossoth spend much of their time on sea, either over holes in the winter ice or in



small wood and hide boats during the brief summer. Strangely, they are almost exclusively non-swimmers, since the water is far too cold to practice anything in but hypothermia (the fleeing Arthedain King Arvedui later learned this fact, much to his sorrow) and the Snowmen are careful to tie lines to each other and to fish in pairs or teams. This is in keeping with the Lossoth custom of sharing and cooperation. Among the Snowmen, life is largely communal, the village unit being an extended family or a group of such kin.

5.22 WEATHER AND THE LOSSOTH

Living in such a dangerous and harsh climate — one that is usually free of encroachment and the threat of invasion — the Lossoth are sensitive to the slightest significant change in the weather. Their vocabulary includes many different words for “snow,” depending upon whether it’s smooth or rough, drifting or still, old or new, icy or grainy, and soon. On the other hand the Lossoth could not care less about book-learning and find the Arthedain as alien to and ignorant of the ways of Forochel as a palm tree, and just as likely to survive.

5.23 THE LOSSOTH ICE HOUSE

Adversity has forced the Snowmen to adapt a tough, frugal lifestyle, one unknown to those further south. A prime example is the interior of a Lossoth home, a study in the efficient use of space. Most ice houses measure nine to fifteen feet in diameter and are about six feet high in the center, with a three foot high entrance. (Only a Hobbit could enter a Lossoth home without stooping.) Each is constructed of sturdy rectangular blocks of ice, stacked in circles to form a dome. Snow or packice is used to fill the cracks, thereby preventing drafts. The only aperture aside from the entryway is a hole cut in the crown of the structure to allow the smoke of the fire to escape. Remarkably, however, a Snowman can carve a small house with his ice-knife in just a few hours!

Inside the hut, the Lossoth suspend a family sleeping platform two to three feet above the ground and cover it with furs. Like most

furnishings, this frame is made of wood or bone lashed together with gut or sinew. A fire in the center of the hut, a drying rack, cooking utensils and tanning tools take up the rest of the space within the house, which all goes to show that the Lossoth home is a crowded one, and that individual privacy is a concept unknown to them.

5.24 LOSSOTH SOCIETY

Living in a society of kinships — both nuclear and extended families — without permanent or regularly-chosen leaders and only a single locally-acknowledged chief, the Lossoth approach a kind of chaotic, nomadic, communal democracy not seen elsewhere in Middle-earth. True, one man — usually the oldest healthy hunter — does act as leader of the hunt, and if he is shrewd enough, as leader of the Lossoth as a whole. But the Lossoth band and stay together for survival, because it is their way and has always been their way. Like the Arthedain, the Lossoth value tradition. Yet if anyone wishes to pack up his hides and summer tent and hunting weapons and leave, he is free to do so. (But where will he go? What will he do? Sell ice to the Easterlings in Rhûn?) No law or police force will stop him; only common sense, a bond with his kin and a healthy fear of what is outside the frozen circle of Forochel restrain him.

5.25 DANGERS IN THE FAR NORTH

The Lossoth face just three great dangers: the ravages of Nature and the weather in the far North, attacks by the wild beasts of the Wastes — Snow-trolls, Ice-drakes, North-bears, and roving Wolf packs — and finally sporadic raids by Angmar’s spies and scouts bold enough to challenge the elements in the Forodwaith. From the weather, the Lossoth have little to fear except sudden ice storms that can tear the skin off a hardy animal in minutes or trap them inside their ice houses for days. The Lossoth are rarely caught outside in a storm, for they can foretell changes in the weather just by sniffing the wind. When a particularly bitter blizzard sets in, they hole

up in their ice huts and pass the time repairing tools, preparing meats and fish, singing, and telling tall tales about the Demon-whale that got away to amuse themselves and their hungry wives and children.

The White Wolves of the North, always hungry and ever-increasing in numbers, cause their fair share of nightmares. The Lossoth have Dogs to warn them of the imminence of the Wolf packs and to offer some resistance, but the hunters still flee the field when the Wolves come raiding, for the hunting weapons of the Lossoth — long jabbing spears, primitive bows and arrows of bone, and crude gutting knives — offer little sense of security when facing a dozen of these enraged beasts.

Raiding and scouting parties of Snow-trolls and toughened Hillmen sent from Angmar occasionally comb the area en route to the north country of Arthedain. When pressed, the Lossoth simply run and hide and hope for the best, since they are no match for the Witch-king's fearsome allies.

5.26 LIFE IN THE SUMMERTIME

In the summertime, life changes dramatically. The Lossoth leave their melting ice houses and roam the forests and rivers of the region in search of fish, game, greens, roots and berries. The runs of certain fish, like salmon and herring, are brief, and the Lossoth, highly dependent upon them for the bulk of their diet, organize their lives around the movement of their prey, packing up their hide tents and moving daily to stay near the fish, which are salted and dried for storage by the women. To increase their take, the Lossoth build stone weirs, or low walls of rock, to trap trout and other freshwater fish in shallow water, where they are harvested with nets and in the extreme shallows, by hand. Children hunt for driftwood washed ashore and help their mothers butcher Seals, cook meat, clean hides and make clothing, including the sealskin boots everyone wears. The men hunt Beaver, Waterfowl, Elk, and Losrandir and tend to the sled Dogs so vital to winter survival.

But even the dour and xenophobic Lossoth pause to have some fun. At the annual *muldak* held in mid-summer, Lossoth clans gather to trade hides and talk, arranging marriages and celebrating a hunting ritual. For most, it is the only time of the year they see anyone outside their winter hunting group and beyond the "borders" of their hunting grounds; the high-spirited scene is three-quarters song-and-dance and one-quarter business. Having learned how to concoct and enjoy *grum*, a putrid-tasting liquor made of roots or berries heated into a mash and distilled, the men argue, dance and drink themselves into a stupor. As is the custom, the women grudgingly clean up after them.



5.27 COMMON CHORES

The Lossoth are masters of the natural tools provided by their chosen environment. The women make glue to bind the tent poles from dried, treated and resoaked blood mixed with fish oil. To make a fire, they strike pyrites against a piece of iron and let the sparks fall upon dried moss or wood shavings. The men fish in twenty-foot long *kuds*, round-hulled boats with identical bows and sterns. It takes two Snowmen about two weeks to build a kud big enough to hold both of them and hundreds of pounds of cargo; the kud is formed of bent cedar covered with hide or bark, sewn with

spruce roots and sealed with chewed and heated gum. From the bark of the same cedar, a much-cherished tree, Lossoth women make pillows, robes, sails, capes and napkins. Nothing goes to waste in the North.

5.28 OF CRIME, DEATH AND THE LOSSOTH

In Lossoth society, however crude and simple you find it, there is also much to admire. First, everyone knows his place; burglary and robbery are as rare among the Lossoth as they are common in other "higher" societies, like Rhudaur's or those along Gondor's eastern border. Second, the Lossoth are not covetous or evil as a group. They have no territorial ambitions, no hoarded riches, no jewelled Kings buried in elaborate mounds. To honor their deceased, the Snowmen send their dead floating downriver in a kud lined with ferns and mosses. Most importantly, the Lossoth live as they please, in spirited competition with the climate and weather of Forochel and the beasts who share the bare rocky tundra and icy streams and forests and rivers with them, for the Northern Waste — the land of the icy heart — is their home.

5.3 THE BREE-LANDERS

By far the hottest spot of the cool and heady Arthedain Kingdom, Bree is an anomaly, a simple village in a land of open-air cathedrals and chivalrous courts. Settled by swarthy, dangerous Dunmen and dissatisfied and adventurous Eriadoran Northmen, it has been inhabited by the childlike Hobbits (*H. "Kuduk"*) for 300 years. These simple, diminutive folk came as frightened refugees from the Angle of Rhudaur after the rise of the Witch-king in the early 1300's and now make up the majority of Bree-land's amazingly mixed population.

Lying at the junction of the Greenway and the Great East Road, less than twenty-five leagues from Arthedain's war-torn eastern frontier, Bree-land is a border region containing four small towns: Bree, Staddle, Archet, and Combe. These strangely quiet settlements sit in and around Bree-hill and the Chetwood and are tucked between the Midgewater Marshes and the old boundary separating Arthedain from wild Cardolan to the immediate south. Given the turmoil so nearby and the frequently shady traffic that is the norm along the roads and in the inns of Bree-land, the quaint, peaceful character of the area is remarkable. It is a quiet stability born of the special nature of its people.

Bree-landers are a varied bunch, a collection of Hobbits and Men, the latter various Dunmen (Dunlendings), Northmen, and Dúnedain. Here cultures and blood have joined to form a unique blend of tough, adaptable, law-abiding, industrious, and yet worldly citizens. Farmers and merchants, they provide steady resolve in an ever-threatened quarter of Arthedain, and they serve to protect commerce along the vulnerable main route between Fornost Erain and the towns to the south and west.

Peaceful Bree-land suffers from a few problems, of course, notably petty thievery among the transients and incursions from bandits based in the nearby hills of Cardolan. Refugees displaced by war or the Great Plague still pass through the region, occasionally disrupting farm life. Generally, though, the farmers are rarely distracted from their chores, herders tend their flocks without undue concern, and the merchants go about the business of reaping a modest profit in coin or barter. Bree-landers have made their domain a safe corner of Arthedain and have avoided the burdens expected on the frontier.

5.4 THE DUNLENDINGS

The Dunlendings or "Dunmen," however, are a race haunted by the ravages of war and injustice, one repeatedly torn from their adopted lands and forced to migrate in search of new homes. Theirs is a troubled tale.

Long ago, many Dunlendings fleeing oppression and conscription in their homeland moved up from Dunland to settle near Bree

or wandered into the highlands of Cardolan and Rhudaur. Basically a breed of people hostile to outsiders and nasty in temperament, these refugees found little in Bree to cheer about and remained a hearty but untamed folk renowned for uncouth behavior and surly service at the taverns and inns of the village. Swarthy, dark-haired and with lips permanently curled into sneers, descendants of the Dunlendings are still easily distinguishable from the bands of Northmen who settled in Eriador long before them.

A remnant of tough mountain Men native to the vales of the White Mountains, many Dunlendings moved north during the Second Age, settling in the southwestern Misty Mountains. In Arnor's time, some wandered the empty lands as far north as the Ettenmoors and as far west as the Hills of Evendim. Many warred on the indigenous Hillman or Northman clans, but most arrived in peace and lived comfortably beside their scattered neighbors. Those Dunlendings who settled in Arthedain took up the Common Tongue of Westron; however, their native language is still spoken in Dunland. (One example is "Forgoil," meaning "Strawheads," the Dunlendings' demeaning term for those much-detested landgrabbers, the Rohirrim.)

5.5 THE RIVERMEN OF THE NORTHERN WATERS

Of the Rivermen of the North, more is known. A small part of the original Eriadoran Northman culture that gathered along the northeast border of Arnor, Arthedain's Rivermen have remained close to their ancestors' homeland ever after. These bold Northmen ply the waters of the upper Lhûn basin and travel the length of the Brandywine River, from Nenuial south past Buckland to Sarn Ford, the last crossing of the River before it empties into the Sea south of Harlindon.

When the original Northmen enclaves began to break up long ago, most clans migrated west over the Misty Mountains and into the wilds of Rhovanion, where water was abundant and the grasslands broad and unbroken as a sea. These bands of men later became known as the "Wood-men" of Mirkwood, although some settled the plains as *Gramuz*, or Grasslanders. Of those tribes remaining east of the Misty Mountains, most roamed north to settle the far borders of Cardolan and Rhudaur, beyond the controlling grasp of Dûnedain civilization.

Thus, the Rivermen of Arthedain are unusual, even for the distinctive and unusual Northmen cultures surviving elsewhere (which includes the guardians of the ancient Bear-cult, the *Beornings*). Few in number, Rivermen lead a solitary existence — some marry, many do not — and trust no one but their partners, valuing nothing but their trade along the waterways and the lure of adventure and a nomadic existence. Dressed in furs and leather breeches and leggings, the blond-haired and blue-eyed Rivermen might be mistaken for higher Men in rustic disguise but for their gruff, unschooled ways and "woods-y" Westron full of river-slang and red-blooded curses.

On shore, Rivermen drive a hard bargain and delight in cheating Arthedain and Gondorian warriors and officials as well as the tradesmen in and around Bree. Like most Northmen they are a hale and handsome folk, generally loners, and have taken to the North Kingdom's cool streams as the Hobbits would later take to Pipe-weed. Only the recent Plague dimmed their spirits and reduced trade up and down the river to hit-or-miss bankside bartering sessions. Snags, sandbars, cross-currents and driftwood all provide the kind of danger Northmen live for, and the Rivermen of Arthedain are no different. Traveling six to ten miles an hour in sixteen-foot long birchbark canoes weighing over three hundred pounds, Rivermen work in two's and three's, splitting their profits evenly,



trading firewood for furs and pelts up north and paddling and poling south to sell the furs. Like the Lossoth, the Rivermen have learned to do what they must to survive in their chosen land, and the Arthedain, however puzzled by them and their crude speech, respect their knowledge of the rivers.

Along the Lhûn and Brandywine, Rivermen have built look-out towers on overlooking bluffs and dozens of lean-to's on the banks. While not by nature as nasty and brutish as the Dunmen of Dunland, Rivermen are nonetheless distrustful of strangers and capable of dispensing quick justice with the flash of a blade, so one should be wary when dealing with them. Those who treat them unfairly cannot afford to turn their backs to them or sleep too soundly along Arthedain's fertile river banks.

Why do the Rivermen disregard the streams near the Grey Havens to the west? For one thing, what do you trade with an Elf who has everything he wants, except unbroken privacy? For another, Cirdan and his Firstborn folk use the waters feeding the Bay of Lhûn to train their children in the ways of water-travel and to move heavy loads south from the remaining Dwarf-camps at the eastern edge of the Blue Mountains. Sharing a river with Elves is just not the Riverman's way.

5.6 THE HOBBITS OF THE SHIRE

Looking at the Hobbits of the Shire as they were in 1640, one is struck by how insignificant and preposterous they appear beside the tall and elegant Arthedain. Like the Lossoth, Hobbits seem destined for obscurity, to be nothing more than a charming, anachronistic footnote in the tumultuous history of Third Age Middle-earth. What they accomplished — first, in settling the Shire and second, in producing key heroes of the late Third Age — is nothing short of amazing. Some might suggest that they received extraordinary assistance from Gandalf the Grey, and that his Wizardry is at least partly responsible for the Hobbits' rapid entry into the dramatic arena of Endor's power politics, but just as strong a case can be made for the tenacious and fundamentally decent creatures' perseverance and ready acceptance of the leaden hand of Fate upon their rounded and oft-shrugging shoulders.

The Origin and Destiny of the Kuduk

No one knows how the Hobbits came to be, really. No great creation-myth permeates their culture, as it does Elven and Mannish cultures. But by 1601 of the Third Age, many Hobbits had left their homes along the Anduin to gather at Bree, where they hoped to be safe from Angmar's throttling grasp. Through a serendipitous stroke of good fortune, they came to the attention of Arthedain's King *Argeleb II*, a visionary who in a bold and unprecedented move granted the *Fallohide* brothers, *Marcho* and *Blanco*, and their followers all the land from the Brandywine River west to the Far Downs to settle and farm in perpetuity. All that was required of the Hobbits — who at the time of the Founding were still unaccustomed to the ways and speech of higher Men and must have had some difficulty making themselves understood in the fumbling, rustic Westron they spoke — was that they acknowledge and aid Arthedain's Kings, their edicts, and their messengers, and that they maintain the Great Bridge. These tasks the Hobbits, crowded and oppressed at Bree, were glad to agree to do. Thus began one of Middle-earth's most charming and as it turned out later, most important alliances of decent and peace-loving folk.

But the years of glory and triumph are far down the road, lost in the mist and haze raised by the smoldering threat to the East and the icy fog drifting down from Angmar far to the north. As always, the Hobbits appear to be laughably small — two to four feet in height — tillers of the soil, a comfort-loving race overly fond of food, drink, fellowship and gossip. Hardly the stuff of heroes. And unlike Angmar's agents, the Hobbits on the whole distrust and dislike machines and are wary of progress.

The Journey into Eriador

Led by the taller and more adventurous *Fallohides*, the Hobbits named and claimed the Shire as their own in 1601, the year known to all literate Hobbits as S.R. 1, the First Year of the *Shire Reckoning*. Making the short trek from Bree to found the Shire were Hobbits of all kinds. *Harfoots*, the smallest but most plentiful, were the first to cross the Misty Mountains into Eriador, sometime around T.A. 1050. Dark skinned and rarely exceeding 3 feet in height, they are fond of Dwarves and like fertile hilly land. The adventurous *Fallohides*, leaner and taller, fairer cousins of the *Harfoots*, followed them over the Mountains a century later and hunted in the woodlands of eastern Rhudaur, in or near the Elven country around Rivendell, before making their way to the Shire. Finally, *Stoors*, the most Mannish of Hobbits, were the last to make the hike over the Misty Mountains, around 1300. Rugged individualists, *Stoors* wear boots over their hairy feet and grow beards. Before joining the march across the Bridge of Stonebows and into the southern Kingdom of Arthedain, *Stoors* fished in and boated on the rivers of eastern Eriador.

The Founding of the Shire

The Shire was a mess at first. With only *Marcho* and *Blanco* acknowledged leaders (and their *Fallohide* tribe the fewest in number), a peculiar kind of restrained and very Hobbitish chaos resulted until everyone found and staked his claim to the rich green lands stretching to the massive knuckles of the Tower Hills of far western Arthedain. Arguments and fights about boundaries broke out, and although no Hobbit was seriously injured, resentments linger and seethe, for Hobbits are nothing if not rooted, parochial lovers of the land — their land.

There is no denying that some Hobbits made out better than others. The *Took* clan, for example, seized the Green Hill Country south of the Great East Road and set about building an empire and an image as landed aristocrats, the first among Hobbits. Most were satisfied with a plot of good land, a hillside in which to build and decorate their holes (*H. "smials"*) or to erect their one-story farmhouses, and the promise of fair weather.

Harfoots' *smials* dot the rolling hills, while most *Stoors* prefer simple thatched houses of stone and wood built into the rounded hillsides. However, those *Stoors* settling along the lower Brandywine south of the Bridge immediately set about building rafts and boats to ply their trade and to make money hauling passengers and goods on the river. Fortunately for them, Rivermen only rarely travel as far south as the Shire, or conflict would have arisen. Later, after much profit-making, the *Stoors* pause to relax, dancing the *Springle-ring*, telling stories and reciting simple poems extolling the benefits of good food and drink.

At the Shire's Founding, millers, smiths, cartwrights and carpenters set to work building and shaping the society. Windmills churned the air, their wheels grinding grain to meal; arched stone bridges were built across every stream. Peculiar *smials*, the in-hill houses with the round windows and doors Hobbits cherish, suddenly appeared aboveground like mushrooms after a damp spell, many sprouting along the banks of the Brandywine, where the grass is green and the soil black. Round windows, round doors: to the Hobbit, a well-rounded house indicates a well-rounded life!

A Strange Visitor

Soon after the settling of the Shire a strange visitor appeared, a tall gaunt man in a long grey cloak. He carried a staff that some said glowed with a blue light at its tip, and he could imitate anyone's voice with uncanny precision. With fireworks, he was acknowledged a master and a thrilling entertainer. But when first seen in the Shire, Gandalf merely observed the building and planting going on around him, smiled to himself, and moved on. Much later he would reappear to throw down a challenge to those Hobbits bold enough to accept and confront the Dark Lord himself. But that is much later.

The King's Messengers

So the Shire in 1640 is the Hobbits' meek version of a frontier town — unsettled, just beginning to be tamed, but promising a future of substance and import. No doubt the high point of any day is the word that the Royal Messenger has arrived and has news from the King at Fornost. Crowds gather along the road to catch a glimpse of the handsome giant from the North and to pick up what scraps of information they can about the threat of invasion, the forecast of the Fornost Seers for a good growing season and kind weather, and whatever gossip about the royal family the courier might let slip. Once the rider rushes off in a cloud of dust, the Hobbits return to their chores, exaggerating what stories they've heard, and later entertain their wives and children at home with tall tales of the tall men who granted them their new home, the Shire of Arthedain.

A NOTE ON THE LANGUAGES OF ARTHEDAIN

Amongst themselves, the Arthedain speak Adûnaic, a sophisticated and elegant blend of the ancestral Northern Mannish tongue of the Edain and the mellifluous Elvish spoken by the Eldar. Gradually, as Númenoreans sailed evermore frequently to the coasts of Middle-earth and dealt with the "lesser" Men, a trade lingo grew, an uneasy and ever-changing mix of Adûnaic, Rhovanion, Eriadoran, and the Southern Mannish tongues of the natives. Over centuries this lingo became Westron, the Common Speech of Men.

Some cultures — the combative Dunlendings and the secretive Dwarves, for example — still retain their own distinctive names for persons, places and objects of particular value to them. The Arthedain assign Sindarin (Grey-elven) labels in these cases and employ Quenya, the High-elven tongue, in their litany. But for the most part, some kind of Westron, however rustic or debased, is spoken in virtually every civilized quarter of western Ender.

6.0 POLITICS AND POWER IN ARTHEDAIN (T.A. 1640)

The Kingdom of Arthedain was born of sorrow and strife and fratricidal envy; the death of their "father-realm" Arnor in T.A. 861 left the sibling-states of Arthedain, Cardolan and Rhudaur battling for survival and supremacy and led inexorably to the diminution of each.

6.1 THE WARS WITH THE WITCH-KING OF ANGMAR

Although an uneasy and sporadic peace between the three successor Kingdoms reigned for over four hundred years following the sundering of Arnor, the nations grew apart and the balance in Eriador eroded. Then, with the rise of the Witch-king of Angmar, the resurgent Shadow of the Dark Lord threatened to consume the three Kingdoms.

The Rise of the Lord of the Nazgûl

The death knell for Rhudaur and Cardolan tolled around T.A. 1300 when, like a sleeping serpent emerging from its hole, the realm of the Witch-king reared its bloodthirsty head and bared its fangs. The Evil One had sent his greatest minion to extinguish the light and swallow the souls of the High Men of the North.

Angmar was formed for one purpose alone: the Witch-king founded it to destroy the trio of northern Dúnedain Kingdoms either one-by-one, by stealth and treachery, or in one great murderous wave. Above all else, he sought and seeks to enslave or

eliminate the Dúnedain people, all of them. (Remember: to Sauron, the Witch-king's hidden instructor, living well is not the best revenge; revenge is the best revenge!

In 1300 Arthedain stood like the sober, wiser, older brother trying to break up the fight between his two hot-headed younger siblings, hoping not to have to choose sides. But driven by Rhudaur's perfidy to support Cardolan against Angmar, Arthedain's King Argeleb I launched one more futile attempt to reunite the Northern Kingdoms in 1349, claiming lordship over all the lands that were once Arnor. Cardolan appeared ready to agree, but the Hillman lords of Rhudaur (secretly supported by the neighboring Witch-realm) attacked, and in 1356 slew Argeleb, burying for an Age any hope of a reunited North Kingdom. With the aid of the Elves of Lindon and Rivendell and the Men of Cardolan, Arthedain was able to drive back Angmar's evil forces, but at a great loss of life, prestige and security in a sane and peaceful future. For, after 1356, the Arthedain Royal Court at Fornost Erain was never the same. Once — like an Elf-haven — a place of beauty and light and serenity, Fornost became a chilly walled city of fear, and it housed a pervasive, never-lifting sense of doom and sorrow. Her Seers began to number the years of Arthedain's survival.

The Great Invasion of T.A. 1409

In 1409 the Arthedain in full battle dress of mail, helm, shield and sword stood face to face with their would-be annihilators — the savage warriors of Angmar led by the evil genius and spell-caster, the infamous Witch-king. Never was the danger more acute, for in the dark hours of that winter Arthedain and Cardolan stood alone and vulnerable. Gondor was preoccupied and the Elf-lords of Lindon had ushered no troops to the front. Rhudaur had fallen prey to the power and promises of Angmar, and under sway of the more barbarous Hillmen native to the region, entered into an open alliance with the Witch-king. What good Men there were who were still loyal to the Dúnedain ideals fled for Cardolan or Fornost and girded themselves for battle or further flight, for Angmar is an unrelenting foe. More frighteningly, the Witch-king united under his bloody banner not only the Hillmen of the Ettenmoors and the fallen Men of Rhudaur, but also hosts of Easterlings from Rhûn, bands of wicked Northrons from the vales of the Anduin and the ever-present, ever-bloodthirsty Orcs and Trolls from the Black Land. What a mighty and fearsome army the Men of Arthedain and Cardolan faced!

For Cardolan in 1409, Angmar's invasion was too much, too fast. The Host of the Witch-king swept across the frozen River Hoarwell (S. "Mitheithel") like a plague of fire and steel. Engulfed in a monstrous wave of horror, the Men defending Weathertop were overwhelmed and slaughtered, the Tower burned. Survivors — and there were few — took refuge in the Barrow-downs and the Old Forest; Cardolan's last ruling Prince was slain in battle. Amon Sûl was now lost to the enemy, and only the stalwart but futile defense of the Warden allowed for the rescue of the great Palantir. Arthedain stood ripe as a royal peach for bloody picking. Soon, Annúminas was overrun and torched, the city abandoned; the Arthedain royal family fled to Fornost Erain on the North Downs, where the Palantiri lay. Yet, when all looked blackest, the Elves of Lindon and Rivendell came to the aid of the Dúnedain, deflecting Angmar's dagger thrust. With the staying of the Black Tide, they drove back the enemy.

But much was lost in the battle of 1409, much more than Arthedain's pride and prestige. Rhudaur and Cardolan were now firmly under Angmar's black and wicked wing, their civilizations destroyed, their peoples few, scattered and shaken. The balance of power in the Northern region had shifted dramatically and to Angmar's awful advantage. Late in that tragic year, after the Elves had returned home and new snows covered the blood-stained lands, Arthedain's leaders and warriors gathered inside the walls of For-

THE ARTHEDAIN MILITARY STRUCTURE

The defense of Arthedain is entrusted to two military structures. The core is composed of a very small Royal Army (S. "*Dagarim Aran*"), while the majority of soldiers are drawn from the ranks of the sixty-three Noble Armies (S. "*Degerim Ereter*"). Together, these forces provide a well-armed and well-tested host capable of defending the North Kingdom from all but the most overwhelming of foes. In times of relative calm, they enforce the law and keep the peace by providing a constant presence of authority. When conflict breaks out, the elite Royal Army is the first to take the field and, in most cases, is adequate to meet the challenge. Should there be a real threat to the Kingdom, however, the King calls upon the Nobility to provide troops for battle.

The Royal Army (Dagarim Aran)

The Dagarim Aran is the King's own professional army, a crack force which guards royal lands and garrisons key citadels. It answers only to the King or his agent and is constantly poised for war. Yet, since it is small and tied to the King's House, the Royal Army is not unlike its private counterparts.

Although the King is supreme overlord of all armies, even the Dagarim Aran is customarily directed by a vassal. Usually, the Crown-prince is selected as Lord Commander, being groomed from early youth in the arts of war-craft. He oversees daily military activities, accounts for provisions, and sees that the training regimen is followed. He also leads the Royal Army on most campaigns.

A circle of Princes and older Knights (S. "*Requain Hail*" or "*Rychin Hail*") assists the Lord Commander as a staff and provides leadership for larger collections of field units, such as groupings of Noble Armies. Even in peacetime, this War Circle (S. "*Cordagar*") proposes military policy and strategies to the King's Council, thereby affecting Arthedain's political future.

Beneath the Cordagar is a hierarchy of *Arequain* or "Royal Knights." These men are soldiers who have distinguished themselves by service and valor and are deserving of non-hereditary Knighthood. Unlike a Roquen of the Nobility, an Aroquen can be born of any class and must earn his colors. (Few, however, are non-Dunedain.) There are two tiers of Royal Knights, divided by length of peerage, both of whom provide intermediary leaders. Those of the elder group command nine of their younger counterparts. In turn, the young Arequain lead units of nine Warriors (S. "*Ohtari*").

The Noble Armies (Degerim Ereter)

Arthedain's Nobility is for the most part descended from the lines of the original Elendili settlers, the Faithful who founded the Kingdom. There are sixty-three Houses of landed Nobles (S. "*Ereter*," sing. "*Aratar*") and each maintains its own army. Some, like the *Eketta* or *Tarma* families, have forces rivaling those of the King, but most rely on very small contingents. In battle, the Degerim Ereter are usually combined with the Dagarim Aran, forming an integrated Arthedain army. Extremely large Noble Armies march and maneuver under the orders of their own Aratar, while smaller forces are banded together and placed under the command of a member of the Cordagar (usually a Prince).

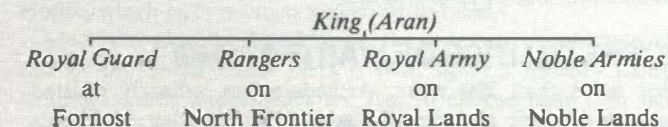
The Noble Armies are necessarily varied in structure. All are led by the Aratar or his appointed Lord Commander, and each draws

upon the local vassal Requain of the lower Nobility. These Knights bring their own unique followings of Fighters (S. "*Rhivilyr*," sing. "*Rhyvelur*") who, together with the Lord's Guard, form the army's warrior host.

The Line of Command



The Military Branches



Equipment

Generally, all Arthedain warriors, regardless of immediate allegiance or background, are superbly equipped. Each soldier carries a composite bow, a short bow, a short sword (eket), a dagger, and a longer weapon. The cavalryman of the Royal Army (one third of the total) bears a lance and a long sword (anket), while an infantryman uses a 9 foot spear and a handaxe. All are provided with a tool kit, wool bedding, and mess implements.

Arthedain armor is made from fine grade steel and is among the best in Endor. Light and strong, it is ideal for chain mail. The King's footsoldiers wear black chain shirts supplemented by solid leg greaves, all covered with black surcoats emblazoned with the Seven Stars of the North Kingdom. Each infantryman also employs a steel-reinforced oval shield (30" dia.), whose relatively straight sides allow for interlocking and is ideal for the formation of shield-fences (*thangail*). Horsesoldiers are garbed in full chain and carry one and a half foot diameter, steel-faced round shields. Like their unmounted brethren, they wear open-faced helmets of steel which are designed to protect the neck and ears and accommodate the various linings needed for campaigns in the capricious Arthedain weather.

Members of the Noble Armies are less uniformly equipped, but most forces are aligned along this general theme. One should note, however, that most of the Degerim Ereter field no more than one horseman for every seven foot troops.

most to regroup and in a pale way, to recreate the society ground into dust by the heavy boots of Angmar's minions. It was a difficult task; Arveleg I, the Arthedain King, lay dead on the battlefield along with hosts of his soldiers. Fortunately, two Palantiri, those of Annúminas and Weather-top, rested safely in the Royal Tower at Fornost. But for how long, the Wardens of the Seeing-stones wondered.

The Petty-wars (T.A. 1410-1640)

The Fifteenth and Sixteenth Centuries found the Arthedain clinging to what was left of them after the wars of 1356 and 1409. Frequent border raids and constant skirmishing marked these sorrowful years, the so-called "Petty-wars" which served as a constant reminder of the Evil residing in the hungry lands beyond Arthedain's thinly stretched defenses. Then, at the very opening of

the Seventeenth Century, King Argeleb II — who along with the tattered remnants of his people would weather the Great Plague of the Winter of 1635-36 and evermore-brutalizing winters at Fornost — lit one small candle of hope: he granted the Hobbit-folk of Bree a fertile patch of land roughly 40 leagues by 50 in southern Arthedain, a handsome, rolling, green land Hobbits called the Shire. There is no doubt that Argeleb harbored no illusions about the value of Hobbits as soldiers; they are simply too small and peaceable to be great warriors. (The Arthedain often complain amongst themselves of having to bend over or kneel in order to hear the little fellows speak.) Rather, what Argeleb did accomplish was to assure that if another invasion came from the East or the South, the Hobbits would quickly warn him. Also, the King's messengers rushing to Gondor or Lindon could now count upon food, shelter and rested horses at Hobbit safe-houses along the way, for the Great East Road conveniently splits the Shire in two.

The Arthedain would also profit from the produce grown by the green-thumbed Hobbits. After all, the depleted Arthedain never showed much interest in common crop-farming, leaving it to the lowest class of laborers. Somewhat paradoxically the Dúnedain's love for the spirit of the land never translated into a fondness for tilling the soil on any appreciable scale and, unlike the Hobbits, the High Men scoff at planting and tending cash crops; to them it is work for simpler folk. Herbal gardening, which requires greater technique and yields magical results, is a different matter, however, one the Arthedain relish. They cultivated and used herbs on Númenor and will do so evermore.

6.2 THE POLITICS OF WAR (T.A. 1640)

For more than 200 years, Arthedain has valiantly resisted Angmar's periodic and frenzied attacks and brother Rhudaur's subversion and treachery. The Great Plague of four winters past consumed the already-lean and stretched flesh of Cardolan and all that remains is skin and bone and the memory of what was once a fair and green land. Rhudaur, engulfed by Angmar over 300 years ago, is another sour memory etched deeply in the sad soul of the Arthedain.

So Arthedain stands alone now, in 1640, poised in the lull between storms, cut off by distance and attitude from Gondor far to the south. King Argeleb II, who has held the Sceptre of Annúminas for fifty years, is in contact with his more worldly and warlike brethren in Gondor, but they face Sauron in a deadly face-to-face battle of wills and might, and can offer little assistance fast enough to help the hard-pressed Arthedain, should Angmar attack again. To the west, the Elves of Lindon, many of whom fought to drive back the bloodthirsty hordes threatening to overrun all of the North Kingdom in 1409, now turn their weary countenances westward toward the Sea.

Thus Arthedain's nobility and military stand anxiously inside the great dikes of Fornost, abandoned by treacherous Rhudaur, haunted by the ghost that was once fair and green Cardolan, and threatened by the growing hordes of rapacious Angmar. Stretched thinly between Fornost and the Tower Hills are scattered villages and military outposts, but no centers of population or culture. Facing west, Arthedain's best friends, the Elves of Lindon, have turned their gaze toward the Sea and the homeland they know to be waiting for them. For the Arthedain, there is nothing to do now but to carry on with preparations for war even as they pray for peace and deliverance — and wait for the worst to come.

6.3 THE PREOCCUPATION OF GONDOR

Where was Gondor during all of this bloodshed? Why didn't the once-mighty Southern Kingdom of the Dúnedain rush to aid its Northern kinsmen? Quite simply, Gondor was tearing itself apart.

In 1409, the Kin-strife had begun, and divisive and bitterly-opposed political parties were already battling for control of Gondor's government. From 1432-1448 the higher Men of Gondor, "untainted" by the wilder and less royal blood of the Rhovanion-born King Eldacar and led by the sly and vicious Captain of Gondor's fleet, Castamir, battled and overthrew Eldacar, burned Osgiliath, and in ten years of rule reduced the Stone-land to a paper giant unable to police its borders and protect its interests. Looking down from the tower of Dol Guldur in Southern Mirkwood, Sauron could not have been more maliciously delighted. Here stood the valiant Men of Gondor doing his bloody work for him — killing each other — and at no cost to the Dark Lord!

In fact, Gondor's rulers have a good case for arguing that they, staring into the fanged teeth of Mordor with only the mighty Anduin and their own military strength to protect them, haven't a soldier to spare. There is a difference in attitude too, between the two Dúnedain states; as Gondor habitually reaches for sword and shield, the Arthedain look to the stars and rely heavily upon incantations and Wizardry to protect them, lamenting each bloody encounter in song and verse. While valiant, noble and capable fighters, the Arthedain are ever-dwindling in number and lifespan and every-wearying in spirit. They are visionaries, not military strategists. And now that the Arthedain dream of a reunited Northern Kingdom of the Dúnedain seems utterly hopeless, simple survival will prove difficult enough.

6.4 POLITICS AND THE ROYAL COURT

The Arthedain Royal Court values and follows tradition; a rigid hierarchy provides the structure — the social glue — that binds each member of the society to the other. The one failing of such a model is that it allows little room for experimentation and even less for iconoclasm. One either fits in and does his assigned task or he is shunned or punished.

6.41 THE STRUCTURE OF THE ROYAL COURT

In summary, the Court of Arthedain is structured in the following manner, in order of importance:

- *The King*
- *The King's Council (7 members, one each from 7 different noble families)*
- *The Lord Commander of Arthedain's Army and the Captain of the Palace Guard (two people)*
- *The Seers and Guardians of the Palantíri*
- *Mentalists, Herbalists and Alchemists*
- *Representative Artists and Artisans chosen by the King's Council*
- *Court Historians and Record Keepers*
- *Lesser servants to the King and his Court*

The King's Council

In T.A. 1640, King Argeleb II faces a somewhat hostile Council composed of the heads of the seven principal families of the North Kingdom, each of whom owns considerable property and maintains men-at-arms independent of royal forces. (The black and white GM's map shows these properties.) The seven Great Houses are, in order of power: the Tarmas, Eketas, Orros, Hyarros, Emeries, Foros, and the Noirins. (For more about the Tarma and Eketta families and their intrigues, See Section 10.2.) Each Great House sports its own two-colored banner and distinctive dress.

Most of the noble families who comprise the King's Council draw their names from areas of Númenor, from whence they fled with Elendil before the Downfall. In contrast, the militant Eketta clan takes their name from the short stabbing sword favored by the Dúnedain, the *eket*. The Eketta clans long ago settled the rocky lands on the northeast shore of Lake Nenuial where their stronghold, Bareketta, stands, a two-days ride from the ruins of Annúminas. Traditionally, many of Arthedain's military leaders

are drawn from the Eketta family, who are hailed as the first into battle and the last to surrender or fall.

The other noble families — with the exception of the Tarma clan, who are also traditionally militaristic — view the Eketas with alarm and almost wish they had sailed south to Gondor with their warrior-brethren long ago. The Tarmas claimed the land southwest of Annúminas and the Lake and northeast of the Shire, where their fortress of Tarmabar stands. For centuries, the Tarmas have claimed the land now known as the Shire as their fief.



Others In The Royal Court

Arthedain's Lord Commander and the Captain of the Guard at Fornost have, at best, an adversarial relationship. Each tends to be jealous of his sphere of influence: the Lord Commander tends to heed the desires of the nobility while the Captain of the Guard thinks first and only of the King. (For more about both the Men and the structure of Arthedain's military, see *THE ARTHEDAIN MILITARY STRUCTURE*.)

The Seers and Guardians of the Stones assume more importance in times of relative peace. Indeed, they are traditionally the King's closest advisors. With the constant menace of Angmar, however, and Gondor's inability to help, the Seers are overshadowed by the military. The sometimes puzzling information provided by the Stones does little to calm the frazzled nerves of Arthedain's more militant Princes and Knights.

Others on the Council serve at the pleasure of the King and rarely have anything to say about matters of state. Rather, they tend to their domains, for the Arthedain believe strongly in an ordered, cultured, well-tended society.

6.42 THE ROYAL DECISION-MAKING PROCESS

As with most monarchies, the King makes the final decisions about important matters of state such as declaring and fighting wars, raising taxes, and granting land and privileges to his subjects. Thus, Argeleb II, Arthedain's current ruler, stirred up a good deal of controversy when he granted the lands now called the Shire to the Hobbits thirty-nine years ago over the protests of some of his Councilors.

A brief outline of the royal decision making process that resulted in the granting of the Shire to the Hobbits in 1601 follows:

- *The King hears from a Councilor that Marcho and Blanco Fallohide desire to address him on an important matter.*
- *Argeleb grants the request and with his Council present, hears what the Hobbit brothers have to say.*
- *The King's Council debates the granting of the land to the Fallohides and their kin in open Court, with the King present. He pays close attention to the opinion of the Lord Commander, who urges the granting of the land. (He is concerned that the House of Tarma has grown too powerful and self-important and threatens his — and thus the King's — control of all the fighting forces in the North Kingdom. Claiming a chunk of their land and giving it to the Hobbits amounts to putting the Tarmas in their place, a risky move at a time when their support of Argeleb is critically needed.) The Nobles vote 5-2 in support of the Grant; the Tarma and Eketta Houses oppose it. (The other 56 Noble Houses support the majority vote of the Council, which represents them all.)*
- *Argeleb consults the Seers, who look into the Palantír and report positive yet ominous results to their regent.*

- *The King ruminates and announces in the presence of the full Court that he will grant the Fallohides' request.*
- *Marcho and Blanco dance a jig around the Court, to the dismay of some nobles and the delight of others, including Argeleb.*

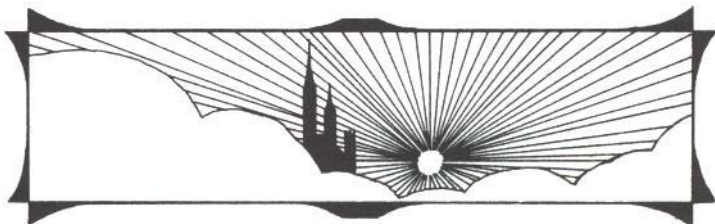
6.5 POLITICS IN THE COUNTRYSIDE

Arthedain is a land of two laws, one Royal and the other Noble; lesser folk obey both or pay the price. Outside the high walls of Fornost Erain, a different kind of society exists, more fractured yet no less rigid. Each of the seven Great Houses whose leaders comprise the King's Council controls a substantial portion of the North Kingdom's real estate, and other than granting the King's messengers the right of way and heeding Royal decrees that directly affect them, each Great House is like a small kingdom unto itself. Royal roads and the land beside them undisputably belong to the King, but as a map of Arthedain shows, much of the land rests in the firm hands of the Seven Great Houses of Nobles. (See GM's map.)

For example, the green and rolling farmlands of the Shire, until Argeleb II's decree of 1601, were claimed by the House of Tarma. That militant clan did little to farm the land but did patrol it and granted great pieces of it to their Knights, who in effect were disenfranchised by the King and the Hobbits. Thus, the anger of the Tarmas is more easily understood. Servants, farmers, tradesmen and craftsmen residing in a fiefdom controlled by one of the Seven houses swear allegiance first to the King and then to the Noble House, which both protects and controls them.

More so than at the Royal Court, the structure of government in one of the Seven Great Fiefs is built upon a military model, although towns and villages are free to choose their own local leaders. But for deciding the simplest matters, such as when to harvest or who will pay to replace a damaged fence, self-government does not exist.

With the threat of invasion, the Great Houses traditionally put their forces at the disposal of the King, although squabbling over rank and strategy is common.



6.6 POLITICS AND THE SEERS

6.61 THE ORGANIZATION AND TRAINING OF THE SEERS

Centered at the Royal Court in Fornost since the fall of Annúminas, the 27 Seers of the North Kingdom comprise a most exclusive, nearly sacrosanct organization. Their sole duty is to tend, use and interpret the visions granted them by the two Palantíri of the North.

The Seers serve at the pleasure of the King. The eldest active Seer fills vacancies in the organization as he wishes, with the King's consent. Noble young men accepted by the Seers serve a 9 year apprenticeship during which they are never left alone with a Stone. They study books of lore and texts on the use of the Stones and are only rarely allowed to view a Palantír in use. For the next seven years, each young noble is sponsored by a teaching Seer who feels a special rapport with the student. Any rules infraction — down to simply arriving late for a tutorial — is punished by either expulsion or demotion.

When a Seer dies, a sponsored Seer-in-training may be nominated to take his place. Often, seats sit vacant until a promising student fulfills his requirements of 16 years of study and good behavior. Even then, a new Seer heeds his elders and does not speak unless spoken to. A few senior Seers are allowed to have stands for the Stones erected in their residences, but such private use of a Palantír is not documented. Far more common than private viewing is the use of the Stones in court, where they have rested since the arduous journey from Annúminas.

Traditionally, the Seers of Fornost are the King's most trusted advisors. Even the Lord Commander of the army heeds the visions of the Stones, when they are clear. However, with ambiguity arises tension, and at best the Seers and the military are at odds, for the military wants to *act*, to move. At times the Seers can only counsel that time will tell, for many visions are cloudy and some simply do not come to pass. Thus the need for sixteen years of study and training is obvious.

6.62 THE MEANING OF THE PALANTÍRI

The Palantíri entrusted to the care of the Seers will always remain the most-cherished of Arthedain's possessions. Neither Seeing Stone is as mighty as the one in Osgiliath lost during the Kin-strife in Gondor, but both grant the King the power "to see what is passing

in his realm, and what his servants are doing." (*LotR*, III, p.321) In addition, they can grant foresight; the most famous example is the Seer Malbeth's prophecy that Arvedui would be the last of the North Kingdom's monarchs if he could not reunite both Dúnedain countries.

If the flickering flame in the heart of the great crystalline globes does symbolize the hope of the Arthedain people, as many believe, then with Arvedui's failure to ascend to the throne of Gondor in T.A.1944, the flame is all but extinguished.

6.7 TRADE

Although barter is prevalent in the countryside and in the villages of the Shire, a large part of Arthedain's commerce involves coin. The King's Mint located at Fornost (and before it is ruined, Annúminas) produces ample coinage from very high quality metals. Arthedain's currency is valued throughout northwest Endor. Royal control over its flow gives the King considerable leverage in both domestic and foreign affairs.

Arthedain's principal imports include wine, beer, raw metals, precious woods, and fine cloths (notably silk). The North Kingdom exports furs, tobacco, herbs, and finished goods, especially leather goods, weaponry, and coins.

PRICE AND EXCHANGE TABLE

Below is a breakdown of common conversion rates and prices, based on the King's Coin. One's standing or local circumstances may cause a fluctuation and, where barter is involved, a simple value comparison may be required.

Rates of Exchange

Coin	Coin Weight	Coin Breakdown	Gondor's Coin
Mithril (mp)*	1/70z	20 gp	10 gp
Gold Piece (gp)	1/4 oz	10 sp	5 sp
Silver Piece (sp)	1/4 oz	100 cp	10 bp
Copper Piece (cp)	1/4 oz	2 hc	1/2 cp
Half-copper (hc)	1/8 oz	2 qc	1/4 cp
Quarter-copper (qc)	1/16 oz	—	1/8 cp

Coins of Arthedain: Arthedain mints only 1/4 ounce standard coins, although they have lighter pieces for small copper denominations: 1 gp = 10 sp; 1 sp = 100 cp; 1 cp = two 1/2 cp; one 1/2 cp = two 1/4 cp. A half-copper weighs only 1/8 ounce, and a quarter-copper is but 1/16 ounce.

Coins of Gondor: The South Kingdom produces a 1/2 ounce gold, a 1/4 ounce silver, a 1/4 ounce bronze, and a 1/4 ounce copper piece. The rates: 1 gp = 20 sp; 1 sp = 10 bp; 1 bp = 5 cp. Gondor's silver piece is equivalent to one from Arthedain.

*Mithril: Almost all mithril coins are products of the Dwarves of Moria, with Dúnedain varieties being limited to special commemorative issues. Mithril is a light metal, so the mithril piece is as large as a silver, and three times as thick. Because of its rarity following the abandonment of Khazad-dûm (Moria) in T.A. 1981, the price of Mithril increases with each passing year. By the end of the age, the official exchange rate in Gondor is 75 gp, while in the North Kingdom it brings 100 or more quarter ounce gold pieces. During this later era, it is often unavailable on the common market. Some consider it priceless.

Prices in Arthedain

Good/Service	Cost	Note
FOOD AND LODGING		
Average Lodging	1 cp	Allows for a separate bed or pallet and includes meals.
Good Lodging	2 cp	Allows for separate room, meals, and ample refreshment.
Pipeweed	1 cp	.1 pound. Good for a week's smoke.
Trait rations	6 cp	14 lbs. 1 week. Preserved.
Greatbread	2 gp	4 lbs. 1 week. Preserved.
Waybread	10 gp	4 lbs. 1 month. Preserved.

ARMOR AND WEAPONS

Target shield	5 sp	3 lbs. +20 vs melee; +10 vs missile.
Round shield	6 sp	10 lbs. +20 vs melee or missile.
Oval shield	8 sp	13 lbs. +25 vs melee or missile.
Wallshield	10 sp	28 lbs. +30 vs melee; +40 vs missile.
Pot helm	4 sp	2 lbs. Steel.

Full helm	9 sp	2.5 lbs. Steel. +5 DB.
Soft leather	4 sp	9 lbs. Finely made jerkin (AT 5).
Rigid leather	14 sp	12 lbs. Reinforced breastplate (AT 9).
Lamellar armor	35 sp	17 lbs. Treat as chain (AT 16); -5 melee; +5 vs missile.
Standard mail	4 gp	18 lbs. Treat as chain (AT 15).
Scalearmor	14 gp	20 lbs. Treat as plate or half-plate (AT 19).
Fine mail	49 gp	20 lbs. Wears as chain (AT 15); protects as half-plate (AT 19).
Breastplate	3 gp	18 lbs. Treat as plate (AT 17).
Half-plate	10 gp	40 lbs. Treat as plate (AT 19).
Leather greaves	2 sp	21 lbs. Varnished splints.
Metal greaves	5 sp	2.5 lbs. Steel plates.
Hand-axe	5 sp	3 lbs. Steel head.
Battle-axe	16 sp	5 lbs. 2-hand. Steel head.
Throwing-axe	7 sp	2.5 lbs. As hand-axe; -10 melee; +25 missile; range 50 ft.
Mace	5 sp	3.5 lbs. Wholly steel.
War-hammer	18 sp	4 lbs. Steel head.
War-mattock	19 sp	4.5 lbs. 2-hand. Steel head.
Heavy crossbow	6 gp	7 lbs. Mostly steel.
Dagger	2 sp	.5 lbs. Steel.
Broadsword	1 gp	3.5 lbs. Steel.

ACCESSORIES

Backpack	22 cp	2.5 lbs. Includes bedroll; 1 cu' pack.
Boots	1 sp	3.5 lbs.
Coat	13 cp	7 lbs. Fur-lined and warm. +25 RR vs. cold; -10 to moving maneuvers.
Clothing	80 cp	10 lbs. Pants, shirt, cloak, hood.
Crossbow bolts	150 cp	2.5 lbs. Twenty. Steel-tipped.
Flint and steel	11 cp	.5 lbs. Starts fire in 3 minutes.
Lantern	14 cp	1.5 lbs plus 2 lbs oil (48 hrs); 25' R light.
Lock pick kit	2 sp	.5 lbs. +10 bonus.
Padded undercoat	55 cp	3 lbs.
Rope	50 cp	6 lbs. 50'; breaks on unmod. 01-02 roll.
Star compass	7 gp	1 lb. +25 bonus for night orienteering.
Superior rope	150 cp	3 lbs. 50'; breaks on unmod. 01 roll.
Surcoat	80 cp	1.5 lbs.
Tent	2 sp	9 lbs. Sleeps two.
Waterskin	1 hc	.5 lbs. Holds 1 pint.

TRANSPORT

Mature pony	2 gp	4-20 mph (140'/rd); can carry 180 lbs.
Light horse	35 sp	5-30 mph (200'/rd); can carry 200 lbs.
Medium horse	6 gp	5-25 mph (160'/rd); can carry 300 lbs.
Heavy horse	7 gp	5-20 mph (120'/rd); can carry 400 lbs.
War-horse	25 gp	4-27 mph (175'/rd); can carry 350 lbs.
Wagon	5 gp	8k5'; 2-10 mph (50'/rd); can carry 1500 lbs.

7.0 PLACES OF NOTE

The North Kingdom of the Dúnedain has neither the prestige nor the power it once possessed, and the decline of the Arthedain in number and influence is evident everywhere in the land. In the North, Annúminas, the "Sunset Tower," lies crushed and deserted beneath the Hills of Evendim, the victim of Angmar's rampage and the grinding actions of time and weather. Fornost Erain, "Northern Fortress of the Kings" and once the King's airy summer palace, shelters within its high walls the Royal Court and Seers of Arthedain as well as the core of the King's Militia, but the gaiety and music of the past are all but gone. To the south, Amon Sûl, Weathertop, a site of supreme importance to the Arthedain, is ruined; Angmar's beastly troops now threaten the strategically-critical Weather Hills. Bree, a once-vibrant trading community, has settled into a tense peace, while southwest of the village, evil Wights haunt Cardolan's Barrow-downs and serve as an ever-present reminder of the destruction of Arthedain's sister Kingdoms. In all of Arthedain, only the Hobbits' settlements hold the promise of a prosperous and peaceful future. Beyond them, west of the Lhûn and over the Blue Mountains, the Elves of Lindon find themselves diminished also, for Círdan's noble few are no match for the arms and blood-lust of the unschooled hordes from the Ettenmoors.

Thus in 1640, the Arthedain stand bound and bleeding, hostages in their own land.

7.1 THE TWO CAPITALS

The contrast between the former and current capitals of the Kingdom is stark and foreboding, for one is dead and the other vibrant with uncharacteristic militarism. Set like a jewel upon the southern shore of Nenuial (Lake Evendim), Annúminas — the first and only capital of Arnor — once shimmered against the nighttime sky, its many festive torches a glowing marker for all traveling the North Kingdom. Little remains now but chipped, crumbling stone blocks and collapsed pillars, and the faint outline of a great city in the windy hills on Nenuial's shores. At night, Annúminas is a haunting, desolate, dark place offering haven and direction to none.

Fornost

The line of aged, rounded hills above lend a deceptive air of serenity to Fornost, but just to the east lurk gangs of barbarous Hillmen and Orcs native to the Ettenmoors, eager for battle and booty. Arthedain's capital city for the last eight centuries, Fornost stands as the realm's principal fortress and center of culture and trade. Perched strategically on the southern slopes of the North Downs and further protected by earthen and stone dikes and palisades beneath its fifty-foot high curving stone walls, Fornost houses the Royal Family and nobility of the Kingdom in addition to Arthedain's renowned Seers, Scholars, artisans and their many aides and servants.



Sharing the space with them are the King's Militia, soldiers who sleep in spartan two-story barracks scattered about the grounds and keep a constant lookout from high guard towers within the walls. The Arthedain frown upon the "baser" pleasures of the flesh — and decline in number as each year passes — so that soldiers must content themselves with card games and gambling in the barracks and mess halls, and contests of strength and agility outside in the yards. The Militia drills both within and without the walls, practicing the Dúnedain's favorite offensive-defense, the formation of a *thangail*, a shielded wall of men in two ranks pressed together that bends into a defensive ring if outflanked. The King's Archers practice outside

the walls of Fornost too — for obvious reasons — launching their black-feathered arrows from hollow steel-bows with studied precision. Inside the walls, the Guild of Weaponsmiths is kept busy forging swords, axes, spears, knives, and *ekets*, the short but broad twin-edged stabbing swords favored by the Dúnedain.

7.2 THE WEATHER HILLS

The Weather Hills — especially the southernmost and highest peak, Weathertop — are of critical importance to the survival of Arthedain. Although it was a great blow when they were overrun in 1409, when many of their defense towers were destroyed, they still stand as Arthedain's natural eastern border and her best barrier against invasion from the East. Holding the barren rocky peaks not only give the Arthedain a host of fine lookout points, but they also serve as a formidable and virtually unbroken wall.

Weathertop

The once great Tower of Amon Sûl crowned Weathertop and was built at the center of what was once Arnor. Possessed of the chief northern Palantir and a commanding position more than 1000 feet above the strategic Great East Road, it became the most critical link in Arthedain's defense when Arnor split into the three successor states. But in 1409, a vast and determined army marched from Rhudaur and seized the Hills, razed the Tower and destroyed the stone forts scattered along the rugged slopes below. As with Annúminas, little but rubble and a wide ring of grass-covered stone works remain today; wandering the rocky hills or daring to climb the steep bank on the northern slope of Weathertop to get a good look-around is inviting danger and death.

7.3 BREE

Below the Weather Hills and west on the Great East Road lie two points of interest to the weary adventurer, the Forsaken Inn, and a day's journey further on, the town of Bree. The Inn gains its name from times past when it stood alone, like a wizened sentry, on the western edge of the unsettled, forested and rocky lands called the Wild. Once the last stop travellers made in the friendly and civilized West before continuing east toward the unknown of the Wilderland, the Forsaken Inn today stands as a decayed, weather-beaten monument in wood, its prices the only thing changed in its centuries of usurious service. (The earthenware ale mugs of the Forsaken Inn are as ancient as its proprietors, an elderly couple from Bree who value their privacy and the coin of the realm above all else.)

Bree rests beneath the western sloping edge of Bree-hill, an aged mound surrounded by fields, small ponds and a thinned stand of woods. Once a village of import, when the Old North Road was heavily traveled by Dúnedain messengers riding south to Gondor and north to Arnor, Bree in 1640 is already a creaking tavern-town past its prime. Were it not for a quirk of fate during the coming War of the Rings, Bree would be remembered only as the place where weary Arthedain riders stopped for drink and rest en route to far more important places. The once vital Great North Road lies covered with grass; a sole Arthedainguard post stands outside Bree, facing east. During the 1409 invasion, Angmar's forces used the road to march south to Amon Sûl. Since then, the road is watched and guarded by both sides. More happily, the Great East Road is traveled most heavily by Hobbits eager to farm and settle the western Shire, but Arthedain and Lindon use it to keep in touch.

Architecturally Bree is interesting. The ancient settlers of the town, for their protection, built no walls but rather dug trenches around the village. Above the trenches stand earthen ramparts, dikes, around which they planted thick and thorny hedges. At the point where the Great East Road enters Bree, sturdy gates were put up and are constantly guarded. In 1640, most of these precautions seem ridiculous, but later they will prove wise, and in fact too little, not too much.

7.4 CARDOLAN'S HAUNTED BARROW-DOWNS

Less than a day's ride southwest of Bree and south of the Great East Road and hedge-wall that separates Arthedain from the now-ruined realm of Cardolan stand the Barrow-downs, descending lines of scrubby fells once revered by the Edain. Here lies the repository of the long-dead Edain lords, Arnor's Kings and Queens, and the line of the Princes of Cardolan. The ridge-hills are ornamented with rings of weathered stones and isolated barrows, earthen mounds which cover stone burial chambers containing the bones of ancient rulers. Buried beside the dead lie ornate and valuable armor and ceremonial jewelry studded with diamonds and rare gems. No trees or running water offer respite or reinvigoration to the wanderer; spindly grass covers the otherwise bald and rocky ridges. At night, the wind moans, and an unearthly song arises, a weird but mesmerizing melody sung by a chorus of tortured spirits — the Wights.

Where once the highest of Men gathered to pay homage, all Men now quake and look to flee before sunset, for the Barrow-downs are haunted! Recently, stories of evil Spirits inhabiting the downs have reached the innkeepers at Bree, who scoff at such tales and set up a round of ale for all. (But later, in bed with their wives, the innkeepers curse their luck: "First the Plague and now Wights haunting the downs! No good for business, no good at all!") Some say the last Prince of Cardolan himself, under the spell of the Witch-king, stalks the downs at night and with the other Wights, croons a horrific yet hypnotic melody that lures the listener to a gruesome death. Other Men claim to have seen the Wights with their own eyes; they were spared, they say, because they are hard of hearing or altogether deaf and fled at the first sight of the phantoms. Their descriptions seem to agree on these points: the undead Spirits most commonly appear as dark shapes with luminous, empty eyes, although they can take on many forms, changing shapes as they please. Some Wights have revived the bones of long-dead Edain Kings and appear as faintly glowing skeletons, a heart-stopping sight on the bare and solitary downs.

Born of darkness and evil, Wights must avoid the light of the Sun, or they dissolve into dust and blow away. Able to enter the eye, heart or mind of the hapless Barrow-adventurer or bold and venal grave-robber, the Wights employ ghastly songs and will-crushing spells in their alarmingly-successful quest for sacrificial victims. Once firmly in the icy grasp of the Wights, the befuddled victim is draped in the gold-embroidered robe of a King, adorned with gold chains and led to a stone altar that has stood on the downs for centuries. There, upon an ancient altar of worship, the unfortunate is bound and with the eerie death-song of the Wights in his ears, sacrificed with a sword. Only the strongest of incantations or other magic can appease or oppose the Barrow-wights; the group will they project is awesome in its malevolent force. Heed well the begrudged advice of the tavernkeepers of the Shire: travel the Barrow-downs in daylight — or not at all!

7.5 THE SHIRE

The Shire lies west of the Barrow-downs, beyond the Old Forest and the River Brandywine. In this peaceful county, points of interest to the adventurer are much less gruesome and much more inviting. Clans of Hobbits have been gathering just off the Great East Road and southwest of the Hills of Scary, forming the forerunners of the communities of Bywater and Hobbiton. Hobbiton sprawls around the Hill of the same name in the kind of careless, build-where-you-mayhem Hobbits both delight in and argue about. Bywater, on the other hand, grows along the banks of the Shire's only river, if the meek creek called Bywater can be granted the same title as the Brandywine and the Lhûn. In its meandering eastward journey of many leagues, the Pool of Bywater forms a small lake — men call it a good-sized pond — known as "the Water," before emptying into the Brandywine just north of the Bridge. Stoors, who

relish water sports and river travel, have settled Bywater in appreciable numbers.

7.6 THE WHITE TOWERS OF THE TOWER HILLS

At the western edge of the newly-born Shire stand the chalky White Downs, mercifully unhaunted, and the smials and modest farmhouses that later will form the chief township of the Shire, Michel Delving. Journeying further west, past the Far Downs — also free of Wights — one comes to the Tower Hills, and atop them, the three White Towers built by the Elf-king Gil-gilad for Elendil, Lord of Arnor. In the tallest tower (*Elostirion*) rests a Palantir that "looks" only west, out to sea, toward Eressëa. Since the sundering of Arnor, the Elves of Lindon have cared for the Elendil Stone and have tended the Towers, which are in danger of falling into disrepair. Arthedain's Kings continue to make infrequent pilgrimages to the Tower Hills, although few have ever sought to use the unique Seeing-stone that ties them to the Lands Undying in the Utterwest.

BASIC AREA MAP KEY

- (1) 1 inch = 20 miles
- (2) Mountains = 
- (3) Hills = 
- (4) Mixed forests = 
- (5) Pine forests = 
- (6) Hedgerows, brush, and thickets = 
- (7) Primary Rivers = 
- (8) Secondary Rivers = 
- (9) Streams = 
- (10) Intermittent watercourses = 
- (11) Glaciers and iceflows = 
- (12) Mountain and snowy regions have no coloring.
- (13) Primary roads = 
- (14) Secondary roads = 
- (15) Trails/tracks = 
- (16) Bridges = 
- (17) Fords = 
- (18) Cities = 
- (19) Towns = 
- (20) Manor houses, inns, small villages = 
- (21) Citadels and huge castle complexes = 
- (22) Small castles/holds/towers/keeps etc. = 
- (23) Monasteries = 
- (24) Observatories = 
- (25) Barrows, cairnfields, and burial caves = 
- (26) Caverns and cave entries = 
- (27) Buttes and plateaus = 
- (28) Lakes = 
- (29) Dunes = 
- (30) Extremely rough terrain = 
- (31) Desert = 
- (32) Steep ridge faces and downs = 
- (33) Reefs = 
- (34) Ruins = 
- (35) Swamps and marshlands = 
- (36) Jungle = 
- (37) Dry or periodic lakes = 

- 7 Great-houses = 
- 1 Tarma
 - 2 Eketta
 - 3 Orros
 - 4 Hyam
 - 5 Emerie
 - 6 Joros
 - 7 Noirin
- ORC-TRIBES = Snagoth



7.7 THE VILLAGE OF ROOD

Rood stands in stark contrast to Bree and Fornost. Once a buzzing oasis at the junction of the old King's Road and the River Brandywine, Rood appears to be dying. Most of its one hundred stone houses are abandoned and littered. Rats and mice outnumber human residents four-to-one, and pest control is getting to be a serious problem, particularly since the fright of the Great Plague of 1637 and the subsequent flight of much of Rood's populace. Enclosed by dike-and-hedge but otherwise unprotected, Rood has sunk to several record lows: population has fallen to thirty, more than half of them tavern-keepers and their wives. Abandoned houses outnumber occupied residences 3:1; Rood's businessmen and moneylenders fled in droves after the fall of Annúminas, and decay has overrun the King's Road, the chief route from Fornost west to Annúminas, the Hills of Evendim, and the lands beyond the Lhûn.

Yet Rood hangs on. Here the exhausted traveler can feast on roast fowl and drink and smoke to surfeit at such overpriced establishments as The Silver Tree, The Great Bend, the seedy Sunset Inn, the well-kept White Wolf and the most ancient watering hole of the town, The Battered Cock. (Outside the last flies a tattered banner displaying a much-mistreated rooster missing an eye and not-a-few of his feathers.) With the exception of the well-kept and high class establishment called The King's Board, Rood's inns are well-known for watered-down ale, lumpy beds and sinfully-homely barmaids, all of them married to greedy Rood innkeepers.

Now visited all too often by mysterious, wandering strangers, Rood is two towns. In the daytime Rood is a bustling if declining center of river trade, but under cover of darkness, it becomes in part a city of intrigue, rumor, threat — and worse. Rood is no place to stroll the streets after dark, alone and unarmed, if you're a stranger. With one too-many beers under your belt, you may awaken minus your belt and perhaps a quart of your own blood. By far the most crucial single possession you can have in Rood is a friend who'll stand and fight by your side, should the need arise. (Stay long enough and the need will arise, you can be sure.) Reports of a band of highwaymen living in the wilds north of the town have done little to calm the fears of the traveler.

7.8 THE GREY HAVENS

Worthy of mention to the traveler but beyond the borders of the Shire and Arthedain proper are the Grey Havens ("Mithlond" to the Elves), twin cities astride the long Firth of Lhûn. Chief harbor and western refuge of the Elves, the Havens are ruled by the legendary Círdan the Shipwright, hero of the Last Alliance and other battles. Here, some 600 years ago, the Istari first set foot upon the soil of Middle-earth; and here also, Círdan gave Gandalf the Ring of Fire called *Narya*. (Círdan foretold the coming of the Wizards and trusted Gandalf alone with the magical Elf-ring.) The Grey Havens beckon to all High-elves, for it is from these harbors that many sail west, leaving behind forever the weariness and woes of life on Middle-earth.

7.9 THE NORTH DOWNS

A week's ride northeast of the Shire and directly east of the Hills of Evendim stand the high, rolling hills called the North Downs. Quite early in the Third Age, the Arthedain built a walled city, Fornost Erain, on the southern slopes of the North Downs, which offer protection and a great many lookout sites. Fornost was originally a royal retreat.

The windswept Downs run in rugged north-south lines bending toward Angmar, forming a formidable natural boundary. They surround a large plain and blend into gentler, higher hills to the north, where they meet the North Wall (*Rammas Formen*), the great ridge/plateau which leads into the Witch-king's icy realm. To cross the Downs, an army must ascend and descend, working their way around the steeper, guarded peaks.

The Arthedain military also scattered numerous fortresses and observatories throughout the chalky Downs. Perched on the crests of the hills, which seldom rise above 250', these frontier forts were built with westward entrances on the steep cliffs facing the North Kingdom.



8.0 THE NORTH AT OTHER TIMES

The three hundred and thirty years following the Great Plague of T.A. 1636-7 are marked by constant skirmishing along the vague borders of Arthedain. The waning of the isolated North Kingdom proves tragic in light of the continual armament in the Witch-realm of Angmar. With each passing year, it becomes more imperative for the Kings of the North to acquire outside support.

8.1 TENUOUS TIES TO GONDOR (T.A. 1640-1974)

After years of trying, the Arthedain finally reach a solid military alliance with Gondor in T.A. 1940, sealing it with a royal marriage. It is in this year that Prince *Arvedui*, the man fated to be the last Arthedain King, weds *Fíriel*, the daughter of Gondor's King *Ondoher*. Just four years later, Ondoher and his two sons are slain in battle with the Wainriders, but a Gondorian army led by Lord *Eärnil* crushes the invaders at the Battle of the Camp and successfully drives the Easterlings out of Ithilien and into the Dead Marshes.

After Ondoher's death, Prince Arvedui of Arthedain, a direct descendant of Isildur, has the audacity to claim the crown of Gondor, the Stone-land's line of kings being broken by Ondoher's fall and the death of his sons. Arvedui's hopes of reuniting the Realms in Exile are dashed, however, when the victorious and popular *Eärnil*, a descendant of *Umbardacil*, is crowned Eärnil II of Gondor in 1945. The Guardians of the Palantíri of both nations keep busy relaying contentious messages of state between the two Dúnedain kingdoms, but finally Arvedui acquiesces. When the Council and Steward of Gondor support their new King, the Arthedain claimant gives way, for he lacks both the strength and the will to press his stand. Arthedain and Gondor continue to be ruled by two lines, although Eärnil II pledges military support to his contender as a means of reducing tension.

In T.A. 1964, at King *Araphant's* death, Arvedui grasps the Sceptre of Annúminas, becoming Arthedain's fifteenth and final King. As prophesied by Malbeth, last in a long and distinguished line of Seers residing at Fornost, Arvedui is doomed to be the "Last-king" of his country. The Shadow of the North is dark, and the host of Angmar is poised for its final onslaught. Malbeth foresees many years of great sadness and suffering before the Dúnedain will arise and reunite under a single banner.

After years of battling Angmar, the Arthedain during Araphant's rule (T.A. 1891-1964) are weary and outnumbered and increasingly cut off from quick and direct assistance from Gondor and the Elves. Gondor is embroiled in wars against Easterlings who have swarmed across the South Kingdom's eastern territories, and the Elves of Rivendell and Lindon are concerned with their own threatened borders. Brutally persistent, the Witch-king increases his harassment after Arvedui assumes the throne, all the while massing for a great attack. Ten years pass, the war clouds gathering each hour. Then, tipped off by agents and the Seers' warnings of an imminent invasion by the Witch-king's forces, Arvedui sends urgent pleas for aid to Gondor via the Palantír. Sadly, with the time of doom at hand, he acts too late.

Forochel



Rammas Formen

Ber-i-Dongorach



ANNUMINAS

Nenuial (Lake Evendim)

Edain Barrows

Men Aran (King's Road)

Baranduin

- 1 - Royal Halls
- 2 - King's Star-tower
- 3 - Library
- 4 - Common
- 5 - Street of Terraces
- 6 - Old Quarter
- 7 - Upper Quarter
- 8 - New Quarter
- 9 - Caras Edain
- 10 - Lawn of Heroes

1" = 200'

Days of Ruin T.A. 1409 - F.A. 1

Contours equal 50' increments

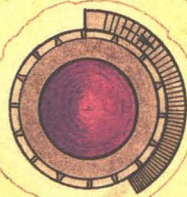


LEGEND



- Administration
- Alchemist
- Armorer
- Astrologer
- Barracks
- Brewer
- Cobbler
- Cooper
- Dike/Dry-moat
- Fletcher
- Foodmerchant
- Granary
- Great-house
- Healer
- Hedge-wall
- Herbalist
- Inn
- Jeweler
- Lay Healer
- Mason
- Metalsmith
- Miller
- Moneylender
- Papermaker
- Pipeshop
- Potter
- Residence
- Ruin
- Seer
- Smith
- Stable
- Tanner/Leathersmith
- Tavern
- Theatre
- Tomb
- Wainwright
- Warehouse
- Weaver
- Well/Spring-spout
- Woodcrafter

ARTHEDAIN STAR-TOWER (OBSERVATORY)



The Chieftain's Hall is the sole surviving structure, since it was the only stone building. Within its floor lays a steep stair entry to the subterranean chambers.

1" = 100'

Contours equal 20' increments

DUNNISH HILLFORT (RUIN)



1" = 100'

RIVERMAN CAMP

Talach Mui

Annádun

Numeriador

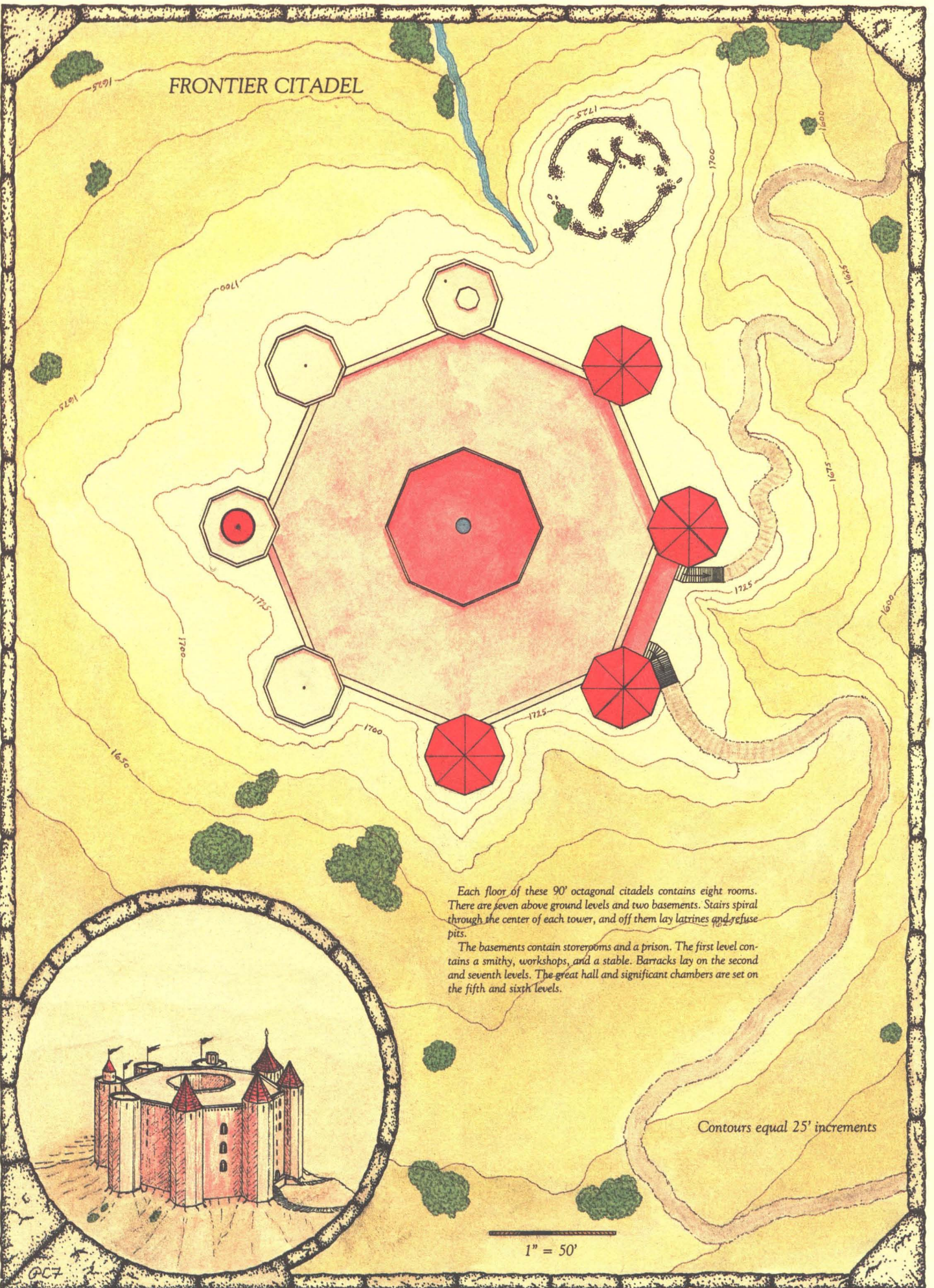
Ered Luin

Nan-i-Naugam





FRONTIER CITADEL



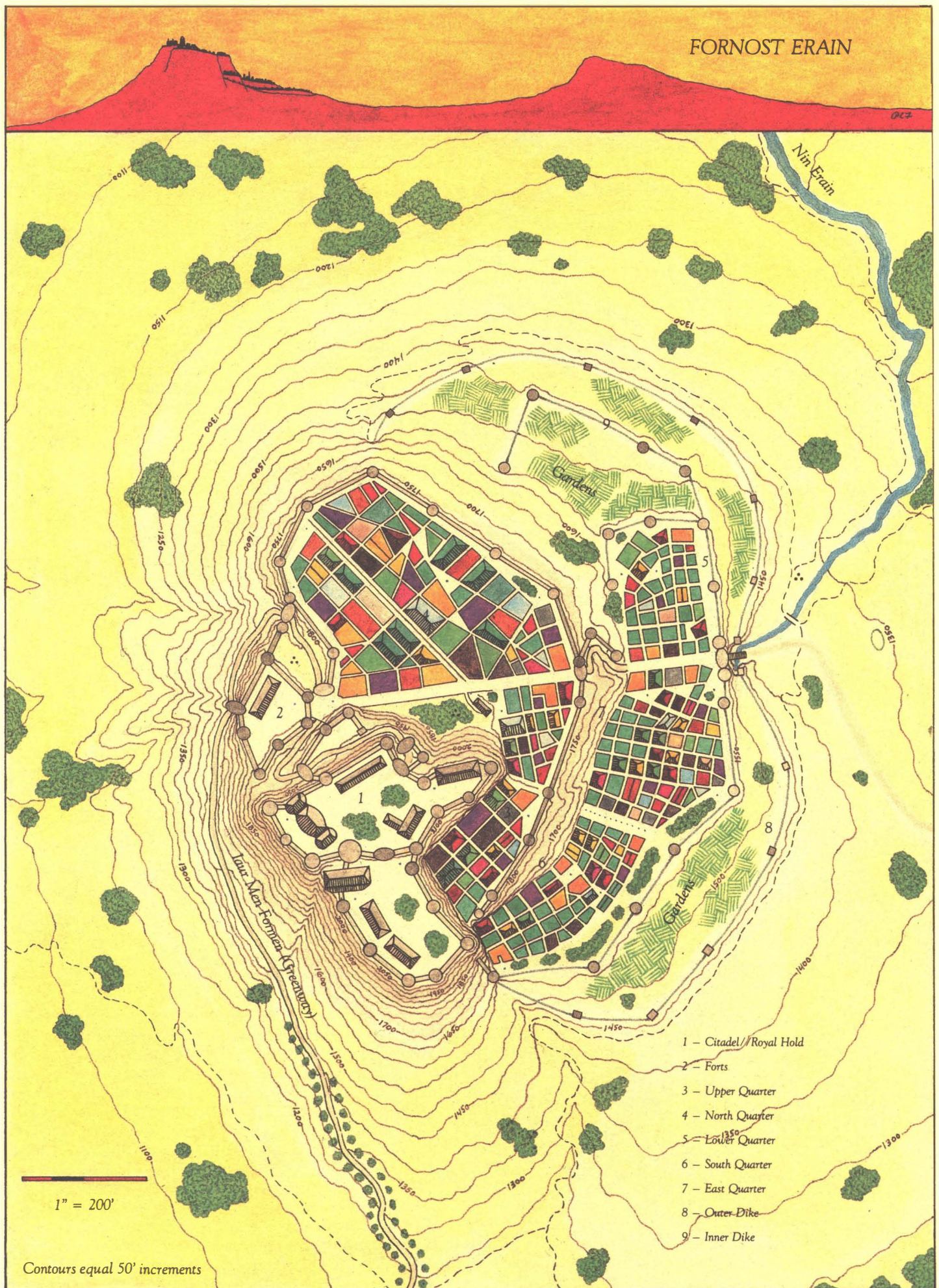
Each floor of these 90' octagonal citadels contains eight rooms. There are seven above ground levels and two basements. Stairs spiral through the center of each tower, and off them lay latrines and refuse pits.

The basements contain storerooms and a prison. The first level contains a smithy, workshops, and a stable. Barracks lay on the second and seventh levels. The great hall and significant chambers are set on the fifth and sixth levels.

Contours equal 25' increments

1" = 50'

FORNOST ERAIN





8.2 THE FALL OF ARTHEDAIN (T.A. 1974-1975)

Gondor's Eärnil responds, sending his son *Eärnur* and a great fleet to the Grey Havens in the late fall of 1974. At the Havens, Eärnur gathers Elven aid before crossing the Lhûn to march to Fornost and meet the Witch-king's soldiers on the field of battle. Yet, as Eärnur and the Elves of Lindon march out of the shadow of the Blue Mountains, the Witch-king's horde is already ravaging the once-proud capital of the North Kingdom.

By early winter that same year, the Witch-king unleashes his host in a final bid to crush the last vestige of Dúnedain in the North. Small armies sweep across the new ice on the rivers, driving into northern Cardolan and across the northern North Downs. Simultaneously, the main body of the Angmarim, led by the Olog warlord *Rogrog*, strikes directly at Fornost Erain. Overwhelmed by the seemingly endless onslaught, Crown-prince *Aranarth* resolves to lead the army in retreat toward the Elven allies in Lindon, allowing his father Arvedui time to slip out of the Nazgûl's vise.

The plan is adopted, and Arvedui gathers the treasures of the Northern Line before fleeing for his life. But the Witch-king's horde proves more deadly than assumed. Aranarth's retreat is swift and costly, and Arvedui and his small band of followers are forced to escape far to the northwest, to the many abandoned tunnels of the Dwarf mines in the Blue Mountains. All they carry with them are their weapons, the two Arthedain Palantiri and a few precious heirlooms. The Kingdom of Arthedain is no more.

In a rare display of poor battlefield judgment, the Witch-king — his pride swollen with the complete destruction of the North Kingdom of the Dúnedain — marches to meet Eärnur and Círdan and their Host of the West on the plains below the Hills of Evendim, in the heart of fallen Arthedain. On the rocky rolling land between Nenuial and the North Downs, near the northern meanderings of the Brandywine, the armies meet, clashing with apocalyptic vigor. Incensed and well-organized, Eärnur sends his cavalry into the Twilight Hills, where they outflank the northern wing of the Angmarim. The Men of Gondor, the remnants of Aranarth's Arthedain army, Círdan's Elves, and Elves of Rivendell led by *Glorfindel* join to win a bloody, hard-fought victory. Later in the day, as Angmar's forces look to retreat, riders of the Rhovanion sweep down from the north and cut off their escape. The dark blood of the Witch Realm's minions stains the plains and gathers in pools, but the Witch-king, dressed in black and riding a black steed, escapes into the falling darkness. His realm, however, like that of the Arthedain, is forever lost. So devastating is the carnage that it is said neither Man nor Orc nor Troll loyal to Angmar is left breathing west of the Misty Mountains.

The Flight of the King

But what of Arvedui and his men and their escape? Driven by hunger and exposure to abandon their cold and dark refuge in the Blue Mountains, Arvedui and his gaunt contingent ride north to the Wastes of Forochel to ask help of the Lossoth, the isolated and solitary Snowmen of the Forodwaith. There, they hope to remain until word comes that Gondor and Lindon have driven out the Witch-king and regained Fornost. Totally unsuited to life in the icy wastes of the tundra, Arvedui and his men face difficult decisions. How much should they trust the Lossoth, who both fear the Witch-king and bear no affection for and swear no allegiance to the Arthedain? (As a rule, the Lossoth wisely grant the Witch-king wide berth, believing him able to order frosts and thaws at will, a great and fearsome power in Forochel.)

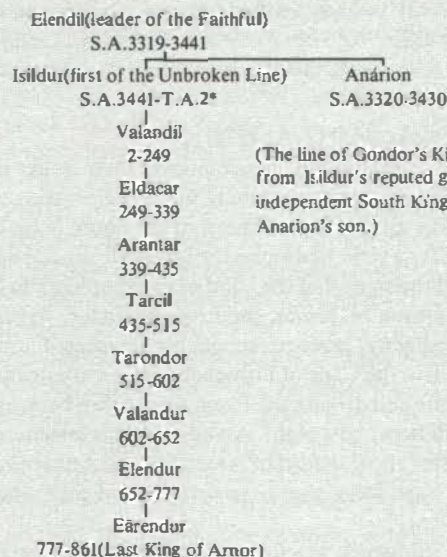
But the Lossoth, however primitive in lifestyle, are no fools. Moved a little by pity and a great deal more by fear of the well-armed, battle-tested and half-starved warriors accompanying Arvedui, the Lossoth enter into an uneasy and brief alliance with the Arthedain. How odd the two groups of Men appear side by side: the highest of Men at the mercy of the most primitive! The Lossoth

THE LINE OF DUNEDAIN KINGS

Amandil (Last Lord of the Faithful on Númenor and father of Elendil and Anárion) Died S.A. 3319.

KINGS OF ARNOR

AND GONDOR



(The line of Gondor's Kings is derived from Isildur's reputed grant of an independent South Kingdom to Melendil, Anarion's son.)

KINGS OF ARTHEDAIN



CHIEFTAINS (RANGERS) OF THE NORTH

concluding with

Aragorn II (Sixteenth Chieftain and Ranger of the North)
2933-F.A. 120

*All dates hereafter refer to the Third Age unless otherwise noted.

**From the reign of Argeleb I forward, Arthedain's Kings claimed dominion over all of what was Arnor before T.A. 861. Note: data digested in this table appear in Tolkien's *LorR*, III, Appendix A, (ii), p. 394.

share their Losrandirstew, whalefat, and ghastly brew with the tall, fastidious Dúnedain, building snow houses for their guests and anxiously awaiting their departure, for the Snow-people fear the Witch-king will get wind of their aid and send them six more months of winter storms — and worse!

News travels slowly in the North, but by March, as the ice of the Bay begins to break up, a great ship appears, sending the Lossoth into spasms of fright. Who but the Witch-king could mount such a mighty sea-steed? Instead, the ship is that sent by Círdan to rescue Arvedui and his royal party.

The Icy Death of Arvedui (T.A. 1975)

Before leaving the Lossoth, Arvedui gives their leader his ring, the honored Ring of *Barahir*, nothing but a useless trinket to the Snow-people. His gift is a gesture born of the doom in his heart, a feeling he refuses to yield to despite the unusually brutal nature of the weather and the signs that the hand of evil is at work in the sky. Ignoring the warning of *Bruka*, the Lossoth leader, Arvedui sets out to sea immediately, eager to reclaim his devastated homeland. But at the mouth to the Cape of Forochel a great snowstorm arises, blinding everyone and driving the Elven rescue ship back upon the ice, where it founders in the night. Arvedui and his kinsmen perish, and with them sink the Palantiri of Amon Sûl and Annúminas, and any Arthedain hope for a speedy resurrection of their once-great land.

News of the shipwreck reaches the Lossoth weeks later. Their leader, *Bruka*, shakes his head, recalling his warning, remembering his plea that the tall men postpone their journey until the passing of the long winter, when the Witch-king's power will wane. Quiet

homage is paid the dead and hardly a month passes before the spring thaw comes. History turns its back upon the Lossoth, who seem happier ignored than examined.

8.3 THE LOST KINGDOM (T.A. 1975-3021)

After Angmar's defeat, the Hobbits of the Shire and the Rivermen of the North come out of hiding to resume the building, farming and trading interrupted by war. (It must be said that a few Hobbits and a bold handful of Rivermen chose to fight with the Arthedain, but most judged warfare a soldier's duty, not theirs.) No longer overseen by the Arthedain, the Hobbits settle into a democracy, electing a Thain from their Chieftains to rule them; the first is Bucca of the Marish, who becomes Shire-thain in 1979 (in Shire Reckoning, the year 379). Soon the Hobbits' insistence upon order asserts itself politically: the Shire is neatly split into four Farthings, or Quarters, Southfarthing being the warmest, sunniest and most productive. Villages and towns sprout along trade routes and wherever there is money to be made, many near the Pipeweed farms owned by the Took in Southfarthing. Least inhabited is the rolling down-land of Westfarthing, the area bordered by the Far Downs. The center Shire, where Hobbiton and Bywater lie and The Water flows, continues to be the densest settled region. To the west, tucked about the chalky White Downs, stands the capital, *Michel Delving*, the hub of western progress, trade and gossip.

8.4 THE RANGERS

No longer rulers of a nation, Arthedain's Princes miraculously manage to carry on the Line of Isildur. Now called Chieftains, the Princes are raised and educated by the Elves of Rivendell (*S. "Imladris"*), led by *Elrond*. Arnanth's family relocates to the Elf-haven tucked between lost Rhudaur and the western spires of the Misty Mountains. There they are reunited with many of the heir-looms of Arthedain, those carried in secret to Rivendell before the death of the North Kingdom. Thus, the Sceptre of Annúminas, the Star of Elendil, and the shards of the magic sword *Narsil* rest in safekeeping under the eye of Elrond, the immortal Half-elven brother of *Elros*, first King of the downfallen Númenor. Soon after the Crown-prince's arrival, the Elves also recover the Ring of *Barahir*, that was given the Lossoth in thanks. Some say it is ransomed; others speak of a bond between the Snowmen and the kin of Arvedui. Amidst the treasures of their forefathers, the legacy of their kind, the Chieftains and their fellows prepare for the long road to renewal and assume the guise of the noble and time-honored Arthedain frontiersmen — becoming the Rangers of the North.

The Schooling of the Rangers

Traditionally, followers of the Chieftains gather in and around Rivendell to protect and support their Prince until he reaches adulthood and is able to lead them. In Elrond's fair realm, the young Dúnedain Prince is instructed in Elven ways of thought and behavior, although his true heritage is not revealed to him until he comes of age. Throughout the Third Age, Rivendell is a haven of learning and quiet joy, a shelter in a forested valley surrounded by darkness and the forces of terror.

When his studies are complete, the young Dúnedain Prince is ready to guide his people in their wandering yet purposeful fight to protect and preserve the Shire and what remains of Eriador. He is also expected to find a mate and to produce an heir, as well as take on the responsibilities of a King in exile: to inspire confidence in his followers, and to confirm their faith in the promise of a reunited Dúnedain Kingdom. That it will take more than 1000 years from the time of the fall of Arthedain to resurrect a united North Kingdom is unknown to these Princes, but even if they should learn, they are possessed of an Elven manner and a noble cause and have the patience to persist.



CHIEFTAINS OF THE RANGERS

Aranarth
1974-2106
|
Arahael
2106-2177
|
Aranuir
2177-2247
|
Aravir
2247-2319
|
Aragorn I
2319-2327
|
Araglas
2327-2455
|
Arahad I
2455-2523
|
Aragost
2523-2588
|
Aravorn
2588-2654
|
Arahad II
2654-2719
|
Arassuil
2719-2784
|
Arathorn I
2784-2848
|
Argonui
2848-2912
|
Arador
2912-2930
|
Arathorn II
2930-2933
|
Aragorn II (Elessar)
2933-F.A.120

Note: all dates of the Chieftains' reigns indicate the Third Age unless otherwise noted.

THE RANGERS OF THE NORTH

Formed after the fall of Arthedain and King Arvedui's death in T.A. 1974, the Rangers carried on the unbroken Line of Isildur throughout the chaos of the Third Age and into the promise of the Fourth. Although they lacked a state to govern, the leaders of the Rangers, who called themselves *Chieftains*, were nonetheless royal in bearing and breeding, regardless of their woodsy apparel and suspicious demeanor. Besides battling Orcs and other servants of evil, the Rangers established and maintained watchtowers and observatories in the frontiers and sheltered the heirlooms of the Northern Dúnedain at the Elven haven of Rivendell. (In fact, the Eldar gathered at Imladris sometimes rode with the Rangers, risking their lives as well.) Granted a longer lifespan than that of their brethren in Gondor, the secretive Rangers persevered and overcame, preserving themselves as a political and military entity for a millenium.

In the trying era during which the Rangers organized themselves and carried out their guardian mission, most male Dúnedain of the North Kingdom joined the group, attaching the telltale silver brooch (shaped like a six-pointed star) to the left shoulder of each Ranger's grey, hooded cloak. Each Ranger swore unswerving allegiance to the Chieftain, the unquestioned authority in all matters political and military. At no time were there more than several hundred Rangers in existence.

As the following chart shows, the Line of Chieftains began with Arvedui's elder son, Aranarth, just after the King's death and continued into the Fourth Age, concluding with its greatest hero, Aragorn II, "Strider." All Chieftains used the prefix "Ar," indicating their royal status and their intention to reunite the sundered Dúnedain Kingdoms under one leige.

Each Chieftain possessed the Sceptre of Annúminas, the Ring of Barahir, the shards of the sword Narsil, and the silver circlet called the Elendilmir.



The Years in the Wild

With the fall of Fornost and the passing of the Arthedain Kingdom late in the Twentieth Century, the character and actions of the surviving Dúnedain change. As the Rangers of the North, they become a secretive, wandering people, as skilled in Nature's ways as their Elven friends. Fearing Sauron's obliteration of the long-preserved and deeply-cherished Line of Kings, the proud Rangers find it necessary to hide in the woods and to dress in modest cloaks, like woodsmen. Able to converse with birds and beasts, who act as their agents, the becloaked and high-booted Rangers become a powerful if mysterious force in the North, and largely unbeknownst to the Hobbits, guard and protect the eastern borders of the Shire from Sauron's encroachment. Tutored by Gandalf and Elrond's folk, the Rangers' leaders are among the wisest of Men, however diminished in lifespan and influence from the days of Arthedain's greatness. All that identifies the Rangers for who they are — and few they are — are clasps like silver stars on their shirts and a lean Elven appearance. Traveling unseen, like Wood-elves, some Rangers carry bags with vials of a sustaining cordials and wafers much like the Elven-made *tembas*. Throughout the Age, the Rangers did battle with Orcs in and around the Misty Mountains, and in 2747, they ally with the Hobbit-warrior *Bandobras Took* and the Elves of Rivendell, beating back a major Orc-invasion launched from Mount Gram (above the Ettenmoors). After their defeat at the Battle of Greenfields, the Orcs leave the Shire alone for hundreds of years.

With the unveiling of Sauron and the Nazgûl around T.A. 2951 and the coming War of the Rings, the Rangers face their greatest challenge: to protect the Ringbearer, and to overcome the treachery of Saruman and the evil genius of Sauron. That they are victorious is something of a miracle, or a quirk of fate, or both, depending upon your viewpoint. Regardless, theirs is a striking accomplishment.

Aragorn II and the Ring Quest

Fifteenth and last of the stateless Chieftains is Aragorn II, who assumes leadership of the Rangers in 2933, at the age of two years. As is recorded in *The Downfall of the Lord of the Rings* and *The Return of the King*, Aragorn is the chief Mannish hero of the War of the Rings, and in 3019, as King *Elessar Telcontar* (Q. "Strider Elfstone"), he fulfills the undying Arthedain longing when he reunites the Kingdoms of Arnor and Gondor after the War of the Ring. It is amazing that throughout an Age which sees the Arthedain defeated, scattered and finally homeless, they nonetheless manage to carry on unbroken the succession of Kings and are able to maintain their traditions and Elven ways. No matter their losses in number, their battered and shrinking spirits, a keen and supreme Arthedain pride in the long and uninterrupted tradition of blood-purity sees them through. In Aragorn — singer, poet, King, healer, warrior and visionary — a man who leads Men into the Fourth Age, the predestined hero appears to complete the Arthedain dream of one, united Kingdom of the Dúnedain and to raise high the banner of peace and hope for all people bloodied and bewildered by the War of the Rings.

8.5 THE FOURTH AGE

As the Third Age closes, the Scouring of the Shire is complete: the oppressors Sharkey (Saruman) and Wormtongue (Grima) are killed, their despised regime overthrown. Brave Hobbit-heroes return triumphantly to claim their rewards; the Shire returns to peace and fruitful greenery. All is well, at last, in the land of the Halflings.

But far to the north lie the weathering ruins of Annúminas, and to their east, the fallen towers of Fornost, now called "Deadmen's Dike." Thorns and weeds gather in the courtyards where Kings and Seers once conferred; a solitary raven lights on the crumbling por-

tico of a vast hall before flying off. There, in the cool hills, people wonder if anyone can rebuild or respark the beauty that once shone a light for all. As Elessar prepares to resurrect Arnor and its capital Annúminas by Nenuial, the scattered folk of Eriador summon hope. Still, the Kings of High Men seem to belong to the past now. To come is the age of the common Man, the age of Everyman.

8.6 A DUNEDAIN TIMELINE (Second and Third Ages)

S.A.	SECOND AGE EVENTS
32	The island Kingdom of Númenor (Anadûnê) is founded by the Edain.
600	Númenórean explorers first sail to Middle-earth (Endor).
ca. 1000	Sauron slips into Mordor.
1200-1800	Númenor founds colonies on the coasts of Middle-earth.
ca. 1590	Elven smiths in Eregion complete the Rings of Power.
ca. 1600	Sauron secretly forges the One Ring.
1693-1701	War between Sauron and the Elves rages across Eriador. The Dwarves close Moria. A fleet brings a Númenórean army to Endor and the combined army of Men and Elves defeats Sauron.
ca. 2000	Greed and envy begin to take hold in Númenor; Kings no longer take Elven names or surrender their Sceptre to healthy heirs before death.
ca. 2251	The Nazgûl first appear.
3261-3262	King Ar-Pharazôn (the Golden) of Númenor lands at Umbar and marches on Mordor.
3262	Sauron surrenders and is taken in chains to Númenor.
3262-3310	Sauron convinces Ar-Pharazôn that the Ban of the Valar is a ruse to protect the Elven "Lands of Immortality" from Mannish invasion. He notes that Aman (the Undying Lands) will confer immortality on any resident.
3310-3319	The Great Armament of Númenor results in the creation of the greatest fleet and army ever assembled by Men.
3319	Ar-Pharazôn's host invades Aman and is destroyed by Eru. The Downfall (sinking) of Númenor follows. The island is swallowed by the sea, but the Faithful (Exiles) escape to Middle-earth.
3320	The two Realms in Exile, Arnor and Gondor, are founded by the Faithful. Their leader Elendil is made High King.
3325-3441	Dunlendings migrate northward into Dunland and Eriador. Bree is founded.
3430-3441	The Last Alliance of Elves and Men overcomes Sauron. King Gil-gilad of Lindon and King Elendil perish and Sauron passes into shadow with his Nazgûl. Isildur becomes King of Arnor and Gondor and holds the One Ring.

T.A. THIRD AGE EVENTS

1-500	Most of the Eriadoran Northmen migrate eastward into Rhovanion. Some, like the Rivermen, remain. Dunlendings continue to move into Eriador, in some cases fighting, displacing, or merging with indigenous Hillman tribes.
2	Disaster of the Gladden Fields; Isildur is slain by Orcs and loses the One Ring of Power in the Anduin.
250-850	The capital of Arthedain is moved from Annúminas to Fornost, on the North Downs.

861	Eârendur dies; Arnor splits into Arthedain, Cardolan and Rhudaur, each ruled by a Prince. The Palantir of Annúminas is moved to Fornost.	2480	Orcs bar the passes over the Misty Mountains.
ca. 1000	Sauron stirs once again. The Wizards (Istari) are sent from Aman to Middle-earth.	2670	Tobold grows Pipeweed in Southfarthing; pipe-smoking is the rage among Hobbits in the Shire.
1050	First mention of the Hobbits in Elven records; Harfoots move west into Eriador.	2740	Orcs again invade Eriador.
1100	The Istari and the Eldar discover that a Dark Power (the Necromancer) has built a stronghold at Dol Guldur, in Southern Mirkwood.	2747	Bandobras Took leads the Hobbits against an Orc-tribe invading Northfarthing; Rangers assist the Hobbits and the Orcs are defeated at the Battle of Greenfields.
1150	Fallohides follow Harfoots into Eriador; Stoors enter Rhudaur and settle in the Angle, between the rivers Bruinen and Mitheithel.	2758-2759	The Long Winter. Five months of icy, freezing weather chill the hearts and more of all in the Shire, Eriador and Rohan. Gandalf helps the Hobbits endure.
1300	The Witch-king establishes Angmar; Hobbits migrate westward from Rhudaur to Bree.	2850	Gandalf enters Dol Guldur and discovers that Sauron is the Necromancer.
1301-1350	Rhudaur gradually falls under the Shadow. Finally Dunnish Hillmen allied with the Witch-king seize control.	2911	The Fell Winter. Rivers freeze, including the Brandywine. White Wolves roam Eriador.
1356	Argeleb I of Arthedain is killed battling treacherous Rhudaur.	2931	Aragorn II (Strider) is born.
1409	Angmar's forces invade and overrun Cardolan, razing the Tower of Amon Sûl (Weathertop). The great Palantir is moved to Fornost. The Arthedain gathered at Fornost beat back the barbarians.	2933	Aragorn II is taken to Rivendell for tutoring and protection; his royal heritage is kept secret.
1409-1500	Many of the Stoors head east and recross the Misty Mountains, settling by the Gladden Fields of the Anduin Valley.	2941	Quest of Erebor. Gandalf visits the Shire and aids Bilbo Baggins. Later, at the Battle of Five Armies at Dale, Bard slays Smaug.
1432-1448	Civil War erupts and divides Gondor (the Kin-strife).	2942	Bilbo returns to the Shire with the Ring of Power.
1601	Year One of the Shire Reckoning. In a bold move, Argeleb II grants to the Hobbits the Shire, in southern Arthedain.	2949	Gandalf and Balin the Dwarf visit Bilbo in the Shire.
1630	The remaining Stoors leave Rhudaur to join their brethren in the Shire.	2951	Sauron openly declares himself and rebuilds Barad-dûr. At Rivendell, Elrond reveals to Aragorn his ancestry and gives him the sacred shards of Narsil, Elendil's magic sword.
1635-1636	During winter, the Great Plague sweeps into Rhovanion from the East.	2953	Saruman the White, noticing Gandalf's interest in the Shire, sends spies to Bree and the Southfarthing.
1436-37	The Great Plague devastates Gondor and some of Eriador; Hobbits suffer greatly.	2956	Aragorn II and Gandalf meet and befriend each other.
1856-99	Easterlings called the "Wainriders" invade Rhovanion, driving Gondor's armies out of the southern plains. A Wainrider kingdom is established.	2980	Aragorn and Arwen are engaged to marry.
1940	Arthedain and Gondor form an alliance against the Witch-king; Prince Arvedui marries Gondor's Princess Fíriel and claims lordship over all Dúnedain states.	ca. 3000	Saruman uses the Palantir of Orthanc and is entrapped by Sauron. For the first time, Sauron learns of the Rangers guarding the Shire.
1944	Gondor battles the Wainriders in her eastern provinces; King Ondoher and his sons fall in battle.	3001	Bilbo leaves the Shire for Rivendell; the Shire guard is doubled.
1974	Arthedain falls to the Witch-king; Arvedui flees to the Blue Mountains, then to Forochel, with two Palantiri. An army led by Eärnur of Gondor sails to Lindon.	3004-3008	Gandalf visits the Shire to see Frodo.
1975	In March, Arvedui and his men are drowned; the two Northern Palantiri are lost at sea; Círdan's Elves of Lindon, Glorfindel's Elves of Rivendell, and Eärnur's Men of Gondor combine to defeat the Angmarim at the Battle of Annúminas, but the Witch-king escapes.	3018-3019	The War of the Rings rages and the Company engages in the Ring Quest. Saruman is killed, the One Ring is destroyed, and Sauron is cast out of Middle-earth.
1976	Aranarth, surviving Arthedain Crown-prince, takes the title "Chieftain of the Dúnedain." Elrond keeps the Arthedain heirlooms at Rivendell.	3019	Aragorn II, "Strider", leader of the Rangers, is crowned King Elessar of the reunited Kingdoms of the Dúnedain.
1979	Bucca of Marish becomes the first Thain of the Shire.	3019-3021	Arnor is refounded and plans are developed for the rebuilding of Annúminas.
2063	Gandalf goes to Dol Guldur but cannot discover the identity of the evil force residing there.		
2340	The thirteenth Thain Isumbas is first of the mighty Took clan to rule the Shire.		
2463	The White Council is formed and includes Saruman and Gandalf.		

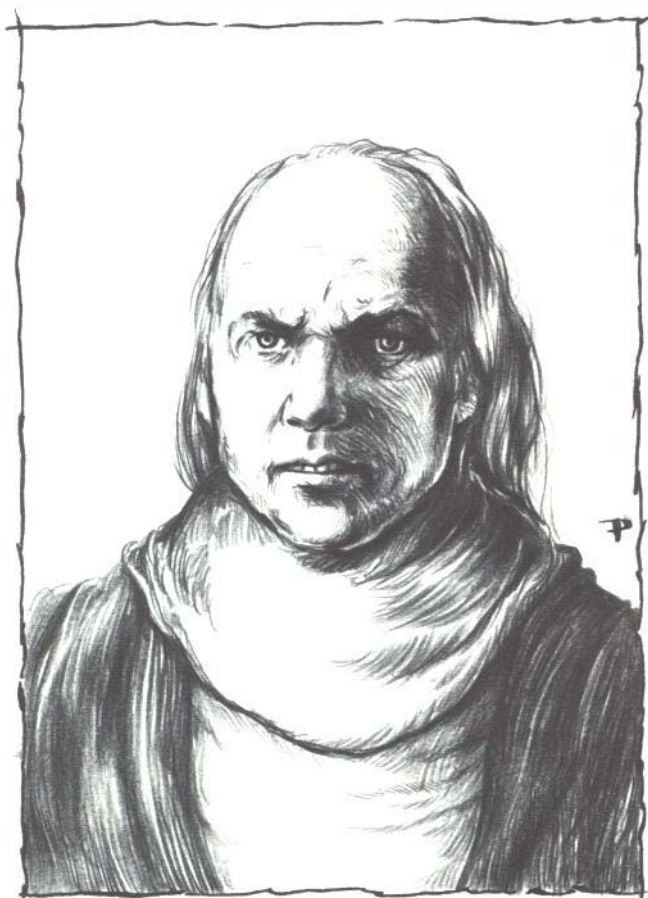
9.0 PROMINENT PERSONALITIES

In addition to the two most extraordinary figures of the War of the Ring, Gandalf and Aragorn, other important Men and Hobbits have made their homes and their fortunes in Arthedain.

9.1 T.A. 1409

Arveleg I

A haughty warrior famed for wielding his White-bow, *Arveleg I* is the eighth King of the North Kingdom. A mighty warrior, he leads the Dúnedain against the invading armies of Rhudaur and Angmar in 1356 after the death of his father, Argeleb I, in battle. He fears dissension and military weakness in his Kingdom and is fond of pomp and splendor. Arveleg I falls in the struggle for Amon Sûl in 1409, at the hands of the Witch-king's forces.



Malborn

Malborn, the tainted Seer, rises quickly in the organization of the Stone-Users, maintaining the trust of his King for all of his long and prosperous if deceitful life. Famed for his flowing scarlet robes and flashing gold ring, the tall and elegant Malborn is swayed by wealth, power and the promise of tutelage under the Witch-king himself to join the forces of Darkness around T.A. 1400. His personal library of sorcery is unmatched in the North Kingdom.

9.2 T.A. 1640

Marcho and Blanco

As a race, the Hobbits produce a surprising number of heroes. The adventurous and well-spoken Fallohide brothers, *Marcho* and *Blanco*, gain with their tongues what Hobbits might never have claimed by force: a permanent homeland for their kindred, the Shire of southern Arthedain. Typical of the Fallohide strain, they are fair-colored, taller, slimmer and more skilled in song and argument than their other furry-footed brethren. As Chieftain of the Fallohide tribe, Marcho would grant himself the honor of leading his kinsmen across the ancient Bridge of Stonebows into their new homeland.

Argeleb II

Arthedain's tenth King, *Argeleb II* spends much of his eighty years of rule in distinctive deep-blue armor, fighting back Angmar's cruel hordes. A patron of the arts and devoted tender of the Royal Herb Gardens in Fornost, he grows weary of war, and some nobles say, weak with age and disinterest. Granting the Shire to the Hobbits is the boldest political act of this most-martial ruler. (See Section 10.2.)

Marl Tarma

Never a King but born eager to rule as one, handsome, witty and sly *Marl Tarma* grows up listening to tales of the martial accomplishments of his great family. As a Captain of the Rangers, he

proudly wears royal dark blue chain and a Ranger's ring. If Tarma has one failing, he is impetuous and inclined toward military action to address political problems. Songs and poems recall that this hero never failed to woo and win a local maiden, no matter where his travels took him. (See Section 10.2.)

9.3 T.A. 1974

Arvedui

The last King of Arthedain, *Arvedui* rules but ten years before foundering in the ice. Typical of the haste with which he is forced to make decisions about matters of state, his escape to Forochel fulfills Malbeth's darkest prophecy. For most of his brief reign, Arvedui relishes court life, music and flowers and unlike many of Arthedain's Kings, has little interest in physical contests and military training. A brooding figure during the last few years of his rule, he takes to heart the ambiguous but glum predictions of his Seers, as if he has no way of influencing events and no hope of changing them.

Malbeth

Kecnest of the Royal Court's Seers, *Malbeth* prophesies in dark, poetic and sometimes puzzling language the collapse of the Arthedain Kingdom. His second great prognostication, the "Long Shadow" poem recounted in *The Red Book*, remains unexplained for a millenium after Malbeth's death. An aesthetic being, he has little contact with anyone but the King and the other Seers during his long service to the Crown.

Aranarth

Arvedui's son, the Crown Prince *Aranarth*, rules as the first of fifteen Chieftains of the Rangers of the North. Renowned as a slayer of Trolls and "the man who leaves no footprints," Aranarth leads the Rangers for over one hundred and thirty years, a trying period during which the Dúnedain had little reason for hope. Inspirational to his followers, he is bold as a Riverman, crafty as a Dwarf, and woodwise as an Elf, the penultimate Ranger.

Bucca

Bucca of the Marish — that territory which includes the marshy farmlands on the western banks of the Brandywine — stands as first Thain of the Shire in T.A. 1979. Until the rise of Buckland and the mighty Took clan, all Thains are descendants of this unique Hobbit, founder of the Oldbuck family. A lover of pipeweed and political argument, Bucca stands up to Men who threaten the Shire and bravely represents his folk at great risk.

9.4 LATE THIRD AGE

Bilbo and Frodo

Heroes and villains abound in the chaos and treachery that ended the trying Third Age. The scholarly Hobbit *Bilbo Baggins* and his literary and adventurous cousin *Frodo* complete the arduous odyssey of the One Ring, thus denying Sauron mastery of Middle-earth. After his Journey to the East in T.A. 2941-2, Bilbo writes a stirring account of the decisive and near-disastrous Battle of Five Armies in his book, *There And Back Again*, a bestseller in the Shire. Longest-lived of all Hobbits, Bilbo is granted the rare honor of study and solitude at Rivendell (where he produces the three-volume study, *Translations from the Elvish*) before passing over the Sea at the end of the Third Age.

Another bearer of the One Ring, *Frodo Baggins*, hero of the Quest of Mount Doom, surrenders the Ring and saves the Free Peoples in a remarkable act of courage and clear thinking recounted in *The Fellowship of the Ring*, *The Two Towers*, and *The Return of the King*. Less academic than his famous cousin, Frodo is no less determined and just as inspirational to his race and to all others who celebrate freedom and cherish justice.

Sharkey and Lotho

Together, the pimply-faced and financially overextended *Lotho Sackville-Baggins* and his cunning but malevolent mentor *Sharkey* terrorize the oppressed population of the Shire near the end of the Third Age. A Wizard, Saruman the White is stripped of his power and thrown out of the Order of *Istari* following years of deceit and the defeat of his army at the Battle of the Hornburg. Under sway of Sauron, who uses the Palantir of Minas Ithil to snare him, Saruman searches unsuccessfully for the One Ring throughout the War, hoping to rule all Middle-earth. Foiled by the Fellowship, he returns to the Shire an old man with a new name — the Orcs call him "Sharkû" — determined to spite and punish the Hobbits who had foiled his grandiose scheme. He eventually drives his right-hand man, Grima Wormtongue, mad with spite and in a tragic but just act, is slain by him at the end of New Row street, a place marked in infamy as Sharkey's End.

Lotho serves Sharkey, posing as master of his domain while he is in deed but an agent of the fallen Wizard. Trapped by his own greed, Lotho never rebels — even while his fellow Hobbits suffer humiliation and wam at his hands. At Sharkey's orders, the useless and exposed Lotho is murdered by Wormtongue in 1419, Shire

Reckoning (T.A. 3020). He remains forever a deep blot in the remarkably successful history of the Sackville-Baggins family.

9.5 FOURTH AGE

Merry, Pippin and Sam

But for Aragorn II, a trio of Hobbits comprise the surprising chief heroes of the dawning Age of Men. *Meriadoc Brandybuck* and *Peregrine Took*, called "Merry" and "Pippin" respectively, come from great families. Unlike the flighty Pippin, the more studious Merry spends hours pouring over maps in Rivendell's libraries before beginning the Quest for the One Ring. He is by far the more mature of the two adventurous Halflings. An aristocrat, Merry rides with the Riders of Rohan in Gondor and is later honored by them. As Captain of the aroused Hobbitry-in-arms, he engineers the Scouring of the Shire, overthrowing Sharkey and his like. After the War, he retires to write a study of Hobbit and Northmen tongues, a piece on calendar reckonings and his most popular book, *Herblore of the Shire*. With Pippin, he travels to Gondor, where the old Hobbits are feted and at their deaths, accorded burials worthy of the Stone-land's own heroes in the House of the Kings.

ARAGORN II

STATS

RM		MERP	
St:	101	Co:	102
Qu:	101	Ag:	100
Em:	100	SD:	96
In:	102	Re:	97
Pr:	100	Me:	97
		St:	101

ca. T.A. 3018 (Pre-War of the Rings)

Level:	27
Hits:	180
Melee Bonus:	185 shortsword
Missile Bonus:	180 longbow
Armor Type:	None/AT 1 (-60)
Spell Bonus:	20
Race:	High Dúndan
Power Points:	324 (3x27x4)

As Elessar, the Elfstone, of the line he names *Telcontar*, Aragorn wears the mithril helm of Gondor, black mithril mail, and a black surcoat emblazoned with the symbols of the Two Kingdoms (Gondor's White Tree, circled by Arnor's Seven Stars, and topped by Elendil's Silver Crown) in silver-white thread. When presiding over affairs of the Realm, he wears the Ring of Barahir and also bears the Sceptre of Annúminas, the royal symbol of Arnor.

Elessar, King of Arnor and Gondor (Latter 3019)

Level:	36
Hits:	185
Melee Bonus:	200 broadsword
Missile Bonus:	180 longbow
Armor Type:	Chain/AT 19 (-75)
Spell Bonus:	20
Race:	High Dúndan
Power Points:	648 (3x36x6)

Aragorn, being a Ranger, has access to a number of Channeling related Spell Lists: all Ranger Base Lists to 20th; all An'unist base lists to 10th, and all Closed Channeling healing lists to 10th level.

Items:

Cloak of the Valacirca: +30 to DB (worn as Aragorn only)

Shards of Narsil: (pre-3019) +30 Short sword (*broken*)

Andúril: (Narsil, re-forged by the Elven-smiths of Rivendell)

— +50 Holy Blade — Will flame on command:

Burns Hot: delivering a Heat critical, as well as *Of Slaying Orcs*.

Burns Cold: delivering a Cold critical, as well as *Of Slaying Undead*.

Longbow: Elven design, fashioned in Lórien

- +30
- Can be fired every round without penalty
- Extremely lightweight (½ normal weight)

Star of Elendil: (Given by Galadriel in 3019)

- Continuous Clerical Base *Prayer*
- x6 PP enhancer

Bone Ring: Before Aragorn was given the Star of Elendil, he wore a simple bone ring, which acted as a x4 PP enhancer.

Ring of Barahir: (Given Aragorn as his birthright by Elrond)

- 70th lvl Ring of Dragon-warding; Drakes who fail an RR return home for an indefinite period, fearing the place where the ring is so used.
- x6 PP enhancer (non-cumulative)

Mithril-mail: (a black *Ithilnaur* alloy) as Elessar only

- Encumbers as Chain/AT 14 — Protects as Plate/AT 19 (-35)

Crown of the Reunited Kingdoms: (*Mithril* inlaid with gold)

- +10 to DB
- Receptacle for Star of Elendil to be set in the brow

War-helm: (*Mithril* inlaid with gold)

- +15 to DB
- Receptacle for Star of Elendil to be set in the brow

Shield: (Black with *Mithril* inlay and inlay) — +25

Elendilmir: (*Mithril* inlaid with silver)

GANDALF

STATS

RM		MERP	
St:	96	Co:	102
Qu:	100	Ag:	99
Em:	102	SD:	103
In:	101	Re:	99
Pr:	100	Me:	100
		Ag:	99
		Co:	102
		Ig:	100
		In:	101
		Pr:	100
		St:	96

ca. T.A. 1640 (Mid Third Age)

Level:	35(70)
Hits:	200
Melee Bonus:	140 broadsword
Missile Bonus:	15 spear or dagger
Armor Type:	Rigid leather/AT 12 (-120)
Spell Bonus:	+ 50/ + 90 Firebolt
Race:	Maia (Istar)
Power Points:	945 (9x3x35)

ca. T.A. 3019 (Late Third Age)

Level:	40(80)
Hits:	200
Melee Bonus:	180 broadsword
Missile Bonus:	15 dagger or spear
Armor Type:	Rigid Leather/AT 12 (-120)
Spell Bonus:	+ 50/ + 90 Firebolt
Race:	Maia (Istar)
Power Points:	1080 (9x3x40)

Gandalf the White (Latter 3019)

Level:	50(120)
Hits:	300
Melee Bonus:	220 broadsword
Missile Bonus:	15 spear or dagger
Armor Type:	Plate/AT 20 (-150)
	(See 'Robes of Aman' under 'Items')
Spell Bonus:	+60/ + 120 Hand of Fire
	True (3000') range; + 90 Firebolt
Race:	Maia (Istar)
Power Points:	1350 (9x3x50)

Gandalf is most easily considered a Magician: **All Base Magician** lists (to his current level); all Open and Closed (to 20th level). In addition, due to his Valinorean origins he also possesses many inherent Mental powers, such as seeing truth, and the mental speech: **Mentalist Mind Speech** and **Seer Mind Vision**, each to 10th level. As the White he has use of the **Mentalist Brilliance** list (50th level) and **Astrologer Way of the Voice** (20th level).

System Notes:

Level designations: 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, combat bonuses, etc.

Use of Power: When one reads the level designations, spell knowledge and implied power of a being such as Gandalf as presented here, one understandably may have problems reconciling this with the image of Gandalf in *The Lord of the Rings*. Why does he not use many of the spells at his disposal? When the context of the time is considered, though, the reasoning becomes clear. Earlier Ages in Middle-earth were times of much greater use of Essence, but with the reign of Sauron, magicians have taken to hiding, concealing their powers for fear of discovery and punishment by servants of the Dark Lord. The Istari especially must take care, not only because of their oath to the Valar, but simply to avoid discovery and death. Gandalf, when he lit a fire for the Fellowship at Redhorn Pass, voiced this everpresent concern:

"If there are any to see, then I at least have written Gandalf is here in signs that can be read from Rivendell to the Mouths of Anduin."

So piercing is the eye of the Eye of Sauron that even such a small display of power could be detected. Of course, as the White, Gandalf uses a freer hand, not only because of his heightened power, and to divert the Eye, but simply out of desperation. The time for subtlety has passed.

Gandalf's Items:

Robes of Aman: As the Grey, Gandalf's clothing was fashioned in the Undying Lands and granted him AT 12 (-30), and are no hindrance to his movement (i.e., no encumbrance). When Gandalf returns as the White he wears robes made by the Lady Galadriel. These are not enchanted except in that they are beautiful and durable; Gandalf the White is almost beyond harm in his new incarnation. He is AT 20 (-60) intrinsically, as well as receiving critical hits as a 'Large Creature', and can only be damaged by an enchanted weapon of surpassing power.

Staff: x9 PP enhancer; + 30 to DB; + 30 to all spell rolls. Polished, gnarled wood with a small crystal globe held tightly to the tip by gold prongs. The globe can be made to glow any brightness or color (up to a *Beacon* or a 300' radius *Utterlight* spell) on a mental command.

Glamdring: ("Foe-Hammer") Made by the Elven-smiths of *Gondolin*, Glamdring is a sword of power rarely found in the latter days of Middle-earth. During the *There and Back Again* (Erebor Quest) adventure in T.A. 2941., Gandalf claimed the sword as his share of Troll-hoard loot, and Thorin Oakenshield claimed its mate *Orcrist*.

Its powers follow:

- + 30 Mithril alloy (Ithilnaur) Broadsword
- "Holy" weapon
- Glows cold blue in vicinity of Orcs (dim within 1000'; very bright within 100')
- "Of Slaying" Orcs

Pippin too serves his homeland and the Fellowship, killing a huge Troll-warrior at the Black Gate and enduring the many tests put before him, Merry and Frodo. After downing a drink from Treebeard the Ent, both Pippin and Merry grow to what Hobbits would call enormous proportions, and each enjoys his status as local hero.

Samwise Gamgee is a Halfling of another color. Born of a humble but capable family of gardeners — Sam's father grows potatoes worthy of commemoration in Hobbit lore and song — Sam is intrigued by the elderly Bilbo Baggins' tales and indeed learns to write under that well-known Hobbit's watchful eye. Chosen by Gandalf to accompany Frodo, Sam proves himself

vigilant and faithful at every turn. Like Frodo, he uses the Ruling Ring to escape the servants of Sauron and understands and overcomes its evil attraction. (Wearing the Ring, Sam envisions himself the Great Gardener tilling a vast garden where the blight of Mordor lies smoldering.) And like his master, he renounces the Ring and all the power it bestows. After the War, Sam helps the ravaged Shire to bloom, an act that gives him more pleasure than the honors granted him by kings. Elected Mayor of the Shire seven times, he becomes Frodo's heir when his master joins the Elves of the west, far over the Sea. After a long and fruitful marriage, Sam leaves the Shire and at the age of 102, passes west to the Havens, the last of the Ring-bearers to make that hallowed journey.

9.6 ARAGORN II

ARAGORN II son of Arathorn; Dúnadan Ranger
 ("Strider")

Aragorn is born in T.A. 2931, the only son of Gilraen and Arathorn II. He is raised in the haven of Rivendell by Elrond until his twentieth birthday, at which time his noble lineage is revealed to him: he is heir to the combined kingdoms of Arnor and Gondor. For the next eighty years Aragorn travels the roads of Middle-earth, often serving in the armies of Rohan and Gondor in the guise of a lesser man. Much of his time he spends also commanding the Dúnedain Rangers who patrolled the North, keeping it safe for unsuspecting peoples such as the Hobbits of the Shire. He walks everywhere he goes, and because of his height — 6'9" — he has a very long stride.

In appearance Aragorn is tall and relatively slender; though he possesses the strength of a Númenorean heir, it is well concealed. His hair is dark brown, and he is clean-shaven, also after the manner of the Númenoreans. As Aragorn he normally wears clothes of green and brown color, very worn boots and a dark cloak. As such he is often considered a 'shady fellow' by the many who do not guess his purpose or identity.

9.7 GANDALF THE GREY

"Olorin I was, in the West that is forgotten".

Indeed, Gandalf is one of the Istari, the elite order of Wizards — Maiar in human form — sent by the Valar to aid the Free Peoples of Middle-earth in opposing Sauron and his minions. The Wizards are not permitted to use their true powers and are tied to their physical bodies. They appear as old men, and seem to age — though slowly. They can be injured or slain; slain of course being a relative term. A

Wizards' body can be killed, but his powerful Maia spirit returns to the Undying lands. Saruman is an exception: in T.A. 3019 his soul dies with his body because he has been thoroughly corrupted and debased, thus sacrificing his spirit.

Gandalf's Maia name is Olorin. The Elves call him *Mithrandir* (S. "Grey Wanderer"); the Dwarves *Tharkûn*. Gandalf is accounted by many (including Galadriel) wisest of the Five Istari, and perhaps the only one who does not fall from his purpose in one way or another. He tirelessly pursues his mission, despite the ridicule of his peers and mistrust of many whom he is trying to aid. In the end he outwits The Dark Lord Himself, and it is primarily due to Gandalf's machinations that Sauron is overthrown. As Aragorn, prince of the Rangers, points out in his Coronation speech: "...and let Mithrandir set [the crown] upon my head, if he will; for he has been the mover of all that has been accomplished, and this is his victory" (*LotR* Book VI, Chap 5).

While the Grey, Gandalf wears tattered, worn robes of indistinct color, a tall pointed hat with a wide brim, and a silver scarf. He carries his staff with him everywhere, and at times appears to actually need it as a walking stick. As with all of the Wizards, he came to Middle-earth as an old man. They resemble each other, but can be easily told apart by their appearance alone. Mithrandir has long, strawlike grey hair and a similar beard and bushy eyebrows. His slate eyes burn like fire when he is angry. He stands about 6'6" tall, though he often walks with a stoop which conceals his height.

After passing through the Fire in his battle with the Balrog and returning as the White, Gandalf has changed, and as he said, he has become what Saruman should have been. Many of his true Maia powers are returned to him, and he is given a freer hand to use them: the crisis has come and the Valar recognize that it is time for bold action.

NARYA (S. "Red") of Fire; ONE OF THE THREE ELVEN RINGS

Of all the twenty Rings of power only the Three Elven Rings, forged by Celebrimbor alone, are unsullied by the evil hand of the Dark Lord. Like all true artifacts, Narya's power is a function of its wielder, and certainly it could hardly have found a more worthy master than Gandalf. The powers of the Fire Ring are difficult to ascribe to specific spells or even lists, but in general Narya — like the other two Elven Rings — aids in learning, healing and understanding, not only for the wearer but those around him. It was given to Gandalf by Círdan the Elven Shipwright upon the Wizard's arrival in Middle-earth around T.A. 1050.

NARYA

Narya seems not to have the same power as the other two, but this may be due simply to the fact that Gandalf is ever in motion, and the Red Ring is never tied to a specific place (After leaving Círdan in the Grey Havens — which was considered a place of sanctuary). Either the powers of the Ring are capable of altering to the needs of the wielder, or perhaps Narya is not even designed to perform the same functions as Nenya and Vilya, for it is clear that each ring had powers differing — yet complimentary — with the others.

Narya is also (of course) the Ring of Fire, and as such its association with fires and flame cannot be denied. The fire of Narya is the 'Secret Fire', the Flame of Anor, by which all the Istari swore allegiance. It is the fire of Men's hearts, the flame of passion, which Narya kindles most. Narya's powers could not be better suited to Gandalf's purpose, which is to inspire and rally the Free Peoples against the Dark Lord of Mordor. The Red Ring's actual power over fire is a secondary ability.

A more specific delineation of some of Narya's powers:

- Continuous Mystic Base **Hiding Unpresence; Nondetect; Mentalist Inner Wall**. Doubles RR level of wearer when resisting the Dark Lord's detection powers.
- Continuous **Firearmor**
- Continuous **Prayer** (RR and maneuver bonus): +30, all friends within a 30' radius
- Free Use of Closed Channeling **Lore** to 50th
- Free Use of Base Magician **Fire Law** to 50th
- +30 to Constitution Bonus
- Regeneration 3 hits/rnd
- Wearer cannot be stunned
- +30 to wearer's DB

NOTE: Should Sauron have recovered the One, Narya and all things touched by it would have been revealed — and thus vulnerable to the Dark Lord's undoing. With the destruction of the One Ring, all of the other Rings lost their powers, having been unavoidably linked to it.

With Narya's help, Gandalf heals King Theoden of Rohan, not only in body but in spirit. In the presence of the Red Ring people are often moved to acts of courage and selflessness that they might not otherwise consider. But the Ring does not inspire empty bravery; the powers of resistance and agility which it conveys are quite real.

Nenya and Vilya, the other two Elven rings, held by Galadriel and Elrond, respectively, also have the power to hold off the Shadow, and in fact keep at bay the decays of Time itself. Each ring is the center of an Elven haven where Time flows in strange ways. This is especially true in Lorien, where Galadriel holds sway. She is of the Noldor, and has lived in Aman (the Undying Lands). While she wields Nenya time passes very slowly in the Golden Wood, and the forest is shielded from the Eye of Sauron. While the Dark Lord lacks the One Ring, she has the power to hide her land from him.

10.0 ADVENTURES IN ARTHEDAIN

The five adventures that follow are set in four different time periods. Gamers would be wise to peruse the appropriate sections of Politics and Power (Section 6), The North at Other Times (Section 8), and Prominent Personalities (Section 9) to prepare for their forays into the Northern Kingdom of the Dúnedain.

NOTE: Refer to the Master Encounter Chart, Sec. 12.4, for a random encounter with beings and/or beasts in the region.

10.1 TERROR AMONG THE TOMES: THE LIBRARY OF ANNUNINAS (TA 1409)

Setting:	The vast halls and chambers of the Royal Library of Annúminas during the Witchking's offensive against Arthedain.
Requirements:	A band of experienced fighters and magic users eager to battle, sneak by or deal with Malborn and the Witch-king's rampaging forces.
Aids:	Inside information and assistance from the traitorous Seer, Malborn, would be most useful. Malborn knows the locations of valuable texts on magic and spells and commands seven personal guards who know of his treachery and profit by it.
Reward:	A Master set of Spell-texts and Rune-books or 150 gold pieces per volume, if the books are delivered intact to the King at Fornost. (Other less reputable buyers may pay even more.)

THE TALE

In T.A. 1409, great hordes of Orcs from Angmar swept down from the Witch-king's realm to overrun Cardolan, toppling the Tower of Amon Sûl and threatening the survival of Arthedain. The Dúnedain gathered at Annúminas were soon overwhelmed, and any hope of saving the records and documents residing in the old Royal Library at Annúminas was abandoned in the slaughter. (Other Dúnedain forces stood together at Fornost Erain, the capital, to make a successful last-ditch stand against the rampaging army from the East.)

Surviving the onslaught of the Orcs is a Master Set of Spell-texts detailing and describing all known Essence, Channeling and Mentalism Spell lists in nine large (20 pounds each) volumes, perfect for students of magic. In addition, six bound books bearing actual runes have survived, for they are hidden and protected by a cover which dampens power emanations, thus avoiding "Detection" spells. All of the books are made of materials which are virtually impossible to burn or destroy. For this reason and the fact that they weigh so much and do not appear to be magical, the Orcs have not disturbed the books.

The rune-bearing books, each of which weighs 10 pounds, contains runes that may be used only once a year. The books include runes for each of the spells on the following lists:

For MERP:

1. *Open Essence lists*
2. *Mage lists*
3. *Bard lists*
4. *Ranger lists*
5. *Open Channeling lists*
6. *Animist lists*

For Rolemaster:

1. *Seer Base lists*
2. *Animist Base lists*
3. *Alchemist Base lists*
4. *Astrologer Base lists*
5. *Mystic Base lists*
6. *Sorcerer Base lists*

An especially valuable find is a bound volume entitled "*A Seer's Guide to Using the Stones*". It contains twelve runes, one usable each month for a period of only seven hours, and allows someone with little or no formal training to use a Palantír. If the same person uses a different rune each month for a year, he or she will be able to use a Palantír with no further assistance.

Additional hidden texts describe healing herb and poison lore and animal lore as practiced on Númenor and brought to Middle-earth by the Faithful.

THE ENEMY

Like the self-inflated and grasping person he is, Malborn (who calls himself "Ar-Elon") the Seer is determined to get his hands on the Master Set of Spell-texts and the Rune-books hidden in the Library before they are lost to the pillaging invaders. He could then become, for a limited time — but for the Witch-king himself — the most powerful spellcaster of the North.

Malborn plans to extend his fields of knowledge and power and to raise himself in the eyes of the Witch-king, his secret mentor and benefactor. Malborn knows of many of the traps set by the Arthedain to discourage the looting of the Library. Should he succeed in getting his hands on the books, the Seer would return with them to his residence 20 miles west of Fornost.

Orcs of the *Urughâsh* tribe led by *Strulug* and evil Hillmen roaming the area in search of booty present additional problems to fortune-hunting adventurers. Those wandering too far may meet formidable foes in the Cave-trolls of the *Sharkai* band.

THE TASK

The choice facing the daring is clear: will they attempt to seize the fragmented records on their own, avoiding both Angmar's Orcs and Malborn's vigilant eye, or will they offer the Seer assistance, taking the chance that he might say "No thank you" and have them put to death? (The very bold might strike a deal with Malborn and doublecross him, fleeing toward Fornost with the records. However, they had best arrive first!) One complicating factor is that Malborn cannot be seen consorting with Arthedain's enemies. (Of course, he can explain to Arthedain's King and court that he and his men were risking their lives to rescue the valuable records left behind in the wake of the battle.) Adventurers had best have a glib tongue to explain what assistance they can offer Malborn, for he takes no unnecessary risks and would shed the blood of others with little compunction to protect his own precarious position.

Should the evil Seer succeed in returning to his residence, *Malborn High*, with the texts, audacious adventurers may attempt a raid or a burglary. The books could then be returned to the King for the stated reward.

In any case, a visit to the Seer's home could prove useful, for on the second floor Malborn harbors jewels, magic weapons, gold pieces, and his own set of Spell texts and rune books. The vain Seer's wardrobe alone is worth 50 gold pieces.

10.2 INTRIGUE IN FORNOST (TA 1640)

Setting:	The Arthedain Royal Court and the capital city.
Requirements:	A small, wily group willing to risk their lives for gold and a King's good will.

Aids: Knowledge of Court gossip (purchased from underpaid Court servants) and a map of the city, obtained from Scribes at the Royal Library of Fornost for five silver pieces. (Such maps are notoriously unreliable.)

Reward: 1000 gold pieces for the party, if the mission succeeds and they survive to claim it. At the discretion of the King, each loyal adventurer may also be given a silver Royal eket worth 10gp; such a Royal sword guarantees safe passage in all lands friendly to the Arthedain.

THE TALE

Argeleb II, King of Arthedain for fifty years and hailed by most of his people as a wise and fair ruler, is despised by some nobles, who find him weak and unyielding. They remain particularly upset by his granting of the Shire to the feckless Hobbits in 1601, for to them Hobbits are little better than rodents with speech and farming skills. (Marcho and Blanco of the Fallohide tribe would forcefully disagree.) The rebel nobles also want to join their private armies with that of the Crown and strike at Angmar's border forces before the Witch-king again invades the North Kingdom. The Tarmas and the Eketas have no illusions about marching upon Angmar in full force; rather, they want to harass and confuse the Witch-king's troops, hoping to delay an invasion until Gondor can offer the North Kingdom substantial military assistance.

THE ENEMY

Two powerful noble families, the *Tarmas* and the *Eketas*, are scheming to depose Argeleb and to put forth one of their own, *Marl Tarma*, as King.

To complicate matters for the King, young Marl Tarma is a popular political figure who in his official capacities acts as both a Captain of Arthedain's Rangers and as a court advisor in matters of state. The hero of several border skirmishes, Tarma is counting on his overwhelming appeal to the military, the nobility and to the common folk of Fornost to calm their fears after the rightful King is forced to yield the Sceptre of Annúminas to him, the first time in Arthedain's 800 year-old history that such an abdication will have occurred. The rebels plan to strike against Angmar within a year of Tarma's ascension to the throne, and with Gondor's assistance, to harass the Witch-king in the hope of discouraging another invasion from the East. Argeleb II, on the other hand, is content to let Arthedain's border patrols maintain order; his is a defensive position.

Tarma's faction also plans to assume control of the military and the government during the annual mid-Summer celebration, the *Erulaitalë*. At the royal festival, the King will be seized and "persuaded" to give his blessing to the new reign. Tarma will be crowned immediately, in front of the cheering crowds.

THE TASK

Hearing of the plot, Argeleb II has decided not to round up and try the conspirators in open court, for many of the Tarma and the Eketta family are popular and powerful figures in Arthedain. Also, all of the information the King's agents have gathered to date is hearsay; not one shred of damning physical evidence exists. Thus, the King has decided to foil the plot as it hatches. To do so, he needs agents of his own, lesser known or unknown folk who can remain in the shadows until it is time to strike, to infiltrate (or spy upon) the rebel ranks, quickly gain their confidence, and at the last moment, to betray them.

The King will provide to willing and loyal adventurers (who understand that they will be put to death if they betray his confidence) maps and time schedules of the rebels' rendezvous points as they meet in the weeks before the *Erulaitalë* to plan their overthrow of the monarchy. (These valuable facts were obtained from

Jo-nag, the owner of the Seven Stars, who pretends to be a supporter of Tarma and his clan.) The secret meeting points include: The Seven Stars, a tavern in the heart of the city; the Royal Armory within the walls of the King's castle, where Marl Tarma himself will lead the discussion; and the Royal Dining Room within the King's chambers (where Argeleb will await and confront the traitors). Those accepting this dangerous task might employ tactics as different as persuasion or power, but they must not fail. And they must swear themselves to silence unto the grave.

10.3 A FRONTIER FIGHT: TO STRIKE A BLOW AGAINST ANGMAR (TA 1640)

Setting: Northeastern Arthedain bordering Angmar.

Requirements: A medium to large party of fighters and rogues spoiling to foil the Witch-king at his own treacherous game.

Aids: Knowledge of wood lore, tracking, and combat akin to that of the Rangers.

Reward: 100 gold pieces each plus the promise of future remunerative service to the crown.

THE TALE

The Royal Arthedain outpost nearest Angmar is often attacked and threatened by Orcs of the *Uroth-burm* tribe and other knaves under the Witch-king's command, a bad situation the King's soldiers have learned to endure. But recently, supply wagons carrying arms and foodstuffs have been waylaid by bandits with alarming frequency. The local Captain of the Royal Arthedain Guard, *Bondan*, suspects that one of his own supply agents, *Feldas*, is spying for Angmar and supplying them with information about the movement of supplies and troops to and from the outpost, both to enrich himself and because he secretly despises the higher Men. Thus, Bondan wants to set a trap for Feldas. The state will pay well to catch such an infamous betrayer.

THE ENEMY

Both the traitor Feldas and his conspirator, the renegade Ranger *Dongorath*, present severe difficulties to those who would foil their plans. Feldas is wily and refuses to be caught in any wrongdoing; thus he never actively participates in the raids. A superb archer and swordfighter, Dongorath leads the attacks. His small band of devoted cutthroats would follow him into the black heart of Mordor if he so commanded.

THE TASK

Bondan cannot afford to simply pack a supply wagon with his soldiers hiding inside, for such orders would reach the ears of Feldas hours after they were first spoken. What the Captain has decided to do is to hire a band of fighters to follow the supply wagons and to battle Dongorath's raiders when they strike. This is no simple task, for Dongorath was trained as a Ranger and can smell trouble in the air. Captured agents from Angmar can be persuaded to tell what they know, should Feldas himself deny everything, demanding proof of his culpability to cast off the shadow that has fallen across his once-good name.

In an attempt to discourage further raids from the East, Bondan has offered — with King Argeleb's approval — 100 gold pieces as a reward for those bold enough to capture or eliminate Dongorath. Those looking to claim the reward must furnish the captured raider — or a telling part of him — as proof of their mission. Bondan has obtained a rough sketch of Dongorath's hold but cannot provide information on its interior layout or how many men are there at any given time. In addition, the Crown will pay one silver piece for each bandit or Orc captured or killed, the claims checked by spells when evidence is lacking.

10.4 DEFENDING THE FRONTIER (TA 3019)

- Setting:** The eastern border of what was Arthedain during or soon after the War of the Ring.
- Requirements:** A band of adventurers with horses and weapons, eager to exercise both.
- Aids:** Fighting experience and knowledge of the land and woodlore of the Northeastern frontier. (See **THE TASK** below to see how such knowledge is obtained.)
- Reward:** Ten gold pieces plus one-half of all the loot and salvage taken in the area, and the promise of future service under the returning Aragorn.

THE TALE

In Aragorn's absence, scattered bands of Orcs and debased Men have resumed raiding and pillaging border settlements near the ruins of Fornost. Those few Rangers remaining in the area are overwhelmed and have sent out a call for help. Other forces loyal to the Arthedain of old are similarly undermanned and in danger of falling to the bloody axe of the enemy while the last of the Dúnedain fighters concentrates on the Great War. A reward of ten gold pieces is offered for service and should the Rangers succeed, those who have volunteered will find themselves much-appreciated by the returning Dúnedain.

THE ENEMY

The dissheveled but vicious remnants of the Uroth-burn Orc tribe and various bands of roving Hillmen looking for trouble represent the enemy in this risky adventure. Cave-trolls of the Sharkhai clan may well be encountered in the wilds also.

THE TASK

Adventurers are asked to serve a brief apprenticeship under a Ranger and then to patrol and protect a chunk of the highlands near Fornost. Bloody battles with the enemy are likely, and fighters are left to their own resources to survive and claim victory over the Witch-king's scattered forces.

10.5 THE QUEST FOR THE LOST STONES (EARLY IN THE FOURTH AGE)

- Setting:** The Bay of Forochel, near the village of Mulkan.
- Requirements:** A small, experienced band able to survive in the frozen wastes of Forochel. Means of travel in the winter tundra or summer bog-lands, and weapons and strength enough to overpower the Lossoth and any others seeking the legendary Stones.
- Aids:** Knowledge of the Lossoth language and culture; contact with the friendly frontiersman *Larth Dubad* to serve as a guide.
- Reward:** Possession of the two legendary Seeing-Stones of the Northern Dúnedain.

THE TALE

More than a thousand years ago, in T.A. 1974, Arvedui, the last King of Arthedain, fled his homeland to escape capture and death at the hands of the Witch-king's minions. Arvedui journeyed to the land of the Lossoth carrying two great treasures: the Palantíri of Amon Sûl and Annúminas. Arvedui and his men set sail for the West, but a great storm arose and sent them crashing into walls of ice. Both stones were lost; Arvedui and his men perished.

Word has reached northern settlements that the Lossoth have miraculously recovered the stones and have erected a monument to hold them. Yet they have no understanding of the power or the worth of the stones; to the Snow-men, they are simply mysterious

and precious objects and utterly useless. A fragment from the journal of *Thelas Bro*, a wandering trader, trapper and failed historian related by marriage to a Northern Ranger, describes his discovery of the stones in a Lossoth village on the icy shore of The Bay of Forochel:

I have seen with my own eyes the terror inspired by the great demons of the North, the Ice-drake, whose breath freezes one to the spot where he stands, and the Demon-whale, from whom no fishing boats escape once he has sighted them, and nightmares haunt me yet. Near the village that took me in as one of their own, I with my own eyes saw two grand and unusual Stones, one huge and one quite manageably small, both clouded and resting inside a crude rocky mound on a narrow strip of land at the water's edge. Two men alone could not budge the larger of the Stones, which could not but be the great Palantíri lost in another Age by the highest of Men. I long to return with a party and seize the glorious and fabled objects, but I am old now, and the Snow-men, who saved my life, deserve better than deceit and sorrow. There is reason to believe that should Men come to take the Stones, the Lossoth may well dump them into the Bay again and return them to the icy mother who once yielded them so surprisingly.

THE ENEMY

The natural elements, fearsome beasts of the Bay of Forochel, pugnacious remnants of the Dark Lord's forces, other greedy fortune hunters and the suspicious and dogged Lossoth themselves all present formidable obstacles to those who would journey here to make a fortune.

THE TASK

PCs must try to find and either barter for the Stones or grab them. The Lossoth are many but peaceable and little-skilled in combat; however, the Stones are theirs and they will fight to keep them. Led by the bold bear-hunters *Gromk* and his son *Grimk*, the Lossoth, who have grown to value the Stones and to seek their blessing before a hunt, will track and confront those attempting to flee with the Palantíri. Forochel is the home of the Snow-people, and no one else can travel as fast and as silently as they.

And other darker forces also seek the lost Palantíri of the North, so adventurers must be careful whom they trust. Also, they must be prepared to carry away the heavy Stone (of Amon Sûl) and the smaller one (the Stone of Annúminas), and to use them or to deal them off for a fortune. Remember too that the surviving Rangers of the North view the Stones as theirs, and are unlikely to sanction payment for their return. Indeed, they may snatch the Stones from under a careless fortune-seeker's nose and leave a lump on his head to remember them by.

For all their mystery and power, the Palantíri have brought little good fortune to those who have held them. May you fare better, bold ones!

10.6 A ROOD ADVENTURE (EARLY IN THE FOURTH AGE)

- Setting:** The riverside village of Rood, located halfway between Fornost and the ruins of Annúminas.
- Requirements:** A band of adventurers who relish risk, solving mysteries, and a good fight.
- Aids:** Weapons, stealth and the help of Lencasee the Healer.
- Reward:** Ten gold pieces and the opportunity to grab much more.

THE TALE

After the War of the Ring, people slowly began to resettle the frontiers of the reunited North Kingdom. Unfortunately, some of these folk were no more honest and kind than their ancestors, who included thieves, highwaymen and other greedy scoundrels. In Rood, never a genteel community, leading a quiet, normal life remains a chancy proposition, especially if you have money.

Over warm ale at *The Midge and Maggot*, several drunken neer-do-wells discuss in voices much too loud to be ignored the wealth and vulnerability of the aged and withered widow of the once great Eketta family, *Letta Eketta*. Rumored to be mad, the widow lives a reclusive life in her decaying mansion overlooking the main road. Somewhere hidden in the house is a chest of jewels and other treasures rumored to be worth thousands of gold pieces.

But *Linkan*, a pig farmer living on a ramshackle farm just behind the widow Eketta, boldly stands and speaks his mind. He defends the old woman's sanity and says that her life has been threatened. Livestock have been poisoned, including his favorite sow, *Shelley*, and the widow's prize lamb, *Baaaabs*. Linkan adds that the Lady Eketta is offering a reward of ten gold pieces to anyone who catches the killers and brings them to justice.

Adventurers who listen to Linkan and decide to help the widow will be taken to the Eketta house. There, Letta will show them the crude note she received the morning after her lamb was poisoned:

*last night we kilt your ewe,
tomorrow we might poison you!
leave your house and all its gold
or you will lay forever cold.*

Linkan, who sincerely cares about the widow and has served her faithfully for decades, will then tell those pledging to help two interesting but little-known facts. First, working in secret (by candlelight) out of the ruins adjacent to the widow's property is an evil apothecary, *Zevcoe*, a master of poisons and potions. Oinkan observed Zevcoe consulting with a known thief and thug, *Bomaynee*, the night before the poisoning of the ewe. Since Linkan's outspoken protests and pleas for assistance, he has been threatened and beaten.

The only resident of Rood promising assistance is the crazed healer *Lencasee*, once a friend of the Rangers and an associate of Aragorn's. After a knock on the head and one too many cups of the herb *Merrig*, Lencasee is but a shadow of his former self. Only Linkan can make sense of the healer's babbling, but Lencasee's knowledge of poisons and antidotes remains encyclopedic.

THE ENEMY

Bomaynee leads a small band of cutthroats, mostly soured and evil Rivermen, who prowl the roads and countryside around Rood in search of booty. Bomaynee himself is an experienced fighter of mixed Durnish blood who has all but claimed Rood as his own personal fief. No decent people will move to Rood until Bomaynee and his men are captured or killed.

THE TASK

Adventurers might lay a trap for Bomaynee, pretending to have taken over the widow's house. They could make a show of tearing the place up, and Lencasee could announce at *The Midge and Maggot* that they had located the room in which the chest lies but hadn't dug it up yet. Then comes the tough part: battling Bomaynee and his men.

Alternately, Lencasee might cook up a potion to put the thugs to sleep, if someone is bold enough to administer it.

10.7 OTHER ADVENTURE SCENARIOS

— It is just after T.A. 1050, and you and your band have heard stories of a Wizard (*Gandalf*) walking the land in disguise. You wish to meet him and learn what he can be persuaded to tell.

— In TA 1601, you hear of King Argeleb's granting of the Shire to the Hobbits and wish to cash in. You approach the Fallohide brothers, *Marcho* and *Blanco*, and offer them your services, but they decline to hire you. Angry, you decide to foil the Hobbits' plans by stirring up trouble around the Great East Road, which cuts through the newly-formed Shire.

— In TA 3019, you hear of an evil Spellcaster in the Shire, one *Sharkey*. You are contacted by the *Heathertoes*, a well-to-do Hobbit family of *Bree*, who ask for your assistance in ridding them of *Sharkey* and his bullies. The *Heathertoes* offer a substantial reward for your help.

— Early in the Fourth Age, Orcs of the once-mighty *Urughâsh* tribe have kidnapped *Peppa*, a cousin of *Pippin*, a hero of the War of the Ring, and are holding her for ransom. Presumably they have taken the unlucky Hobbit into the foothills northeast of *Fornost* and may be holding her in a cave there. A reward is offered; the chase is on!

11.0 LAYOUTS AND FLOOR PLANS

KEY FOR OVERHEAD LAYOUTS (E.G. FLOORPLANS)



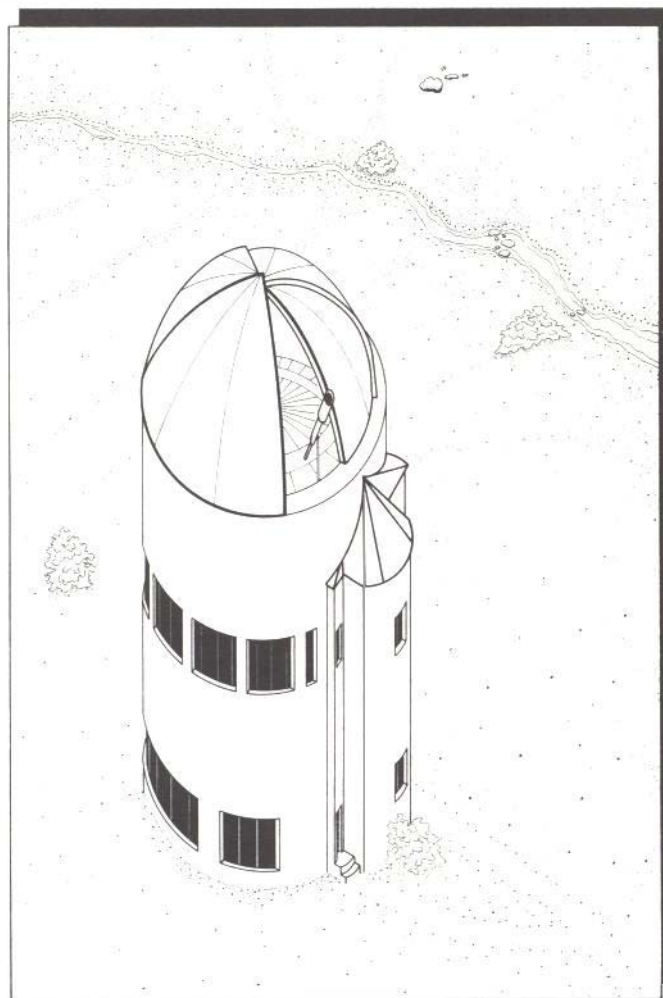
11.1 THE SEER'S OBSERVATORY: MALBORN HIGH

Visible from the town of *Fornost*, yet some distance beyond, the observatory stands atop a hill to snare the least distorted view possible of the stars. A slender tower of translucent, white stone capped with a sectioned dome of steel, its beauty blinds under the hard brilliance of sunlight, but comes gently alive to bewitch and captivate under the softer rays of stars and moon. An unfinished dirt path travels through the herbs, mosses, and grass carpeting the hills to connect the tower with the town.

The interior of the tower is lit by numerous oil lamps, elegant vessels of richly wrought metals resting on side tables or bracketed to the walls. Small perfumed braziers bring warmth to the rooms. Ornatly worked steel strengthens the locks of the polished oak doors (all interior doors are secured by *very hard*, -20, locks unless otherwise stated). Steel shutters, recessed into the stone walls above the windows, roll down to protect the fragile glass in the event of attack.

First Floor

1. **Main entry.** Two broad, stone steps lead up to double, ironbound doors. An *extremely hard* (-30) lock secures them against intruders by extending the steel rods sheathed within each door into matching sockets in the threshold and lintel. Should the lock be unsuccessfully picked, an *extremely hard* (-30) spike trap skewers anyone standing (or kneeling, sitting, etc.) on the steps. Hundreds of stiletto-thin, very sharp 6" spikes spring from the stone concealing them to pierce the feet, knees, or other available anatomy of their victim (5-15 strikes on the dagger table at +25), liberally dispensing the poison (*Seregemor*) with which they are coated.
2. **Subsidiary entry.** Less generous steps lead up to a single, ironbound door locked and trapped like the main entry.
3. **Entry hall.** A semicircular space, elegantly tiled in slate with rich, bright tapestries hung from the stonewalls. A spiral stair, partially enclosed, leads up to the library. An arched doorway, opposite, gives access to the chambers at ground level.
4. **Central hall.** A simple, circular chamber topped by a shallow dome. Mosaics covering the floor depict intricate arrangements of local flora. Mosaics adorning the dome portray the stars shining through the pastels of dawn or dusk. By applying pressure to a specific sequence (*absurd*, -70, to deduce) of floor tiles in the adjoining hall, a spell trap is disarmed or armed. When armed, any person entering the chamber will be subjected to 3-10 shockbolts delivered by the mosaic stars.
5. **Dining hall.** A thick carpet hides most of the elaborate parquet of the floor. Ornate furniture weighs upon both to provide a luxurious atmosphere for dining. Heavy drapes cover the paneled walls during the day and shield the windows at night. This wall of glass is composed of tall, thin panes (each a sandwich of two layers of glass separated by air), wrapped by a steel frame. Hinges and locks bring the outdoors in or secure the interior against it.



6. **Sitting room.** A scattering of area rugs reveals more of the gleaming wood floor. Comfortable furnishings encourage relaxation and enjoyment. Windows similar to those in the dining hall, a feature found throughout the entire tower, provide a view to the outside.
7. **Kitchen.** Light, airy, and conducive to producing magnificent, lavish feasts. *
8. **Servants' quarters.** Comfortable, attractive living space for the couple who provide the amenities of housekeeping and cooking for the Seer. The discerning might note that the garb worn by these servants, loose trousers and a short kimono, is somewhat unusual for their station. In fact, both are trained, level 6 warrior monks, possessing considerable personal loyalty to Malborn.
9. **Spiral stair.** Slabs of marble cantilevered out from the wall comprise the treads of the stair. Polished steel bannisters provide handholds. A large sphere of crystal punctuates the beginning and end of each bannister. These spheres are keyed to the identities of the Seer and his two servants, arming an *extremely hard* (-30) spike trap when anyone else (unaccompanied by these persons) passes between the spheres to ascend or descend the stairs. When the trap is armed, a horizontal spike springs out from the wall heart height above each step as weight is placed upon it, delivering a "C" puncture critical to anyone in its path. When weight is removed from the step, the spike retracts, ready to strike again.

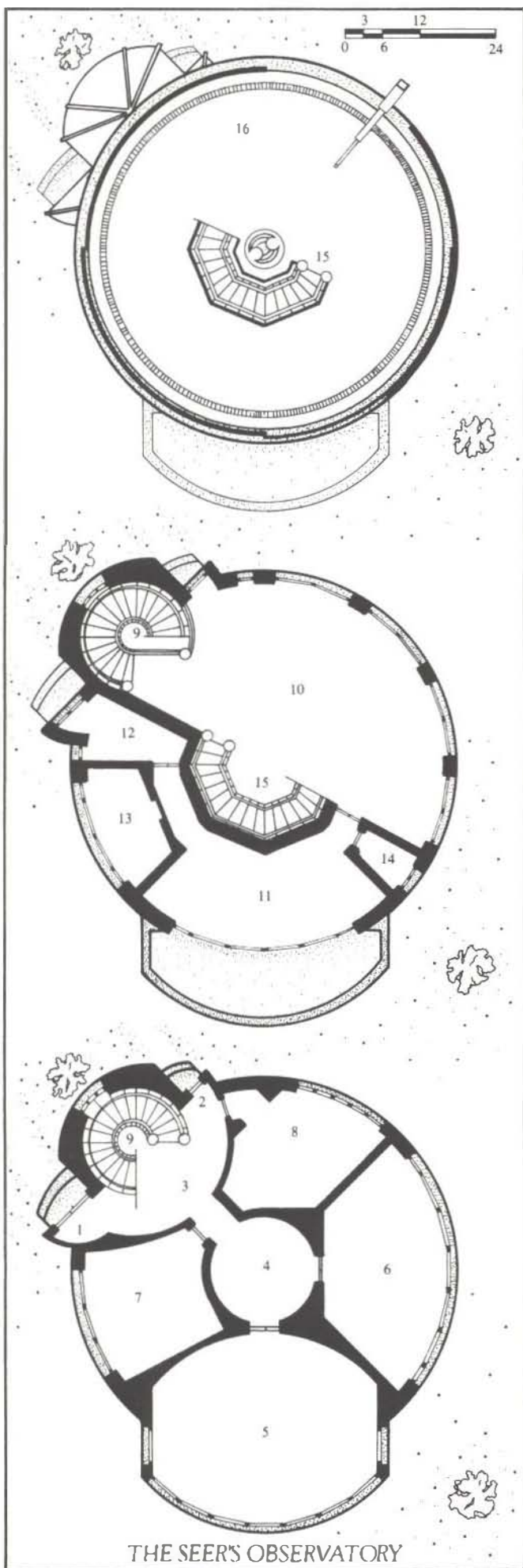
Second Floor

10. **Library.** The aforementioned spiral stair ends in the lush carpeting of the library. Clusters of bookshelves, weighted with valued books from Númenor and Eriador, occupy the many windowed room. Reading chairs with additional oil lamps fill in remaining spaces. Along the inner wall a narrow stair connects the second floor to the third and topmost floor. Beyond the stair, doubled doors lead into the Seer's private chambers.
11. **Bedroom.** A well appointed room with glass doors opening onto the outdoor terrace. A massive canopied bed dominates much of the space. At its foot, a generously carved wooden chest holds valuables (lock, *sheer folly*, -50):
 - 125 gold pieces
 - +15 dagger, all *weapons* carried by wielder are rendered *invisible* x1/day (+20 first strike)
 - +10 dagger, confers *illusionsight* upon wielder x3/day
 - +20 dagger, +10 to wielder's *ambush skill* level
 - +5 dagger, allows wielder to *reverse spells* x5/day
 - 5 matched rubies, 50 gp each
12. **Bathroom.** Black marble fixtures. Sophisticated facilities.
13. **Study.** A secret door (*very hard*, -20, to find) provides access to the room. Locked cabinets with glass doors and a huge desk occupy this hidden inner sanctum. Stored in the desk is some personal correspondence as well as incomplete floorplans of the Royal Library at Annúminas. Each drawer is secured by a *very hard* (-20) lock and an *extremely hard* (-30) poison needle trap. The unfortunate who sets off the trap receives a heavy dose of Ancalthur. One of the cabinets (double locked, both *extremely hard*, -30) holds four broadswords:
 - --25, of sharpness
 - --15, *detect detections* continually
 - +15, *chill metal* x5/day
 - --20, gives wielder first strike in melee.

A second cabinet holds rare, but non-magical books (secured by one *extremely hard*, -30, lock). Within the last cabinet, locked and trapped (both *sheer folly*, -50) are six spell texts and six rune books. The trap is a spell trap affecting all present in the room if an attempt to pick the cabinet lock is unsuccessful. All failing to save suffer a *MIND BLANK*: *mind blank* lasting 5 hours. The spell texts within describe in detail the *base lists* for Seers. The rune books contain runes for each of the spells on these *lists*. Each rune may be used only once.
14. **Closet.** Malborn's extensive and expensive wardrobe is stored in this room.
15. **Stair to third floor.** An arrangement similar to that described for the spiral stair (#9) arms the trap guarding this stairway. When triggered, the individuals reaching the middle of the stair must save vs. a *CONFUSING WAYS*: *spin* spell while, simultaneously, the treads retract into the wall. The unfortunates fall onto a bed of spikes springing from the floor to deliver 5-10 "C" puncture-criticals. The spikes retract and the treads re-appear, re-arming the trap to inconvenience the next intruder.

Third Floor

16. **Observatory.** This chamber occupies the entire third floor. Around its perimeter, a steel track guides the telescope (with its adjustable chair) employed by the Seer to gaze at the stars. Topping the low peripheral wall, several steel tracks contain the four sections of the great domed roof. Each section may be rotated until the proper portion of the night sky is revealed for study. The dome may be sealed completely during inclement weather or attack. At the center of the room, embedded in a marble dais rising 1' from the marble floor, gleams the mithril cradle for the palantir of Annúminas. A fan-shaped mesh of superb craftsmanship, it is worthy of attention and admiration by itself, which is fortunate since it remains empty.



11.2 THE ROYAL LIBRARY AT ANNUNINAS

A vast pile of carved marbles, quarried stone, and worked metals, the physical structure of the Royal Library once rivaled the value of the knowledge stored within. In the days since the capital was moved to Fornost Erain and Annúminas abandoned, its crumbling walls and fallen pillars evoke little save memory and grief. The grandeur of the towers, the buttresses, and the extensive halls has fallen into ruins overgrown by brambles, mosses, and grass. One precious floor beneath the earth has survived the pillage of Orcs, outlawry, and time. A small fraction of the original collection of tomes, scrolls, and artifacts remains intact within the fastness of this concealed stronghold.

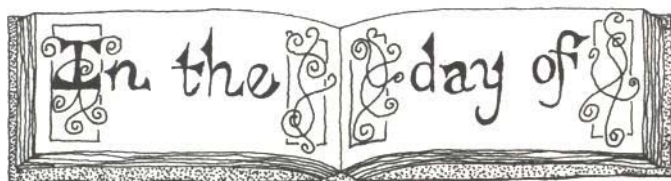
The trampling of Cardolan and the fall of the Tower of Amon Sûl provided an insufficient, yet crucial warning to the forces in Annúminas of the carnage to come. The city would fall, yet time remained to salvage a few treasures from the wreck. The most valued records and documents were removed from their ordered resting places to occupy the largely vacant shelves of the buried lowest floor of the library. Hasty but deadly traps were contrived and armed to protect the wealth so carelessly assembled. Then these last, brave, hopeless men turned to fight and fall to the hordes of the Witch-king.

The Buried Lowest Floor

- Entry stair.** A massive staircase of white marble winds down into a sunken circular chamber constructed from the same material. No roof shelters the stone, and tangled vines grow from between cracked paving. The foundation of the stair has been deliberately weakened, and the entire structure will collapse if more than the weight of three men is placed upon it. Any falling with the stair are subject to 3-6 D'crush criticals. This trap is very hard (-20) to detect and sheer folly (-50) to disarm. Any intruders reaching the floor are immediately incinerated by the FIRE LAW: fireball set off by their presence in the room. Double doors on the west wall (lock: sheer folly, -50) lead into the White Room.
- Entry stair.** Identical to the chamber described above, except that the stair is no longer intact. The weight of more than three men on the floor will cause the walls to cave in, burying those present in the room while delivering 3-7 D'crush criticals to each. (extremely hard, -30, to detect and sheer folly, -50, to disarm.) Double doors on the south wall (lock: absurd, -70) open into the Chamber of Veils.
- Central dome.** Archways from both entry stair chambers provide access to this magnificent vault. No doors impede passage into it, but portculli (weighing over a ton) are poised to crash down should anyone pass under the arches, delivering 2-5 C' puncture criticals to those pinned beneath. (Medium, -0, to detect and extremely hard, -30, to disarm.) Black marble clothes the columns, walls, and dome of this underground space. Mithril gilds the cornices and the capitals of the columns and traces the outline of fantastic beasts on the shadow of the dome. A pool, once a fountain, displays a naked youth frozen in the triumph of an athletic victory. At his marble feet, the stilled waters remain strangely clear. (Rûthim renders the liquid crystalline and poisonous to its imbibers.) All of this wealth remains unseen since the twisted brackets wrought for jeweled lanterns are empty.
- Hallways.** Four great halls of silver-veined white marble flow from the central dome. Ornate pilasters, elaborate pointed arches, and graceful statuary adorn their echoing lengths. Pointed vaults, textured by marble vines, resist the mass of earth sleeping above. Yet the darkness of that sleep dulls the luster of the polished stone. The light, to which the East and West gardens surrender, has no foothold elsewhere.
 - West Hall.** Four statues, distributed in the niches of the hall, appear to be men garbed in full plate armour. Each carries a greatsword. They are actually golems who will attack any one entering the hall, ceasing only when destroyed.
 - East Hall.** The entire area following the three descending steps is inscribed with a rune affecting only those who intend to damage or steal portions of the library. Individuals in this category must save vs. a MIND CONTROL: fear spell or go running back the way they came.
 - North Hall.** All individuals entering this hall must save vs. a CONFUSING WAYS: hallucination spell. Those who fail to save must vanquish their imaginary foe before proceeding further.
 - South Hall.** Each individual emerging the hall sets off a WIND LAW: whirlwind that lasts for 10 rounds, injuring any lingering in or passing through its area of effect.
- West Garden.** Blue marble pilasters stretch up to support a sculptured frieze of the same material. Springing from the upraised arms of the dancets portrayed, an arching skylight of broken glass allows the filtered rays of sun or moon to illuminate the alabaster walls. Rainwater, captured by a discolored marble basin, gilds the stone limbs of two nymphs cavorting in the memory of fountain spray.

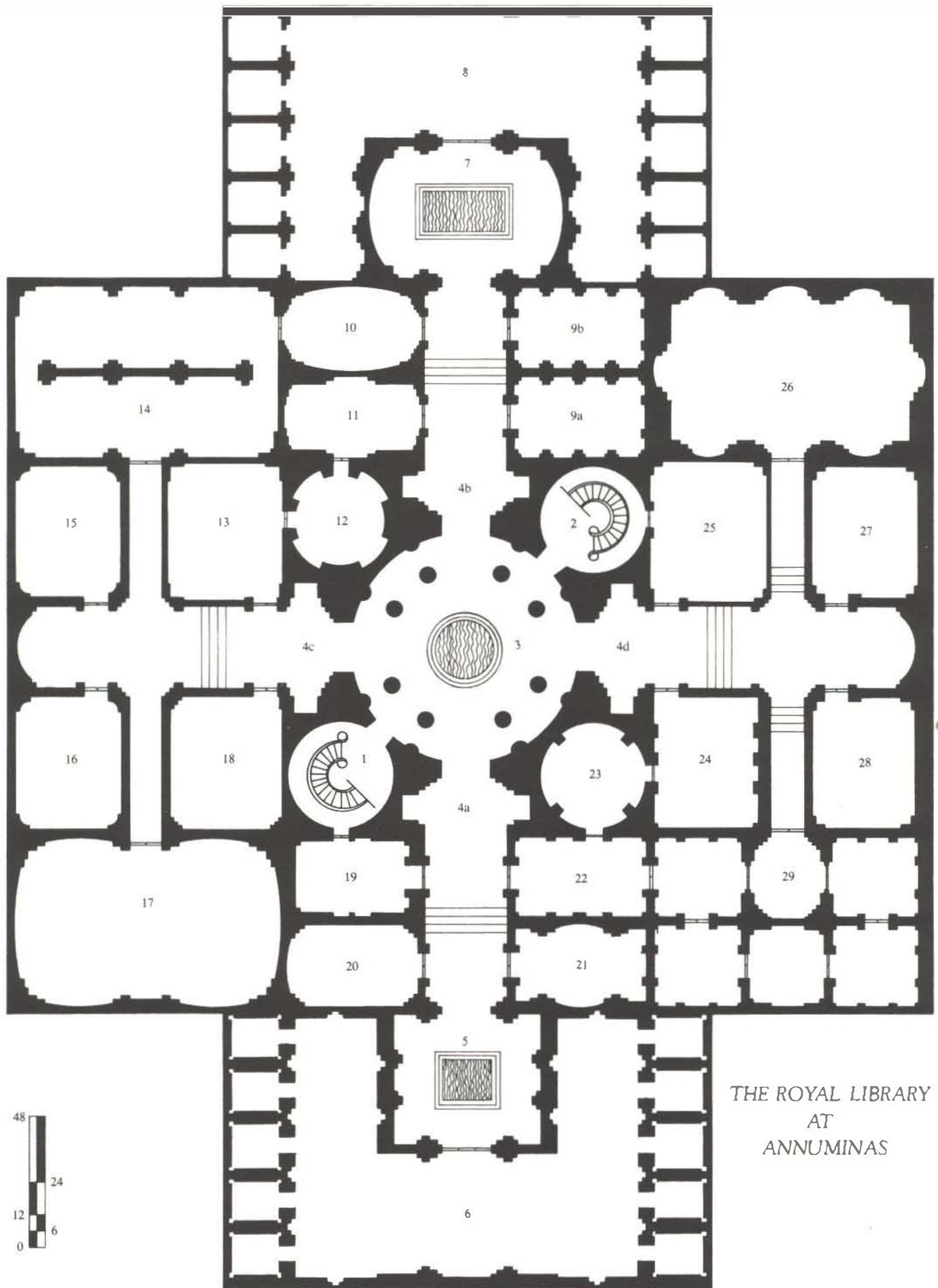
Prolific greenery has overflowed its stone urns to flood the courtyard. Anyone moving across the area is subject to 6-12 attacks on the *grapple table* by this hostile foliage. Prolonged occupation of the area invites further attacks.

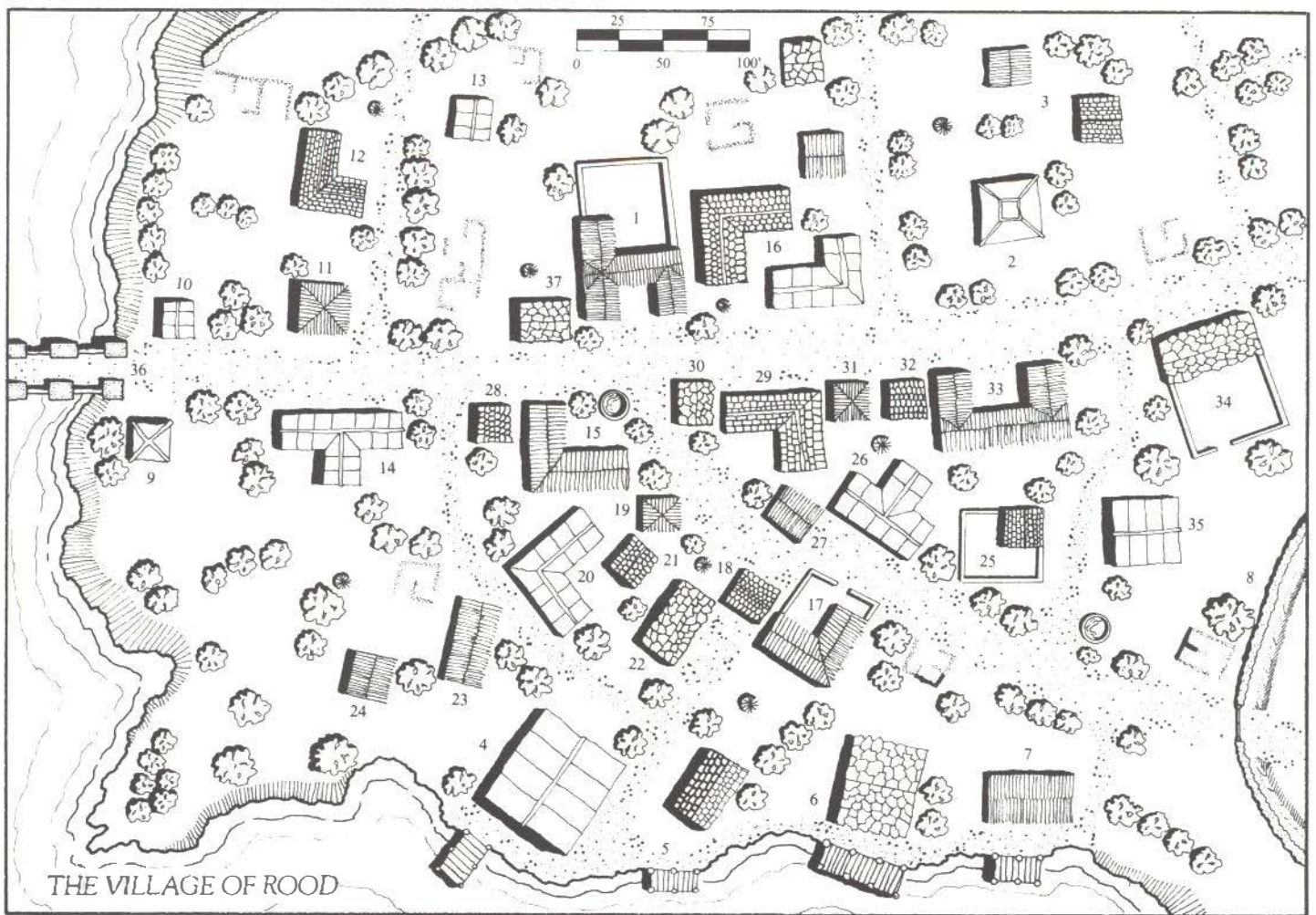
6. **The Blue Vault.** Three massive stone doors guard the way into this chamber. Carved in bas-relief upon them is a map of Númenor. The middle and the right doors have fallen from their hinges, irreparably skewing the map, and immovably blocking the way. The left door still functions, but is locked (*extremely hard*, -30) and trapped (*sheer folly*, -50). Setting off the trap requires all within the adjacent garden to save vs. **PHYSICAL EROSION: fire nerves**. Behind the doors lies a chiseled vault of blue porphyry. Receding moldings, carved into the walls, ornament and structure the space. Small reading rooms, furnished comfortably with expensive tables and chairs (the lamps are missing), open off of the north and south walls. Originally, thousands of tomes resided in this vault. Time has leached most of them from their haven, yet a fraction remain to safely gather dust. Pressed between covers of ivory, leather, or jade, the gilded pages recount the lore of Númenor, its geography, its peoples, their customs and history.
7. **East Garden.** Jade pillars climb jade walls to thrust at the sky, visible through the broken panes of the skylight. A reflecting pool, filled with rainwater and lilies, sketchily mirrors the green splendor surrounding it. Pale ferns, contained within their jade urns, emit noxious fumes. All entering the garden must save vs. poison or succumb to slumber, lasting 6-12 hours.
8. **The Rose Vault.** Three heavy stone doors also guard the threshold of this chamber. A carved jungle of foliage adorns their surfaces. They are not trapped, but the correct sequence of inanimate leaves and petals must be identified and touched to unlock them (*absurd*, -100). Within, pale wine porphyry fountains from the polished floor in pilasters and buttresses to tint the high, corbelled arches of the ceiling. Herblore, detailing the cultivation, harvest, and medicinal use of these magical plants, reposes within the tomes housed in this vault and the adjacent reading rooms.
9. **The Oak Libraries.** A pair of chambers paneled entirely in oak. Each is secured by coffered oak doors, doublelocked (*very hard*, -20) against invaders.
 - (a) The books in this room explore the evolutionary development of the beasts and monsters of Middle-earth. Their various physical and magical characteristics and abilities are also enlarged upon.
 - (b) The ecological and environmental aspects of animal life are treated in the texts of this room.



10. **The Oval Room.** Double oak doors (lock: *sheer folly*, -50) sparkle with sapphires inset to form a rune, **MIND VISIONS: inner thoughts**. Those failing to save, upon learning their comrades' true intentions, may well fall to quarreling if self-interest is the primary motivator. Within the room, pale cream stone undulates in frozen waves around the walls and skims the curved ceiling. The lore of Seers dwells in the books here: histories of famous people, who invented or extended the spell lists; detailed instructions concerning specific spells; and a rune book, containing runes for each spell found on the base Seer lists. Opposite the double oak doors stands another set (lock: *absurd*, -70) providing entry to the Gallery of Mirrors.
11. **The Green Room.** Emeralds trace a rune in the double doors (lock: *extremely hard*, -30), requiring emeralds to save vs. **CHANNELS: blinding**. Smooth walls, interrupted by niches and clad in green porphyry, give the room its name. The books contain Animist lore, including a rune book with runes for each spell on the base Animist lists. Locked doors (*absurd*, -70) on the west wall open on the Indigo Dome.
12. **The Indigo Dome.** A crystalline dome, deep blue in tint, rests upon worked mithril walls. Astrologer lore fills the books, including a set of Astrologer runes. The northern doors are faced in mithril, and locked (*absurd*, -70).
13. **Chamber of Mystery.** An amethystine rune, **CONFUSING WAYS: fumble**, adorns the doors onto the North Hall. They are also locked (*sheer folly*, -50). Purple stone inlaid with white wood ornaments all surfaces. Its books contain the lore, spells, and runes of Mystics.
14. **The Gallery of Mirrors.** Two runes ornament these black, iron doors: **FLESH DESTRUCTION: limb pain and break limb**. An *absurd* (-70) lock further secures them. Inside, every surface of the room is covered with mirrors. Even the books are bound with mirrored covers, making identification of subject material difficult. Over half display a rune from the **MIND DESTRUCTION** or **FLESH DESTRUCTION** lists on the title page, to distress incautious readers. Among these is a book of runes, including all of the spells from the base Sorcerer lists, for use against the enemies of its finder.
15. **The Gray Room.** The doors are secured by an **UNBARRING WAYS: true lock**. Inside, slate floors and granite walls are softened by gray velvet hangings. Leatherbound books preserve obscure and unique facets of Alchemist lore.

16. **The Red Room.** Two swords are carved in the lintel over the stone doors (lock: *extremely hard*, -20). Tapestries portraying sheets of flame hang from the walls. The books, bound in gold-plated iron, preserve weapon lore on their brilliantly illuminated pages.
17. **Chamber of Serpents.** Large stone snakes circle the pillars on each side of the doors. They come to life and attack anyone attempting to pick the locks (*very hard*, -20) or to force the doors open. Bookshelves, set into the walls, hold tomes containing medicinal lore; remedies and procedures for disease, injury, poisoning, and innumerable other difficulties are detailed therein. The carved stone ceiling appears to seethe with a mass of entangled serpents. Mosaics on the floor mirror them, adding color to the undulations.
18. **Chamber of Dancers.** Mosaics inlaid on the ceiling portray Númenoreans swaying in a circle dance. Shelves hold books documenting the customs, dances, and rituals preserved in the folklore of Eriador. The double oak doors onto the North Hall have been forced open, and many books have been stolen or destroyed.
19. **The White Room.** White marble statuary occupies the shallow niches placed around the ivory chamber. Porcelain bookshelves hold tomes of stone lore. Many types of stone are listed and the methods employed to work it are exhaustively described. The double doors onto the West Hall are carved of marble, portraying a procession in bas-relief on their surfaces (lock: *sheer folly*, -50).
20. **The Crystal Chamber.** White marble veined by traceries of gemstones lines the interior of the room. Books, bound in pearl-studded covers, record the intricacies of gem lore. Marble doors protect the chamber (lock: *extremely hard*, -30).
21. **Chamber of the Sun.** A crystal globe, golden and scintillating, set into the ceiling with topaz rays reaching for the corners gives the room its name. Illustrated books explain the nature of earth lore, dwelling especially on the movement of continental masses and their possible locations far in the future. Oak doors secure the chamber (lock: *very hard*, -20).
22. **The Ice Chamber.** Hewn of bluish-white translucent stone, the documents stored here are bound within the same substance. Catalogued on these unadorned pages are the locations and characteristics of every star observed during the past millennium. The double doors on the south wall lead into the Galleries of the West and those on the east wall lead into the Star Dome. Both are locked (*sheer folly*, -50) and subject those who meddle unsuccessfully with the lock to a **LIGHT LAW: shock bolt**.
23. **The Star Dome.** All surfaces are faced in blue-black stone. The dome is encrusted with thousands of large, clear gems. A fraction, whose identity varies over time, glow to represent the star configurations present in the sky, moment by moment. The stone doors to the west and south are locked (*sheer folly*, -50) against intruders. This is one of the few chambers in which one can see without bringing a light source, the artificial stars providing soft illumination.
24. **The Chamber of Silence.** The floor is thickly carpeted in blood red and the walls and ceiling are covered with sponge baffles that swallow sounds almost before they are born. The bookshelves are covered in scarlet quilting and hold books describing the history and mechanics of lens-grinding as it was practiced in assembling the great telescopes through which the learned observed the stars. Crimson stone doors guard the chamber (lock: *very hard*, -20).
25. **The Chamber of Veils.** Aquamarines, flowing in abstract curves, spangle gossamer veils that screen creamy stone walls. Leather bound books, brightly illuminated and illustrated, reveal the lore of these aetheric creatures to the reader. Locked stone doors on the north wall lead into an entry stair. Similar doors connect to the South Hall.
26. **The Chamber of Clouds.** Three steps in a side hall leading to double oak doors connect the South Hall with this chamber. (The lock is *very hard*, -20; setting off the trap requires all in the side hall to save vs. **CONTROLLING SONGS: forgetting song**, with the immediately previous hour as the time period remembered as "now"). Oak paneling and shelves cover the walls. A painting of cloud-supporting fantastic castles occupies the ceiling. Page upon page of music preserves the songs and ballads of Arnor.
27. **Chamber of Trees.** The walls and ceiling are carved to represent a glade in the forest. Racks in the center hold detailed political and geographical maps of Arnor. Oak doors secure the room (lock: *extremely hard*, -30).
28. **The Silver Room.** A mirrored dome distorts all below in its concave surface. Black wood, engraved with silver, supports racks of geographical maps of all Middle-earth. Black wood doors connect the room to the South Hall (lock: *extremely hard*, -30). Picking the lock unsuccessfully sets off a **MIND ATTACK: shock C**, directed at the individual fiddling with the lock.
29. **Galleries of the West.** Three steps initiate a side hall leading up to double Mithril doors. They are locked (*extremely hard*, -30), and those who meddle with the lock unsuccessfully are subjected to a **CHANNELS: holy shout**. The author of the trap was a religious man possessing considerable awe and reverence for the Valar. Such persons remain unaffected by the *shout*. Beyond the doors lie a series of connecting chambers. Patterns of blond wood cover the floors and walls. Elaborate scrollwork and engraved Mithril further beautify the rooms. The doors dividing the galleries swing freely on their hinges, unlocked. The books, resting within the shelved walls, carry the lore of Aman. Tales such as the *Ainulindalë* and the *Quenta Silmarillion*, as well as accounts from Elvish travelers, reside between the covers of precious wood.





11.3 THE TOWN OF ROOD

Throughout the Third Age and into the Fourth, Rood declines and diminishes, a river town undone by war, the Plague and its own lack of faith in a better future. Located at a bend in the Brandywine, the town once thrived with river commerce. In the middle of the Third Age, goods from Fornost and furs from the North bound for Bree filled the Rivermen's rafts. But by the end of that Age, Rood surrendered any pretense of being a business community and opened its arms to scoundrels and scaliwags of all sorts.

The town grew first around the River and then near the old King's Road, which leads to Fornost. Many of its buildings are decayed and abandoned. (To adventure in Rood, see section 10.6.)

The Layout of the Town (Fourth Age)

1. **The Battered Cock.** Large, disreputable and airy inn, especially since the collapse of the roof. Corral for horses, fleas for all.
2. **Nalorn's Farmhouse.** A good but simple man, Nalorn tends to his sheep (some would say too closely) and minds his own business.
3. **Squatters' shacks.** Abandoned and falling apart, these two houses sheltered families when Rood was a safer place.
- 4-7. **Warehouses with docks.** Located along a gentle bend in the Brandywine, these abandoned buildings once held furs and food galore. Hundreds of rodents now claim these as their own.
8. **Hedge and ditch.**
9. **Guardhouse.** Abandoned since the fall of Arthedain.
- 10-13. **Homes.** All are decayed; squatters have claimed #'s 11 and 12.
14. **Crafts Shop and General Store.** Run by the Sillitoes, a diminutive couple said to be as much Hobbit as anything else, the store carries moldy bread and grains, spoiled wines and beer, and soiled clothing. Service with a grimace!
15. **The Great Bend.** Once an inn of some quality (the White Wolf), it now caters to the ex-Rivermen and other rowdies who prowls the countryside nearby.
16. **The Sunset.** This inn takes those who can't afford the Great Bend. Meals here are so bad that Linkan's pigs decline to eat leftovers.
17. **Stables.** Run by Bolog, a blustery scoundrel, these stables deal in stolen horses. Bolog is known to be in the service of Bomaynee.
18. **Blacksmith.** Navir the smith lives and works here. A huge powerhouse of a man, Navir is honest but very private.
19. **Smokehouse.** Operated by Linkan.
- 20-22. **Shops.** General store, specialty shop for river-travelers run by Grandon the Riverman, and abandoned distilleries.
- 23-24. **Abandoned warehouses.** The smaller makes a neat hiding or meeting place.
25. **Pig farm.** Run by Linkan and his family, the farm is renowned for its succulent pork and corpulent but kind owners.
26. **The Midge and Maggot.** Formerly the Silver Tree, this is the spot to meet in Rood. Everyone who's anyone shows here sometime, if only to get drunk or plot some bad deed. Bomaynee openly boasts of his accomplishments here. The Dunish owners, Gara and Royst Stigmud, report all they hear to Bomaynee.
27. **Metal Shop.** Inferior weapons and tool work is done by the drunken owner, Aldan, a former winetaster from Bree.
28. **Arms Shop.** The crazed Dwarf Begli runs this operation by himself. A superb craftsman, Begli steers clear of trouble and lives in the cellar beneath his store.
29. **The King's Board.** Once a King of Arthedain rested here, the rumor goes, but none can agree on the name of the king or the year of his visit. This inn holds 20 and is Rood's best and most expensive. Formerly a favorite of the Rangers who patrolled these lands, the King's Board is dusty and worn.
30. **Servant's Quarters.** The young men and women who work at the King's Board live here.
31. **Lencasee's Home.** The healer lives in squalor here, surrounded by shelves full of dusty, dim potions and herbs drying on racks. Many think Lencasee mad; others find him amusing if difficult to understand, for he sometimes speaks two languages at once.
32. **Apothecary Shop.** Zevcoe's filthy shop and residence. Poisons are stored in the cellar, behind a curtain. Zevcoe will deceive and abuse anyone except Bomaynee.
33. **The Eketta House.** Once a mansion of stately proportions, the house is collapsing into itself, its two floors of elegant art and furniture recovered by a layer of dust and grime. Only the wealthy and secretive widow, Letta, now lives here, the site of her gold and jewels unknown. Many believe the house haunted, protected by the martial spirits of long-dead Eketta warriors. Visits from her family at Bareketta, the main house and estate of the great family, are rare, for the trip from the shores of Lake Nenual is long, and Letta sometimes cannot remember who is who, even in the presence of her own family.

34. **Stables.** Abandoned but usable.
35. **Warehouse.** Abandoned but can be used as shelter.
36. **Bridge.** Crosses a branch of the Brandywine.
37. **Storehouse.** Abandoned, roof and floor intact.

11.4 THE LOSSOTH VILLAGE OF MULKAN

The village of Mulkan is a simple gathering of 10 snow houses in a gentle depression of white that promises protection against the wind. A narrow sled track divides the cluster in two. The five houses north of the track are laid out in a cramped manner. Clockwise from the entrance, the sample snowhouse contains: the family sleeping platform, a small storage chest, a drying rack, a food preparation area, and an area covered with hides for a visitor to rest on (see inset). Some of the snow houses on the other side of the track are organized differently.

1. **Culmani's Hut.** The largest hut belongs to the sledmaster, *Culmani*, or "frozen dog". Inside one will find three or four sleds in various stages of repair. Aside from his sleeping platform and a few personal items, the area is jammed with bits of bone, leather thongs, and strips of frotting hide. During the nine winter months he also assumes the important position of huntmaster — organizing the men, preparing the dogs, and on their return, seeing to the division of the meat and skins.
2. **Fennard's Hut.** The oldest and wisest in the village, Fennard (meaning literally "tree of the north"), holds sway over all decisions and disputes. Traditionally, he resides in the hut immediately in front of the communal fire. Decisions are made in front of a blazing bonfire, the animated viewpoints flying back and forth as Fennard sits passively, absorbing. His icehouse is the best laid out. The large platform is covered with much valued bearskin. A strong wooden chest held shut with a *hurd* (-10) lock holds a huge collection of prized hunting knives with handles fashioned from the jawbones of White Wolves. These have been presented to Fennard by the men of the village wishing a judgment in their favor.
3. **Rumlard's Hut.** Rumlard occupies the elongated hut on the edge of the village. His working fluids, derived from the urine of dogs, have helped force this location on him. When not treating hides the villagers encourage Rumlard to bury his acids downwind. His hut is littered with soaking vats and drying racks.

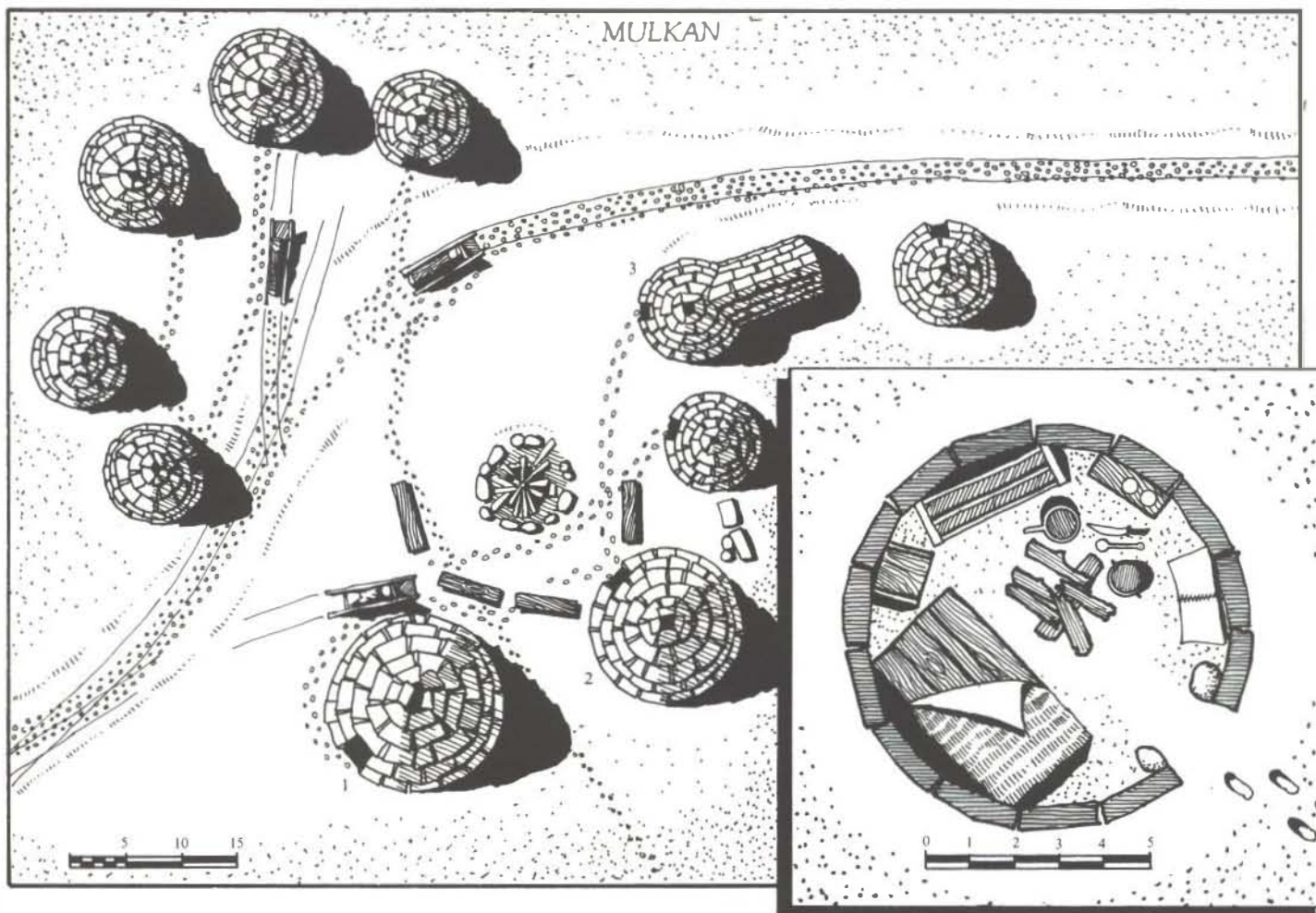
4. **Amthard's Hut.** Amthard is the greatest hunter in Mulkan, always bringing in the most meat. His hut holds a collection of hunting bows and one large claw-like bear trap, aside from the necessities of life.

11.5 DONGORATH'S HOLD

The hold lies on the edge of a sparsely wooded fell in an isolated region along the *Rammus Formen* (S. "North Wall"). The enclosure itself was built around what was originally a stone house and outbuildings. The main house with its affixed tower once served as the hold but the growth of the band demanded larger quarters. In years past they were occupied by as many as 15-20 men, but fewer now pass between its walls. When first enlarged the two towers were raised and connected by a thick stone wall. A similar wall joins the north tower and stable. Across the rear, which is protected in the main by the steep fell itself, two outbuildings are connected by a rough log wall.

1. **Main House.** The main house is a curious mixture of opulence and disrepair. The house measures 20' X 27' and is two stories high (just over 20'). It boasts 4" thick exterior stone walls, making it particularly effective as both quarters and keep. Entrance is gained through a large wooden door on the side opposite the tower. Secured with a lock of *medium* (-0) difficulty, this heavy door is also barred with a beam during the night.

The downstairs holds the kitchen and eating area, and is also used as a meeting room. A huge wooden table surrounded by 10 short stumps dominates the center. A large box beneath the table holds a comprehensive collection of maps of the region. One of the stumps is hollow and holds a leather pouch containing unset gems worth 145 gp. Hooks on all walls hang heavy with thick outer garments and fighting gear. Two 2' X 2' windows (one looking towards the main gate, the other towards the south tower) have years since been blocked with 1/2" iron bars. Each wall is supplied with two firing portals; narrow slits which widen to the outside. The fireplace is often stoked to blazing to counteract the freezing



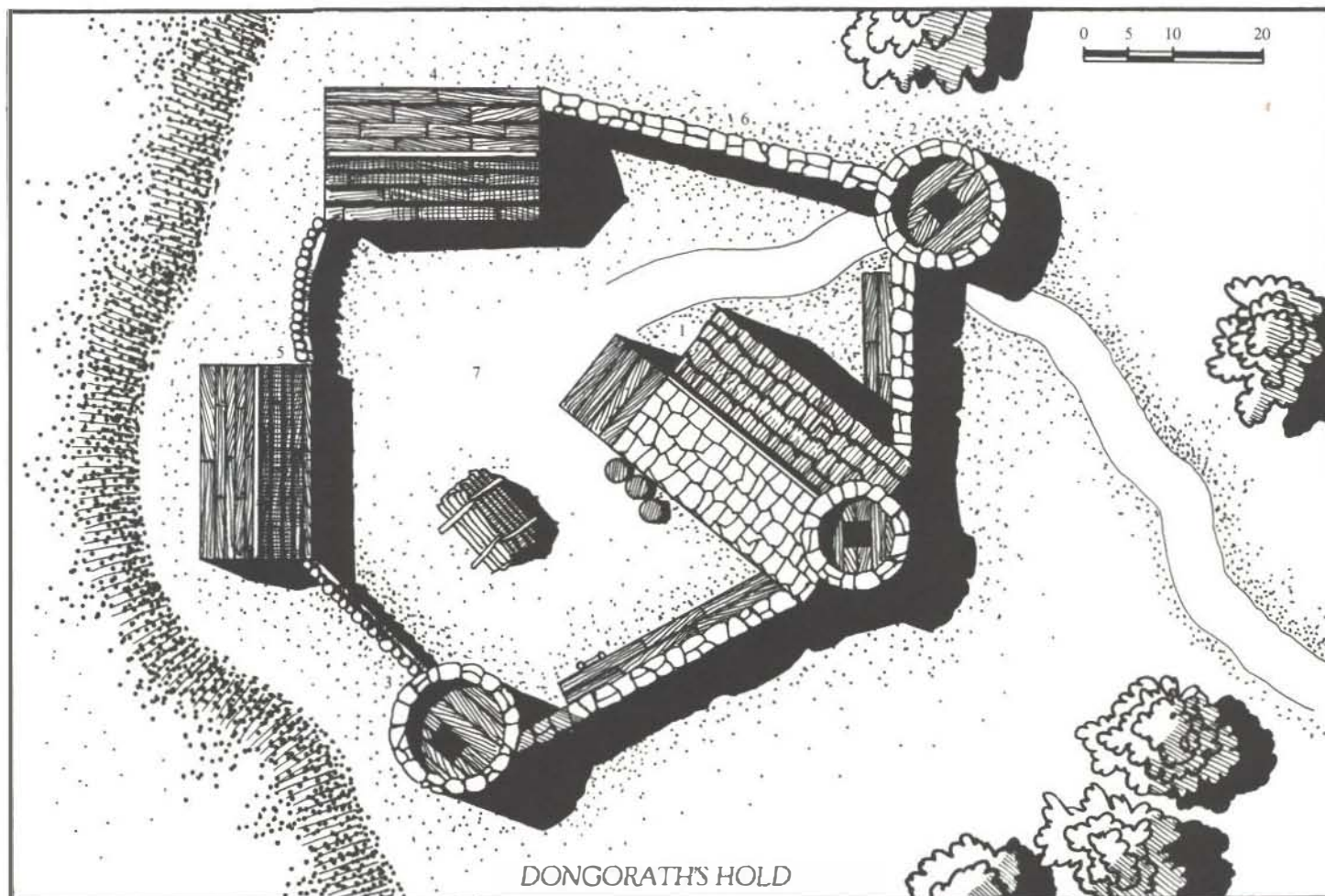
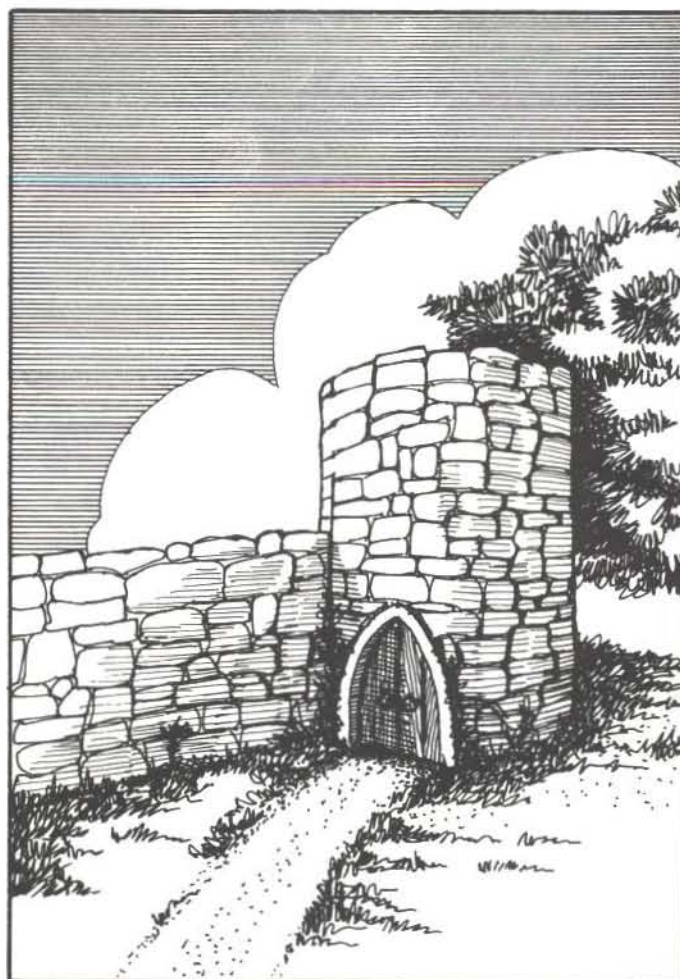
drafts. Just to the right of the door hangs what appears to be a well crafted longsword encased in a scabbard of studded leather. Its weight pulls on a single wooden peg. When lifted from this peg, which is actually a lever, a 4' X 4' trap (hard, -10 to find or disarm) opens immediately underneath, dropping the hapless victim into a 10' pit, the bottom of which is lined with ten 2' spikes (victim takes one toten + 75 broadsword attacks). To retrieve the sword the peg must be held down as it is removed. Slipping it from the safety of its snug case reveals a fierce blade 5 inches long, broken in battle long before recent memory (it remains equivalent to a + 15 shortsword).

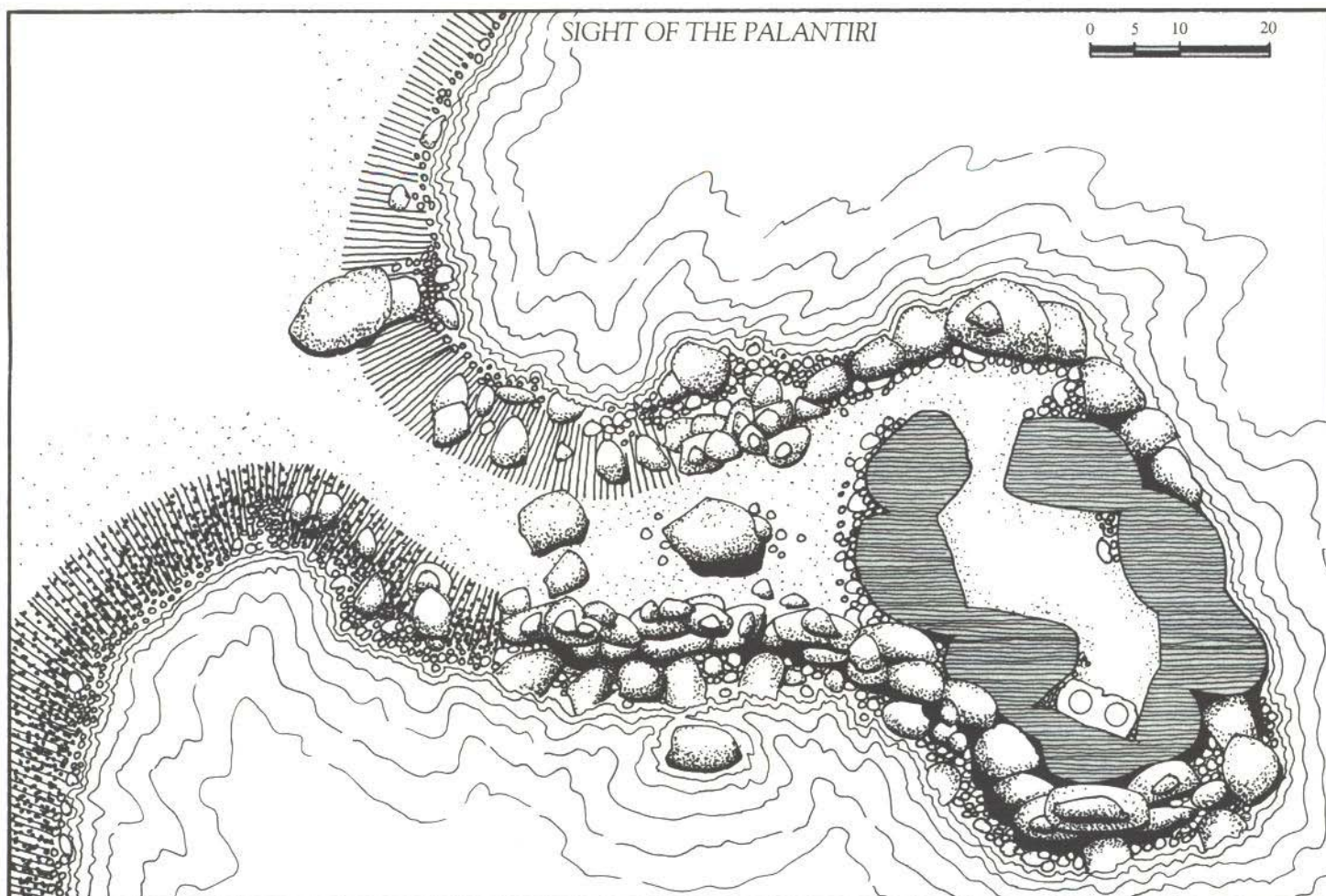
The upstairs is reached via a narrow stair. Pressure on the bottom step sets a trap half way up. A force of over 50 lbs. causes a section of 4 steps to collapse under pressure into a dusty closet used for storing hunting spears and halberds, all of which have their sharpened ends pointing skyward (victim receives one to ten + 100 pole arm attacks). The second floor holds the sleeping quarters. Really just one large room, small wooden partitions enclose the men's private areas. Some are supplied with cots, others sleep on the floor using layers of blankets and fur. This floor is well supplied with firing portals. In fact, the building can be easily defended should an enemy seize the enclosure. The upstairs is a gold mine of useful clothing and equipment. A chest in the far corner holds:

- a very fine broadsword (+ 10)
- a pair of boots insulated against the North (+ 20 to RR vs. cold)
- a set of matched throwing daggers (+ 5; no range penalty)
- 4 bottles of a thick, foul-smelling and intoxicating liquor

A carefully organized sleeping compartment promises riches but when trusted with any weight at all deposits the unwary onto a food preparation counter in the kitchen area downstairs. This particular table is always well laid with cutlery.

The attached tower rises 5' above the slate roof of the main house. Each of the two levels above the ground is floored with wood. A narrow ladder is the only means of reaching the top. The two bottom levels can be entered from the corresponding house levels. Adventurers wishing to reach the top of the tower must beware of the second level. The boards here are rotted and will not support more than 50 lbs. of weight. Entering the tower on the second level will necessitate a medium (-0) maneuver jump of 2' to the ladder. In order to provide for escape, a small crawl tunnel from the inside of this tower runs in a southeasterly direction to the clump of trees 50' away. From the tower top, the slate roof is an easy (+ 20) jump away. From there the roof of the shed is a 12' drop. Succeeding at this, one spies the ground only 9' away.





2. **The North Tower.** The north tower (see illustration) houses the main entrance to the hold. This strong wooden door is always barred with a heavy beam; brute strength alone will force this portal. Inside, a strong metal gate leads to the courtyard. This passage is held tight with a lock of *hard* (-10) difficulty. A 1½' wide wooden stair climbs to the second story. The center of this floor features a gaping hole. A large pile of rocks rests ready to form the heads of unwelcome visitors. Careful examination of this pile will reveal a buried wooden box holding gold coins worth 255 gp.
3. **The South Tower.** The south tower is of similar construction. The second level here, however, holds three firing slits, one of which aims out across the outside of the log wall towards the storage shed. A ladder, the only means of reaching the top levels, rises through openings cut out of the floor boards.
4. **The Stable.** The stable measures 25' X 15' and can hold 10 horses. Two 2' X 3' windows face north. These are both 8' off the ground and are shut with *routine* (+10) locks after dark. The large doorway is in the center of the short side facing the enclosure. In the center stall against the inside wall will be found:
 - a beautifully adorned saddle with the seven stars of Arthedain on each silver stirrup. When the silver clasp of the cinch is tightened, it sets a spring mechanism in the saddle. Anything over 50 lbs. of pressure drives a curved spike up through the seat into the rider/victim (+100 lance attack).
 - a worn and torn magic saddle which will fit any animal of large size. When using this saddle the beast's speed is increased one level. It also allows the rider a +25 ●B in mounted combat.
5. **The Storage Shed.** The smallest building is a storage shed measuring 20' X 12'. This shabby wooden structure usually holds grain and other foodstuffs stacked carelessly about in 50 lb. sacks. The small door which sits in the middle of the inside wall is unlocked. There are no windows. In one corner sits a rather large and well-made barrel weighing 400 pounds. The lid is fitted snugly but can be wedged open with a sword or dagger blade. The curious will discover the lid attached to a pin that disappears into the center of the barrel. At this point his destiny and that of the barrel are hopelessly intermingled. Any further lifting of the barrel lid, or

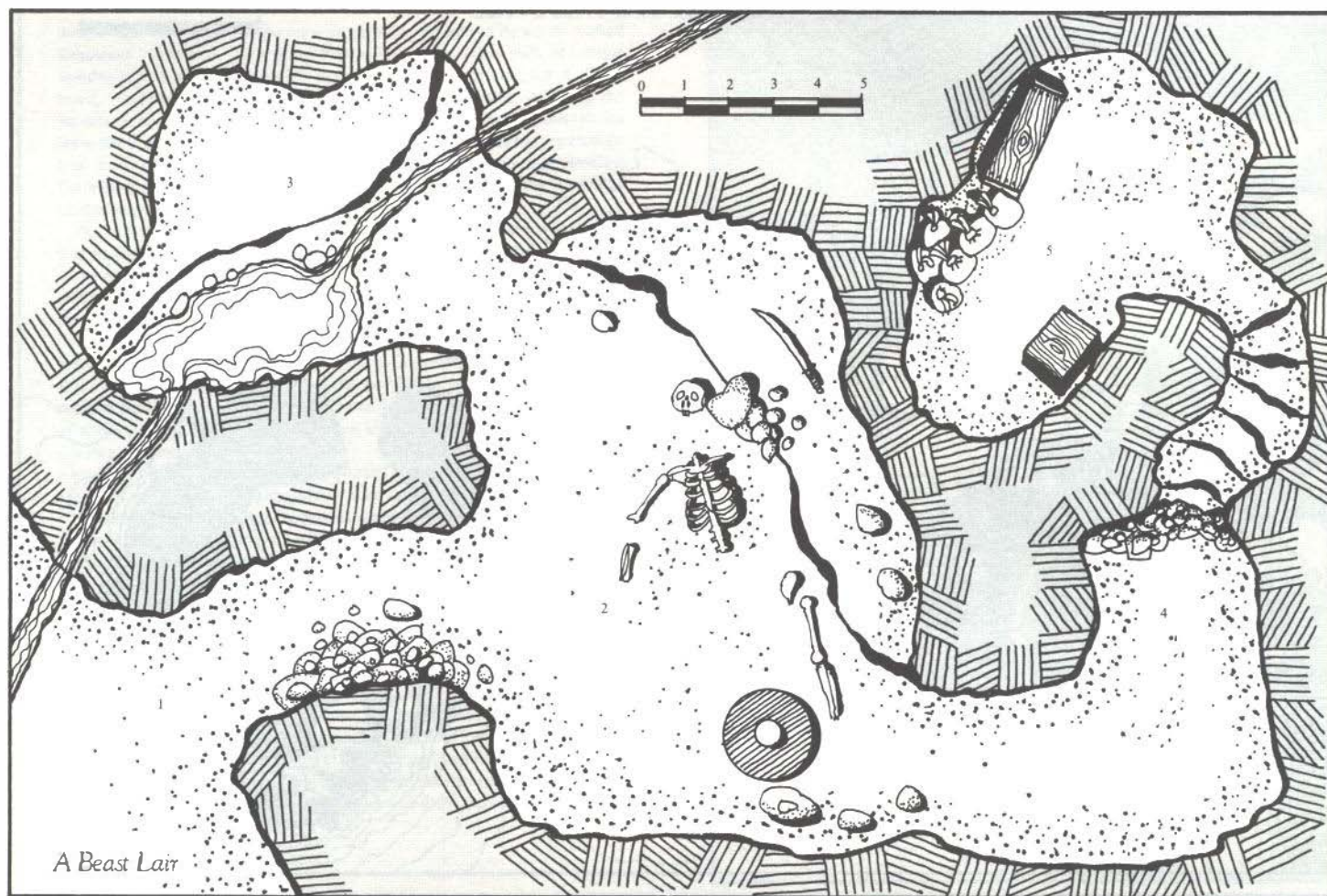
any attempt to move the barrel, trips a very powerful spring which forces 1' long iron spikes out through all of the seams between the staves (*very hard*, -20, to disarm; one to five +100 spear attacks). The barrel sits atop a wooden hatch opening into a stone shaft constructed long before the building. Adventurers must first drop 10' then scurry 15' along its slimy bottom to a small (10' X 12') chamber holding one cedar and brass chest containing 850 gp.

6. **The Walls.** The three stone walls are 12' high. Two of them (see illustration) are provided with 3' wide firing platforms, 7' off the ground. These are reached from the courtyard with ladders. The two rear walls average only 8' high and consist of treated logs set 3' into the hard earth.
7. **The Courtyard.** The courtyard is usually a morass of broken boxes and chests. Beneath the wood pile is buried a large chest containing 10 broadswords of a particularly fine nature (+10, non-magic) hidden there by Dongorath.

11.6 SITE OF THE PALANTIRI

The Palantiri rest in the crudest of structures on a slender, rocky peninsula. The pile of boulders guarding the Stones was once a natural breakwater; the Lossoth built an earthen walkway to provide access. Next the Snow-men stacked and balanced huge rocks to create the rough mound which protects the precious Stones from the wind and weather of the cold north. Some of the rocks were then carved out to enlarge the irregular chamber.

Visitors to the site cannot see the chamber entrance from the shore. To reach the chamber one must traverse the finger of land which stretches 80' from the coast and spans from 10 to 20 feet in width. Halfway out, one must scramble over two rather large boulders. From there, the adventurer veers to the left to arrive at the



5' wide by 6' high entrance. This rough doorway (unbarred) sits in a defile between the high rock wall on the left (the other side of which is a sheer 30' drop to the water) and the great cairn-like mound on the right.

The Chamber

The chamber itself is narrow, only 15' wide. Deep, chiseled troughs down the right-hand wall indicate the work necessary to carve a room this size. The Palantiri sit at the far end upon a large slab of marble that casually rests on a 3' high pile of fist-sized rocks. Two bowls have been gouged from the marble to cradle the Seeing Stones. Here the room is but 10' across. The three walls immediately around the globes are carved with curious pictographs punctuated by 1/2" holes drilled deep into the seemingly solid rock. These form a 2' band of illustrations beginning 3' above the chamber floor.

The Palantiri are not of the same size. The smaller (1' in diameter) can be lifted by one man. The larger of the two is twice this size and would require two or three individuals to move it. The marble stand appears to be hastily constructed but actually conceals a clever mechanism. Each of the Stones sits atop a carefully set trigger device. Lifting or jostling a Palantir will set off a barrage of 15 crossbow bolts fired through the holes in the rock (the victim takes three to fifteen +100 heavy crossbow attacks). These bolts are carved from bone and have serrated tips promising to horribly mangle any imbeciles. Anyone below the 3' point will escape harm. Moving the globes simultaneously (*extremely hard*, -30) is the only sure method of removing them from the chamber without getting perforated.

11.7 BEAST LAIR

1. **Cave entrance.** This rather small cave was once used extensively by a small band of Rangers who tended a nearby Dúnedain outpost, but has since been taken over by a family of North-bears. The right-hand wall of the entranceway appears to have crumbled into a small pile of skull-sized rocks. If sorted through, this pile will yield up a small metal box holding the following items of value:
 - a gold ring set with multicolored gems worth 105gp
 - a small handful of gold nuggets worth 245gp
 - a tiny vial of rich perfume worth 35gp
 - a choker of beautifully intricate lace worth 15gp

2. **Main Chamber.** Entering the main chamber, one is presented with the grizzly remains of the previous visitor. Severely wounded and believing himself safe from detection, he made the bad mistake of passing out just before the present occupants returned. The backside of this room is raised 6" above the chamber floor. The widest section of this platform, lying beneath the sword in the illustration, is actually a 4'x4' hole (*hard*, -10 to find) covered by flimsy branches, cloth and earth. Anything over 40 lbs. of pressure will deposit the victim in a 10' pit (a +60 large fall/crush attack). An adventurer surviving the fall will find the pit bottom littered with weapons of varying quality.
 - a +20 war hammer
 - a +5 throwing knife covered with pictographs illustrating a ship going down in a terrific storm
 - a +30 crossbow and 15 bolts with serrated tips carved from bone.
3. **Left Chamber.** To the left lies a smaller room (8'x10') through which passes a small stream. Coming out of the wall on the right, the stream spills across the room and fills a hole 2' deep. From here the water pierces the wall and bursts out near the entrance. The liquid has mixed with waters of fire underground and must not be swallowed (see *Things That Heal and Harm*). The bears can sniff out and avoid the danger. At the bottom of the pond, a metal container is buried which holds a quantity of silver worth 450gp. The water is very acidic; normal cloth garments are eaten through in 1 minute, leather boots are dissolved in 3.
4. **Right Passageway.** A short passageway leads to a wall of medium-sized rocks. The Bears have not discovered the room that lies beyond. Removing the rocks discloses a narrow stair leading down to a small compartment.
5. **Hidden Chamber.** Against the far wall sits a 3' long wooden chest and 5 large heavy bags of sewn leather. Across from the bags sits an empty wooden box. The bags act as a counterweight of a carefully balanced plate. This section of floor between the square chest and bags rests on one pin running lengthwise down the center. Beneath the empty box hangs an iron weight; the bags outweigh it by 150 lbs, forcing their edge of the plate onto a small ledge. A visitor must stand over the pin in order to lift the heavy bags (*very hard*, -20). Lifting or moving more than 2 of the bags (150 lbs.) shatters the careful balance and flips the plate over, throwing the greedy down a 15' shaft onto a floor of jagged rocks and burst bags of lead (a +80 large fall/crush attack). The 3' long box contains a suit of +5 plate armor (AT 20).

12.0 CHARTS

12.1 MASTER BEAST CHART

Type	Lvl	#/Encoun	Size/Speed	Hits	AT	DB	(Primary/ Secondary/Tertiary) Attack	Notes
ERIADOR AND THE NORTH								
Cave-troll	12	1	L/M	175	RL/11	15	100HC1/85We/-	(S. "Grotterog"). Use Large Critical tables. Habitually solitary.
Deer (male)	2	3-30	M/VF	72	SL/3	40	25MHo/25MTS/20Ba	(S. "Berals"). Tanin summer; light grey in winter.
Elk (male)	4	4-40	L/MF	230	SL/3	35	100LHo/90L Ba/-	(S. "Arðeruis"; Du., Hi. "Caru"). Grey in summer; white in winter.
Hill-troll	10	1-3	L/SL	150	RL/11	20	95L Ba/85L C1/50We	(S. "Torogamon"). Use Large Critical tables. Live in remote areas.
Moose	4	1-3	L/M	240	SL/4	15	55L Ba/35L TS/-	(S. "Nenais"). Adept waders and swimmers found in bogs or stream valleys, generally around woods.
Neekerbrecker	1	3-300	T/VF	1	No/1	45	10T Bi/-/-	(S. "Guibodin"). Noisy mosquito-like beasts. Generally nocturnal; concentrate soon after dusk or just before dawn.
Warg	5	4-20	L/VF	160	No/4	55	85L Bi/50MCI/-	(S. "Huorog"; Hi. "Deg-lic"). Cunning and evil. Their bodies disappear 1-10 hrs after death.
Wight	7	1-5	M/M	100	No/2	75	100We/55M Ba/-	Found near battlefields or burial sites. Remains of body covered with shadowy illusion. Appear as dark forms with eyes akin to faint lights. Intelligent but tied to point of repose. Those within 10' must make RR or become entranced and led to given point. There, the Wight will drain 5 Co p/s/rd until victim dies. RM Type V.
Wolf	3	2-40	M/VF	110	No/3	30	65L Bi/-/-	(S. "Huar" or "Blath"; Hi. "Degmurg"). Hunt in packs over specific territory.
ARTHEDAIN								
Dumbledoor	1	1-100	T/VF	3	No/1	40	15T Bi/-/-	(S. "Cacinen"). 6-8 lb, flying, wasp-like insects.
Forest-troll	6	1-5	M/M	100	RL/11	10	70CL/60L Bi/-	(S. "Erynorag" or "Taurelorag"). Confined to wooded areas.
Gorcrow	3	5-50	M/VF	20	No/1	55	40S Bi/105CL/-	(S. "Craebn Waed" or "Gor-craebn"). Large, black species of Craebn.
Mewlips	4	2-20	M/M	60	No/1	35	50We/75M Bi/-	(S. "Miamuan"). Cannibalistic spirits, dark forms shrouded in shadow. Those within 10' must make an RR or fall into a trance for 1-10 rds, during which Mewlips will drain blood at 2-20 hits/rd. RMT Type II.
FOROCHEL								
Demon-whale	9	1-5	H/FA	500	SL/8	25	H Ba120/H Bi150/-	(S. "Ascarag"). Uses Large Critical tables. Toothed, white denizens of the Ice Bay.
Ice drake	25	1	H/FA	420	Ch/16	60	H Ba180/HCL/200/H Bi180	(S. "Hel@kin"). Use Super-large Critical tables. At home in water or on ice.
Forest-troll	2	9-900	M/FA	130	SL/4	15	40L Ho/40. TS/30M Ba	(W. "Reindeer"; Hi. "Feithan"). Easily domesticated.
North-bear	10	1-5	L/FA	240	SL/4	45	75HCL/80H Gr/90L Bi	(S. "Nimcris"). Use Large Critical tables. Superb senses of hearing and smell; excellent swimmers.
Snow-troll	13	1-2	L/M	180	RL/11	30	105HCL/80H Ba/-	(S. "Toroglos"). Use Large Critical tables. Prefer icy or snowy terrain.

12.2 THINGS THAT HEAL AND HARM

NAME	CODES	FORM/PREP	COST	EFFECT
Herbs				
Arfandas	c-F-3NW	Stem/apply	2sp	A poultice of dried stems from this yellow flower doubles healing rate for fractures.
Arlan	L-T-2W	Leaf/apply	93p	Poultice of wild plant heals 1-6 hits; domestic heals 4-9. The root (25 cp) is a decongestant which adds +20 to RR vs colds and speeds respiratory recovery by 5x.
Athelas	L-C-5W	Leaf/brew	180gp	Capable of curing anything while patient still alive, but healing is only as effective as the healer. Full effect only results from application by "ordained lord."
Delcan	L-C-4NW	Bark/apply	9sp	Its lotion is a powerful insect repellent. Attacking insects must make RR vs 7th lvl shroud, 10' rad.
Flur Rort	c-H-6NW	Flower/liquid	218p	Dunnish garden flower which serves as a 12th lvl antidote for all nerve poisons (e.g., Carcalen).
Lemsang	L-U-5NW	Mushroom/ingest	4gp	Cultivated by Dwarves of the Blue Mountains, a pound equals 1 mo. of preserved rations.
Merrig	s-S-8M	Thorn/brew	90gp	Non-native, but commonly used in Rood. Daily use increases Pr by 5. Effect occurs after 10 days and addiction usually results after 2 weeks (RR vs. 20th lvl with each use after 10). 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 (or Ig).
Tuxtaxar	c-S-4N	Leaf/brew	75gp	A stiptic commonly found in herbalists' gardens, it stops all bleeding in 1-10 rds after ingestion.
Poisons				
Ancallhur	c-S-7NW	Grass/liquid	240gp	(Lvl 2) Victim's sense of time is warped, leaving him uncoordinated and virtually incapacitated for 2-4 hours. An RR failure of 01-50 leaves victim at -75; with a failure of 51+, victim is at -100.
Carcalen	L-U-8NW	Moss/liquid	100gp	(Lvl 4) Cave moss related to Gorfang. Its moist surface embodies a 4th lvl nerve poison: victims failing a RR by 01-50 lose feeling in, and use of, 1-2 extremities (hands and feet) for 1-100 days; with a failure of 51-100, the nerves in the extremity are reduced to useless pulp; failure of 100+ results in death, as victim's nerves simply dissolve into a hot pink liquid.
Falsereg	c-G-7N	Blood/paste	90gp	(Lvl 1) Venom made from fish blood. Victim's skin peels away constantly for 1-100 weeks with RR failure of 01-50; victim at -25 and has halved temp. Pr stat. With an RR failure of 51+, victim also bleeds through pores at a rate of 3 hits/rd whenever he moves at a rate faster than a half walk (half rare).
Rutlin	L-U-7NW	Crystal/liquid	88gp	(Lvl 2) RR failure results in victim's stomach contents turning into jagged shards of glass (death in 6-12 rds). No effect if stomach empty.
Seregemor	c-H-6NW	Flower/paste	180gp	(Lvl 1) Victim's blood is temporarily transmuted into Kalirion, a black liquid which performs as imperfect blood, sustaining life but causing incapacity; temp. mental stats (MERP: Ig, It, Pr; RM: Em, In, Me, Pr, Re) fall by 50, but to no less than 1. 1-10 hours later victim returns to normal, but stats rise back at a rate of 1 per day.
Worclivur	c-O-8NW	Lichen/paste	133gp	(Lvl 2) Victim failing an RR by 01-30 is blinded in 1 eye (and at -50) for 1-100 minutes; victim failing by 31-60 is subject to random eye spasms for 1-100 days (on any roll of 01-25 victim's eyes flutter for 1-10 rds, during which he is at -75); victim failing by 61+ is blind in both eyes (-100) for 1-100 weeks. Raw flower juice is (Lvl 1) poison.
Acid				
Waters of Fire	L-U-5NW	Acid/liquid	80gp	(Lvl 3) Victim failing an RR by 01-50 receives a +50 fireball attack (heat results = burns, and locations indicate involuntary actions or spray). Failure of 51+ results in a +100 fireball attack. Roll 1x/3 rds in water or after afflicted garment dissolves. Diluted version in 11.7 at #3 is but Lvl 1.

12.3 MASTER MILITARY CHART

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile/ Secondary	Mov M	Notes
ANGMARIM (Men of Angmar)											
Troops drawn from various allies and subject peoples compose Angmar's six field armies (one of 5000 and five of 1000). War-lords who answer only to the Witch-king and his general staff at Carn Dûm direct these forces as if they were their own fighters. The armies are ideally organized according to ten corps of 100, each headed by a 7th level Headman. These are formed of ten units of ten, with nine soldiers commanded by a 3rd or 4th level fighter. These units can break into two five Man groups, the lesser one controlled by a 3rd level adjutant. In practice, however, this organization breaks down, for large numbers of Angmarim are relegated to garrison duty under jealously greedy overlords. Note that all the figures for the Angmarim and Orcs include the whole of the Witch-king's host, many of whom are barely under control. These Warriors are spread all across northeastern Eriador and northwestern Rhovanion.											
Hoerks/60	Mix of Men	15	155	PL/19	30	Y	(A/L)	160ma	140cp	10	Warriors.
They form an elite bodyguard which is normally (1) confined to duty at Carn Dûm, (2) protecting the Witch-king or his War-lords, or (3) performing a very delicate mission. Their dark grey armor is emblazoned with the symbol of a red ring and they each wear a real Warg-head which is fitted over their open-faced steel helmets.											
Hoerks/Terr/6	Olog-hai	18	170	RL/12	60	N	N	175fl	150sl	5	Warriors.
This Troll-guard generally operates as the Hoerks' night watch. They are very close to the Witch-king.											
Rangers/60	Mix of Men	9	105	RL/9	30*	N	N	85ha	75cp	20	Rangers.
The Black Rangers are trained to work in any weather or at any time. Most live off the land and employ Nature Signs as a way of communicating. Each is equipped with a +10 Kine-bide breastplate and possesses knowledge of 5 base Ranger lists (to 10th lvl).											
Trackers/200	Dunish Hillmen	7	65	RL/9	20	N	N	65ha	45cp	20	Rangers.
These lesser trained outdoomsmen perform patrol and tracking duties along the frontier. They know 4 Ranger base lists (to 10th lvl).											
Horsemen/3000	Easterlings	5	65	Ch/15	30	Y	(A/L)	95ml	75sb	10	Warriors.
This large mix of Easterling and Northman tribesmen is organized according to tribal and clanal groupings. As such, there are six confederations present: <i>Asbhag, Brygath, Gathmarig, Odhriag, Kykurla, and Sogoth</i> . Most ride small, sturdy, hairy horses. Beasts related to those found on the northern plains of Rhûn. They are well-suited to the climate of northern Eriador.											
Footmen/10000	Mix of Men	2	40	Ch/13	20	Y	N	50bs	50sb	0	Warriors.
Rugged but poorly trained and lightly motivated infantry.											

URUK-ENGMAIR (Angmar's Orcs)											
The vast majority of the Witch-king's war host is made up of Orcs (S. "Yrch"). This is a loose collection of nine Yrch tribal confederacies which contains over thirty tribes, many of whom are at war with one another. Twelve are arrayed along the Arthedain frontier: <i>Askhai, Bagronkuz, Durbalag, Foulgum, Kurkum, Lughoth, Snagoth, Thrakburzum, Ulogarûm, Uroth-burn, Urughâsh</i> , and the elite <i>Uruk-afag</i> .											
Askhai/1200	Orc	3	45	No/3	35	Y	N	65sc	20sp	5	Warriors.
Many use spears in melee.											
Bagronkuz/1500	Orc	2	44	SL/6	25	Y	-/L	50sc	30sb	5	Warriors.
A large but poor tribe.											
Durbalag/1200	Orc	2	42	RL/9	25	Y	N	45sc	40sb	5	Warriors.
They favor lamb above all delicacies.											
Foulgum/900	Orc	3	50	Ch/16	25	Y	(A/L)	60ma	20sp	-5	Warriors.
Some use spears in melee. They have an uneasy peace with the Lughoth.											
Kurkum/600	Orc	3	60	Ch/16	20	Y	(A/L)	60sc	50sp	0	Warriors.
Some use 2-hand swords. They are at war with the Askhai.											
Lughoth/2400	Orc	2	35	No/3	35	Y	N	50sc	20sb	5	Warriors.
They are known for immediately blinding prisoners.											
Snagoth/1500	Orc	2	45	Ch/13	20	N	L	45po	50ja	5	Warriors. Some use poisoned spears.
Thrakburzum/750	Orc	2	43	PL/17	25	Y	A/L	50ha	25sb	0	Warriors.
Superb armorers, they live in and around Mount Gram, just north of Rhudaur.											
Ulogarûm/810	Orc	4	80	Ch/13	25	N	L	80wh	75sb	5	Warriors.
A particularly brutal tribe known for its cannibalistic ways.											
Uroth-burn/720	Orc	4	75	Ch/15	30	Y	(A/L)	80sc	65sp	5	Warriors.
Highly mobile, their Wolf-riding parties travel the highlands between Forocbel and Arthedain. They are the most aggressive of Arthedain's evil neighbors.											
(Wolf mounts)	White-wolf	3	95	SL/3	35	N	-	70Lbi	-	30	
Very fast; if ridden or in snow, fast.											
Urughâsh/630	Orc	2	45	SL/7	20	Y	-/L	40sc	30sb	0	Warriors.
They are the most prone to raid along the southern Arthedain frontier.											
Uruk-afag/300	Uruk-hai	8	110	PL/19	40	Y	(A/L)	105bs	90cb	15	Warriors.
They are the local War-lord's elite troops and try to impose order among the other tribes.											
Wargs/10	Warg	5	150	SL/4	30	N	-	80Lbi	LC160	30	
Very fast and vicious.											
TËREG FORMEN (Trolls of the North)											
Hilketereg/24	Toroglos	14	181	RL/11	35	N	(A/L)	160ml	120sp	10	Warriors.
Nocturnal Snow-trolls, servants of the Witch-king, live in caves south of the Ice Bay. Use Large Creature Critical Tables.											
Sharkal/36	Torogamon	11	153	RL/11	20	N	(A/L)	120cl	100Rock	5	Warriors.
Stupid, but battle-trained Hill-trolls, they are effective at night. Use Large Creature Critical Tables.											

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile/ Secondary	Mov M	Notes
DAGARIM ARAN (Royal Army)											
The Royal Army counts some 910 soldiers and field commanders, all organized under the King, Crown-prince, and the royal staff (see Sec. 6.0). This includes 810 Warriors, 90 Knights, and 10 older Knight-commanders. The basic unit is a 10-man Degir composed of 9 Warriors and led by a Knight. Nine Degir form a 90-man Naudag, which is commanded by an Old Knight. Within each Naudag is a mix of three cavalry Degir and six infantry Degir, allowing the unit tactical flexibility. This is crucial, since an Arthedain Naudag generally marches alone and often serves as its own independent force. Given the great burdens on the Royal Army, it rarely is at full strength or fights as a whole. When it does, it contains ten Naudag, 10 times of relative quiet only a third of each Naudag is on active duty (one Degir of horsemen and two of footmen).											
Royal soldiers wear black armor and a black surcoat emblazoned with the Seven Stars of the North. Their black, leather-faced shields are also embellished with the symbol of Arthedain, seven six-pointed stars arranged in a circle. Rank is determined by the color of a man's helm, plume, and bannerette. Royal Warriors have black helms, two black wing-plumes, and black spear or lance bannerettes, upon which they place their family emblems. Royal Knights wear dark blue, while their Old Royal Knight superiors are adorned in silver. The Royal Knights of the War Circle don unique helms and maintain bannerettes peculiar to their house and line. Princes, of course, are allowed completely distinct liveries, although black armor is required.											
Condager/10	Dûnadan	15	165	PL/19*	45	Y10	(A/L)	160ss*	165cp*	10	Warriors.
Princes (S. "Irni") and Wise Knights (S. "Requain Hail"). Each knows one base Arminist list (to 10th lvl), has 30 PP (x2 x15), and wears a Ranger's Ring (+2 spell adder). Their +5 black plate mail wears as AT 10. They carry +10 oval shields, +10 Short Swords (ikit) of Orc-slaying, colored lances, long swords (enki), and have four loyal War-horses (only two of which accompany them, and only one of which is armored at a given time).											
(War-horses/40)	Great-horse	4	170	SL/3	30	-	-	1Tr70	-	30	Heavy-horse.
Yet very fast. When armored they are merely fast and have a +10 MM bonus, but they defend as AT 15 (-10).											
Arequain laur/10	Dûnadan	13	150	Ch/15*	50*	Y10	(A/L)	145bs*	150cp*	15	Warriors.
Each commands a unit of 90 called a <i>Naudag</i> (plur. <i>Naudig</i>). They are old or experienced Knights, men still fit and witty, who wear silver helms and carry +10 round-shields and +10 weapons, including a lance, spear, and short sword (eket). Most are fluent in four languages: Westron, Sindarin, Adûn ic, and Dunadl.											
(War-horses/30)	Great-horse	4	160	SL/3	25	-	-	1Tr65	-	25	Heavy horse.
Extremely durable and fast. Only one is taken on campaign. One is stabled near Fornost and the other is stabled at the Knight's home.											
Arequain/90	Dûnadan	10	130	Ch/15*	45*	Y5	(A/L)	130bs*	135cp*	15	Warriors.
Basic Royal Knights, they command nine Ohtari, a unit called a <i>Degir</i> (plur. " <i>Digir</i> "). They are distinguished from the Arequain laur by their black helms and larger +5 round-shields. Each owns but 100 horses.											

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile/ Secondary	Mov M	Notes
(War-horses/180) Great-horse 4 155 SL/3 25 — — LTr60 — 25 Heavy horse. Durable and fast. Only one goes on campaign with his Knight.											
Ohtari Ryhn/270 Eriadoran 4 75 Ch/14 35 Y5 -/L 85ml 80cp 10 Warriors. A mix of Dúnedain and mixed-blood Eriadoran folk. Superbly trained, they are fine horsemen and adept bowmen. Their black chain shirts have shoulder and sleeve modifications suited to archers. They rotate duty and one third of the 810 Ohtari are assigned to the cavalry (Ohtari Ryhn) in a given year. A mounted Ohtari uses a lance and a longsword (anket) as his primary tools. They carry two daggers and a shortsword (eket).											
(Horses/360) Hairy Midhorse 3 145 SL/3 20 — — LTr50 — 20 Medium horse. Tough and fast, they operate effectively in the North. A third of these horses are kept as a replacement reserve.											
Ohtari/540 Eriadoran 4 75 Ch/13 40 Y5 N 85ss 90cp 10 Warriors. A mix of Dúnedain and mixed-blood Eriadoran folk. They are equipped as their mounted counterparts, but carry a spear instead of a lance, make frequent use of their bows, and favor shortsword rather than longsword tactics.											
DEGARIM ERETER (Noble Armies) Each Daggrim Ararar is a unique assemblage. Some are nearly as large and well-organized as the Royal Army, while others are little more than uniformly outfitted war-bands. Thus, their structures, equipment, and tactics vary, although most resemble the Royal Army in some way. Each displays the Seven Stars of Arthedain as a show of loyalty, and their soldiers wear the symbol on the chest of their shirt or surcoat, just as with the King's troops. In some cases, only color distinguishes a fighter in a Noble Army from his Royal counterpart. The Eketa House, for instance, fields an army which uses white surcoats emblazoned with red stars (see cover art), yet otherwise perfectly mimics the look of the Daggrim Aran.											
Roeerter/7 Dúnedain 15 162 Pl/19* 50 Y15 (A/L) 165bs* 160cp* 10 Warriors. The seven Roeerter (S. "High Nobles") rule the Great Houses of the Arthedain. Each is equipped in a princely manner and generally knows one open Channeling list (to 5th level). Most have a Ranger's Ring which is a x3 spell multiplier, leaving them with 90 PP (x3 x2 x15). Occasionally, they command the allegiance of one or more lesser Nobles.											
(War-horses/28) Great-horse 4 170 SL/3 30 — — LTr70 — 30 Heavy horse. Yet very fast. When armored they are merely fast and have a +10 MM bonus, but they defend as AT 15 (-10). Each of the Great Lords has four, two of which go on a given campaign.											
Erer/56 Dúnedain 12 149 Pl/19* 40 Y10 (A/L) 140bs* 140cp* 5 Warriors. Arthedain's Nobility, they rule the fifty-six Lesser Houses. They are typically equipped in the fashion of the Arequain (aur of the Royal Army).											
(War-horses/112) Great-horse 4 155 SL/3 25 — — LTr60 — 25 Heavy horse. Durable and fast. Only one goes on campaign with his Knight.											
Requain/210 Dúnedain 7 105 Ch/15* 40 Y5 (A/L) 110bs* 105cp* 10 Warriors. Typical Arthedain Knights, they command formations of either nine (140 units) or eighteen (70 units) Fighters (S. "Rhivilir"). They wield a +5 war-lance and a shortsword (eket), in addition to their longsword.											
(War-horses/360) Great-horse 4 155 SL/3 20 — — LTr60 — 20 Heavy horse. Durable and fast. Only one goes on campaign with his Knight.											
Rhivilir/360 Eriadoran 3 53 Ch/14 40 Y5 -/L 75sp 80cp 10 Warriors. Typical mounted Fighters, they make up one-seventh of the whole of the Rhivilir. Each carries a round-shield in lieu of the infantry oval-shield and makes use of the spear as the primary melee weapon. They also carry a longsword (anket) and a shortsword (eket). They are organized like the footsoldiers, and it is rare for more than a third of them to be on active duty unless a war is a hand.											
(Horses/520) Hairy Shorthorse 3 145 SL/3 15 — — LTr50 — 15 Medium horse. Fast and relatively rugged, these long-haired beasts work effectively in the North. A quarter to a third of these horses are kept as a replacement reserve.											
Rhivilir/2160 Eriadoran 3 53 Ch/13 35 Y N 75ss 80cp 10 Warriors. Fighters are drawn from their home territories, the lands owned or claimed by the House to which they pledge loyalty. They are organized into units of nine (a Degir) or eighteen (an Adhegir). One in seven is composed of cavalrymen (see above). In times of relative quiet, it is rare for more than a third of them to be on active duty.											
Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile/ Secondary	Mov M	Notes
C. AURHOIH-I-BOMAYNEE (Bomaynee's Bandits) Roepuran/9 Northman 4 57 No/1 20 N N 75ha 75lb 20 Rogue/scouts. (N. sing. "Roepur"). Disenchanted Northmen, they control the illicit activity around Rood in the early Fourth Age. Their leader is the thug Comaynee. Four have 8PP; five have 4PP; all possess a x2 spell multiplier (cloak-pin), and they each know one open Channeling spell list (to 5th lvl). (See Sec. 10.6.)											
GAURHOTH-I-INGORATH (Dongorath's Bandits) Gwelch/4 Eriadoran 4 57 RL/9 20 N N 70ma 75lb 20 Rogue/scouts. (Dui. sing. "Gwelch"). Northmen and Dunmen (ca. 1640), they were once mercenary residents of northern Arthedain. Each has 4PP and a +2 spell adder (bracelet), and they each know one open Channeling spell list (to 5th lvl). (See Sec. 10.3.)											
Theldr/8 Eriadoran 3 53 RL/10 35 Y -/L 75ha 70sb 10 Warriors. Dunmen and Dunish Hillmen from the Rhudaur area, they (like the Gwelch) serve the Black Ranger Dongorath. Most use low lvl poisons and carry +5 throwing axes. (See Sec. 10.3.)											
EDAIN-I-MALBORN (Malborn's Men) Warrior Monks/2 Dúnedain 6 68 No/1 35* N N 45ss 75da 25 Warrior Monk/scouts. They are Malborn's loyal bodyguard. Each has 12 PP (x2 x6) and a +3 spell adder (neckband) which has a 50% chance of foiling neck criticals. They know 1 open Essence spell list (to 5th level). They have 9th rank ambush skills. (See 11.1 at #8.)											
Gumdr/12 Eriadoran 4 60 Ch/13 55 Y N 80bs 75cp 15 Warriors. Loyal to Malborn, but not fanatically so. Each carries a shortsword and two +5 daggers in addition to his longsword (anket). (See Sec. 10.1 and 11.1.)											
LOSSOTH Shanen/4 Lossadan 5 44 SL/4* 40 Y (-/L) 45sp* 50sp* 15 Animists. These holy women are rugged and exalted spiritual leaders. They believe they cannot be killed and cannot be stunned (be it magic or their being, they ignore stun results, but not the other crit. results). They are the arbiters of their people's conservative folkways. Each wears magical sealskin armor (AT 4) and carries a +20 Ice-drake horn spear (of slaying Ice-drakes) which can be thrown without a range penalty. Each knows 6 base Animist lists (to 10th lvl) and 3 closed Channeling lists (to 10th lvl). They have 15 PP (x3 x5) and a +4 spell adder (earring). (See 10.5.)											
Hunters/96 Lossadan 3 51 RL/7 10 N (A/L) 65sp 70sp 10 Warriors. These superb hunters have +50 tracking bonuses. Their spears serve as harpoons which stick into a foe or his protective covering with any critical result (unless specified as a carrythrough or glance; foe then at -50 unless spear or laden cover disposed; 2-20 lds to remove). Most carry -10 handaxes, and many have +5 bolas. (See 10.5.)											
II (IBBIS) Caril/300 Kuduk 2 33 RL/9 45 Y N 60ss 60sb 20 Warriors. This heavy is based on the ancient Houseguardor <i>Hidokari</i> of the thic tribes. Basically, it's every able-bodied fellow.											
* — Armor or weapon is magical or specially made. Codes: The statistics given describe each type of combatant. Some of the codes are self-explanatory: Race, Lvl (level), Hits, Sh (Shield), and Mov M (Movement and Maneuver bonus). For descriptions of the more complex statistics see The Master NPC Chart, 12.2. Note: Uruk-hai and Olog-hai can operate freely in daylight. Lesser Orcs (Yrch) fight with a subtraction of -100 in true 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. Stone-trolls turn to stone in real or magical daylight. Other lesser Trolls operate as lesser Orcs.											

12.4 MASTER NPC CHART

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Post T.A. 1050										
Cirdan	60	120	No/1*	100	Y20	N	120sp*	90lb*	20	Animist. Sindar shipwright and Lord of the Grey Havens. Possesses all base Animist lists, open and closed Channeling lists (to 10th lvl), and base Astrologer lists (to 10th lvl). Cirdan's necklace is a x7 PP spell multiplier and he has 1260 PP (x7 x3 x60).
Gandalf	35(70)	200	RL/12*	100	N	N	140bs*	15sp/da	25	Mage. Maiar Wizard (Istar). Carries staff: x9 PP, +30 DB, +30 for spell attacks, and capable of casting a Beacon or 300' R. Utterlight spell. He has 945 PP (x9 x3 x35). Also wields +30 broadsword Glamdring. Wears Robes of Aman. Possesses use of all Mage lists (to 30th lvl), open and closed Essence lists (to 20th lvl), together with Mind Speech and Mind Visions (to 10th lvl). (See Sec. 9.0 for more detail, particularly for late Third Age data.)
Witch-king	60	160	PI/20*	120	N	N	180th*	90cp	30	Sorcerer. Lord of the Nazgûl and Wraith-king of Angmar (after T.A. 1300). Undead Black Númenórean King. Uses all base Sorcerer lists (to 60th level and all base Mage and base Ranger lists to 10th level. He has 1000 PP (x6 x3 x60) and bears two primary weapons: (1) a +30 flaming long sword, which delivers an equivalent beat crit. when it delivers a crit. strike and also shatters weapons that parry its blows (RR vs. 60th lvl); and (2) a +30 Mace of Elf- and Man-slaying, which also delivers a 60th lvl "Slow Death" curse (victim dies in 1-100 weeks).

T.A. 1409										
Arveleg I	28	170	PI/19*	60*	Y15*	N	190ss*	195cp*	10	Warrior. Eighth King of Arthedain. Wields the White-bow, a magic (+25) hollow steel composite bow; has a pair of +20 mithril (Ithilnaur) short-swords (sing. "Eket;" plur. "Ikit"). Wears armor of black scale plate and mail with circle of seven white six-pointed stars emblazoned on the chest.
Burnzow	13	185	RL/11	50	Y	(A/L)	150wh*	100ro	0	Warrior. Cave-troll. Chieftain of the Sharkhai. Wields +15 war hammer. Uses Large Creature Criticals. (See 10.1.)
Malborn	25	70	No/2	70*	N	N	85ss	30da	15	Seer/animist. This vain Seer calls himself Ar-Eion and favors brightly colored (+15) robes. His red Under-robes of Tyrm-morio add +40 to his DB (only when worn with other robes, i.e., AT 2). Malborn carries a 3' Wand of Fear which casts Images of Death into the minds of all within a 30' R. (x3/day). His gold ring is inset with a red crystal and serves as both a -7 and a x3 PP device. He resides at High Malborn (see 10.1). He has 225 PP (x3 x3 x25). (See 10.1.)
Strulug	9	100	Ch/14	30	Y10	A/L	105sc	90sb	5	Warrior. Urûk chieftain of the Urughâsh tribe. (See 10.1.)

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
T.A. 1640										
Arveleg II	25	163	PI/19*	55*	Y15	N	170ss*	175cp*	10	Warrior. Tenth King of Arthedain. Carries trappings of the line of the North (see Arveleg I), except that his armor is of deep blue.
Blanco	6	63	SL/5	40	Y	N	75ss	60sb	25	Warrior. Adventurous Hobbit of Fallohide tribe. Younger brother of Marcho and co-founder of the Shire.
Bondan	9	121	Ch/15	45*	Y10	(A/L)	120ss	130cp	15	Warrior. A Captain in the Royal Guard assigned to the frontier. He wears +5 chain mail which wears as AT 13. (See 10.3.)
Dungorath	8	81	RL/9	50*	Y10	N	85bs	90lb	20	Ranger. Renegade Dunadan in the pay of the Witch-king. His carries a +10 target shield which, upon command (x1/day at 1 min./lvl), absorbs light within 3' and does not reflect it back, thereby creating a large Shadow (+25 DB, +50 DB or right) from which he can still see out of. His armor wears as a wool shirt and he has a silver bracelet which is a x2 PP spell multiplier. He knows 4 base Ranger lists (to 10th lvl) and has 32 PP (x2 x2 x8). (See 10.3.)
Feldas	5	52	RL/5	30	Y5	N	80ss*	85lb	5	Rogue/scout. Traitorous Dunish supply agent, originally from Rood. Feldas wears a Cloak of True Invisibility which can (upon verbal command) shroud both his appearance and his presence for 1 min./lvl/day. His +5 short sword (which is fitted with a hollow which contains three 3rd lvl doses of the poison Kly; a dose is used if a target is struck, and injected if a crit. is delivered. (See 10.3.)
Jo-nag	4	64	SL/5	10	N	N	85ha	80sb	10	Warrior. Dunish Hillman, owner of Seven Stars tavern in Fornost. Wears heavy shirt, his armor of old, and carries an axe and dagger, both poisoned with Larkforin.
Marcho	7	70	SL/5	45	Y	N	70ss	65sb	30	Rogue/scout. Chieftain of Fallohide tribe of Hobbits. Co-founder of the Shire.
Marl Tarma	18	124	Ch/13*	60*	Y15	N	125ss*	120cp*	15	Ranger. Captain of the Rangers, Court Advisor, and member of the Tarma House. He wears dark blue chain which does not interfere with spells and bears a High Ranger's Ring (x3 PP multiplier). Tarma knows 5 base Ranger lists to 20th level and has 162 PP (x3 x3 x18). His silver inlaid, black steel helm is shaped like a Bear-head and has a Jewel of Stunning set in each eye socket, just above his brow (1 victim/rd must make RR vs. 10th lvl spell; range 10'; instantly x7/day). (See 10.2.)
Rulthak	6	80	Ch/14	35	Y	A/L	90sc	70sc	10	Warrior. Urûk King of the Uroth-burn Orc tribe.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
T.A. 1974										
Aranarth	18	119	Ch/13*	65*	Y15	N	120ss*	125cp*	15	Ranger. Crown-prince of Arthedain and Lord Commander of the Royal Army; eldest son of King Arveleg. First Chieftain of the Rangers of the North. Possesses a +20 black adarcer Troll-slaying shortsword, and a +20 composite steel bow. Wears +20 black mail shirt beneath deep green garb. He scoffs at the use of leg greaves. Aranarth knows 6 base Ranger lists (to 20th lvl) and 1 open Channeling list (to 10th level). The white Stone of Adamant, which forms the center star of the Seven Stars on the forehead of his black helm, is a x4 spell multiplier and allows him two powers: (1) he can move without leaving footprints whenever he desires; and (2) he can act as hasted, moving twice normal speed without penalty for 1 rd./lvl/day. He has 144 PP (x4 x2 x18).
Anaras	7	79	Ch/13*	40*	Y5	N	80ss	85cp	10	Ranger. Traitorous Arthedain, a member of the Rangers of the North. Wears a Ranger's Ring, a +3 spell adder, and has 14 PP (x2 x7). His armor wears as if organic. He knows 3 base Ranger lists (to 10th lvl).
Arvedui	24	159	PI/17*	60*	Y15	N	165ss*	170cp*	10	Warrior. Foretold to be the last King of Arthedain. Wears +5 black helm and +10 breastplate, each emblazoned with the Seven Stars of the North. Bears trappings of his line (see Arveleg I above).
Bacca	6	64	RL/10	50	Y	N	90ss	90sb	25	Warrior. Chieftain of the Marish in Eastfarthing. Founder of Oldbuck (K. "Zaragamba") family.
Malbeth	28	77	No/2	45*	N	N	70ss*	35da*	10	Seer/animist. Dunadan Lord Seer, High Counsel to the King, and master of prophecy. Wears +30 black robes embellished with the symbol of the White Orb, an emblem related to both the Palanir and the "Followers of Mandos." Malbeth carries a +25 black steel and mithril (Ithilnaur) shortsword and a +15 Dagger of Returning (100' range; no range penalty). He has 84 PP (x3 x2 x8) and a +7 spell adder, the Ring of Doom, a terrifying device which allows Malbeth to cast dark Bolts of Doom 3x a day (100' range). The black orb set in the ring emits a shadowy projection; victims are struck with a +35 lightning bolt, but their closest loved one (within 900 miles) receives the damage and the victim receives the image of the target's affliction; the victim must also make an RR, with an 01-50 failure resulting in 1-10 tds of stun (no parry) effect, and a 51+ failure resulting in victim's unconsciousness for 1-100 days. A Master of the Palanir, Malbeth knows 14 open Channeling, closed Channeling, and base Seer (animist) lists (to 20th lvl), and 7 such lists (to 10th lvl).
Rogrog	20	220	RL/11	40	Y	(A/L)	200ma*	140ro	10	Warrior. Very intelligent Olog who serves as Warlord of Witch-king's Orc armies. Employs +20 red steel Mace of Firebolts (120' range; x3/day). Uses Large Creature Criticals.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
T.A. 2941										
Bilbo Baggins	9	72	Ch/17*	75	Y	N	95ss*	60da	30	Thief/scout. Owner of Bag End near Hobbiton, in the Shire. Hobbit-adventurer who carries Elf-dagger ("Sting") equivalent to a +15 ss, which glows with a blue light within 1000' of an Orc. (The gleam is strong up to 100', slight from 101-500', and quite dim at 501-1000'.) Wears Mithril-mail (AT 17, +20 DB). Ringbearer and veteran of the Battle of Five Armies. (All data from post Erebor Quest.) Prior to Erebor Quest he is 2nd level and without magic items.
Shagrug	9	125	Ch/16*	20	N	A/L	120ba*	100ja*	10	Warrior. Uruk King of the Uroth burn tribe. Bears +15 adamant equipment.
Thorion	28	170	Pl/20*	60	Y10	(A/L)	195ha*	140hcb*	5	Warrior. Dwarf-king, dwarf Lord of Durin's Folk and ruler of exiled Dwarves in the Blue Mountains. Wears magic chain mail and carries a round-shield.
T.A. 3018-20										
Aragorn II	27	180	No/1*	60	N	N	185ss*	180lb*	30	Ranger. Chief of the Rangers of the North. (A.k.a. "Strider.") Secretive heir to combined throne of Arnor and Gondor. Wears brown and green garb, and Cloak of the Valacopa (+30 DB). Bears shards of broadsword <i>Narsil</i> (equiv. +30 ss) until T.A. 3018, when they are reforged into +50 sword <i>Andril</i> (which adds +15 more to his OB, and is possessed of both a red Orc-slaying flame and a white Undead slaying flame, each with a +20 add to the crit roll). Knows all Ranger base lists (to 20th lvl), closed channeling healing lists (to 10th level) and Animal lists (to 10th lvl). His bone ring is a x4 spell multiplier and he has 324 PP (x3 x4 x27). (See Section 9.0 for more details.)
Bill Ferny	4	41	SL/5	45	Y	N	65ss	60sb	20	Rogue/scout. Bree-lander of Dunlending blood. Known to frequent taverns and casually fall into bad company.
Frodo Baggins	12	79	Ch/17*	45	N	N	120ss*	95da*	25	Rogue/scout. Stalwart Hobbit, young cousin of Bilbo Baggins and resident of Bag End near Hobbiton (in the Westfarthing of the Shire). Carries family heirlooms (see Bilbo above). Ringbearer and veteran of the War of the Ring. (All data from post Ring Quest.) Prior to Ring Quest he is 3rd level.
Lotho	5	47	Ch/13	30	Y	N	80ss	70sp	10	Rogue/scout. Pipe-weed farmer from Southfarthing in the Shire. Hobbit of Sackville-Baggins family who is prone to pimples and given to bouts of greed and envy.
Sharkey	50(12)	90	No/2	40	N	N	100bs	25sp	10	Mage. Fallen Maiar Wizard (Saruman), Pipeweed addict. Now tormented by his own failure and embittered about his defeat, he is a withered version of his past and has use of only 12 (12 x 1) of his usual 1500 PP (150 x 10). Sharkey seizes control of the Shire in T.A. 3019 by backing the rise of Lotho Sackville-Baggins. He possesses all Astrologer and Alchemist base lists, as well as the Mage base lists called Fire Law and Light Law. He also has use of Calm Spirits, Illusions, and Spirit Mastery lists. He carries a staff which gives a +30 to his DB, and allows a +20 bonus for spell casting.
Will Whitfoot	5	50	RL/10	15	Y	N	60ss	50sb	-10	Rogue/scout. Corrupt mayor of Michel Delving and preeminent Shire Chief from T.A. 3013 through F.A. 7. Deposed and imprisoned by Lotho's henchmen in T.A. 3019.
Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
After F.A. 1										
Lencasee	5	19	No/1	5	N	N	25da	5da	5	Lay healer/animist. A crazed and abused lay healer, he is a worn version of his former self. He can use but 10 of his original 15 PP (x2 x5), but he has a +4 spell adder (bracer). He also possesses 1-5 doses of each of the local healing herbs. He knows 5 base Lay Healer (MERP Animist) lists (to 10th lvl) and 2 open Mentalism (MERP Open Channeling) lists (to 10th lvl). (See 10.6.)
Bomayee	6	67	Ch/13	40	Y5	N	105bs	100lb	10	Rogue/scout. Dunlind leader of a gang of thugs based around Rood. His magic Wood-cloak allows him to take on the appearance of any wood he touches, so long as he concentrates (1 rd prep.); when against a large wood surface this usually results in a +50 or more hiding bonus. He knows 1 open Essence list (to 5th lvl) and has 6 PP; he also possesses a +3 spell adder (ring). (See 10.6.)
Elrassar	36	185	Ch/19*	75*	Y25	A/L	200bs*	180lb*	20	Ranger. King of the Reunited Kingdoms of Arnor and Gondor, he has adopted the Quenya name <i>Telcontar</i> for his family. (A.k.a. Aragorn II Strider, the Renewer, Wing-foot, and Longshanks.) Wears black Mithril-mail tunic (equiv. = AT 14), a +15 gold inlaid silver belt with seven jewels (the largest being the detachable Star of Elendil inset at the brow), and a black surcoat emblazoned with the symbol of the Two Kingdoms (Gondor's White Tree, encircled by a silver version of Arnor's Seven Stars, and topped by the silver Crown of Elendil). His Ring of Barahir is a x6 PP spell multiplier and is a 70th lvl Ring of Dragon-warding, enabling him to force Drakes (who fail an RRI to return home indefinitely and fear the place assailed). He has 648 PP (x3 x6 x36). (See Section 9.0 for more details.)
Grimk	5	75	RL/8	5	N	(A/L)	85sp	90sb	5	Warrior. A Lossadan hunter. He wears bone-lined Bear-skin armor. (See 10.5.)
Gromk	4	63	RL/8	10	N	(A/L)	75sp	80sp	10	Warrior. Lossadan hunter. Father of Grimk. His spear is poisoned with <i>Folsereg</i> . (See 10.5.)
Earth Dubad	7	82	Ch/13*	45*	Y10	N	110mm	100ha*	15	Rogue/scout. Dunlending frontiersman who carries a throw and return bendaxe (x7/day; 70 range; no penalty). He knows one open Channeling list (to 5th lvl) and has 7 PP (x1 x7), although his neckguard is a +3 spell adder. His chain-shirt, stolen from a wounded Angmaran Ranger, does not affect spells. (See 10.5.)
Lurshras	5	75	Ch/13	35	Y	N	80sc	90sb	10	Warrior. Young, brutal chieftain of the western remnants of the Urogash Orc tribe.
Merry	8	71	Ch/13	20	N	N	95ss	80sb	20	Rogue/scout. Master of Buckland (F.A. 13-64) and Counsellor of the King of Arnor (F.A. 14-64). His real name is Meriadoc Brandybuck (K. " <i>Kallmac Brandagamba</i> "), descendant of Bucca Oldbuck. Friend of Frodo Baggins, he is a tough, adventurous Hobbit from Buckland in the East March of the Shire. Veteran of the War of the Ring. (All data from post Ring Quest.) Prior to Ring Quest Merry is but 2nd level.
Pippin	8	63	Ch/13	30	N	N	85ss	95sb	30	Rogue/scout. From F.A. 14 through F.A. 64, he is the thirty-second Thain of the Shire and Counsellor of the reunited North Kingdom. Real name Peregrin Took (K. " <i>Tuk</i> "), he is a curious sort who hails from Tookland in the Shire's Westfarthing. He is a close friend of Merry and Frodo. Veteran of the War of the Ring. (All data from post Ring Quest.) Prior to the Ring Quest Pippin is only 2nd level.
Zevcoe	5	29	No/1	10	N	N	20da	15da*	10	Lay healer/animist. A mean and often evil apothecary who possesses 1-5 doses of each of the local poisons. He has 15 PP (x3 x5), and a +4 spell adder (spoon) which can be thrown as poisoned Dagger of Returning. He knows 5 base Lay Healer (MERP Animist) lists (to 10th lvl) and 2 open Mentalism (MERP Open Channeling) lists (to 10th lvl). (See 10.6.)
Rugrul	15	200	RL/11	35	N	(A/L)	175n*	120ro	5	Olog leader of the remaining Uroth-burn. Since Sauron's passing, he has had trouble going out into the daylight. He wields a +10 Nail of Elf-slaying and uses Large Creature Criticals.
Sam Gamgee	9	77	Ch/13	45	Y	N	85ss	70sb	20	Thief/scout. Mayor of the Shire (F.A. 7-56) and resident of Bag End, the Baggins estate given to him by his friend Frodo. A Ringbearer and veteran of the War of the Ring, he is known for his unwavering honesty, loyalty, and unselfishness. A gardener by trade, Samwise comes from the Gamgee family of Gamwich (K. " <i>Galabas</i> ") and Tighfield in the Shire's Westfarthing. In Kuduk he is called <i>Bana-zh Galbasi</i> . (All data from post Ring Quest.) Prior to the Quest Sam is a 2nd level landscape artist.
Thelas Bro	11	54	No/1	45*	Y5	N	70bs	65tb	15	Bard/animist. Semi-retired Eriadoran Northman trader. He wears a x2 Spell Ring and has 44 PP (x2 x2 x11). Possesses knowledge of 5 base lists (to 10th lvl). (See 10.5.)
* = Armor or weapon is magical or specially made. Codes: The statistics given describe each NPC; a more detailed description of some of the more important NPCs can be obtained from the main text. Some of the codes are self-explanatory: Lvl (level), Hits, Sh (Shield), and Mov M (Movement and Maneuver bonus). The more complex statistics are described below. A parenthetical reference indicates that the NPC possesses an equivalent device or spell. AT (Armor Type): The two letter code gives the creature's MERP armor type (N = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent Rolemaster armor type. DB (Defensive Bonus): Note defensive bonuses include stats and shield. Shield references include quality bonus (e.g., "Y5" means "yes, a +5 shield"). Gr (Greaves): "A" and "L" are used to indicate arm and leg greaves respectively. OB's (Offensive Bonuses): Weapon abbreviations follow OBs: fa=falchion, ss=short sword, bs=broadsword, sc=scimitar, th=two hand sword, ma=mace, ha=hand axe, wh=war hammer, ba=battle axe, wm=war mallet, cl=club, qs=quarterstaff, da=dagger, sp=spear, ml=mounted lance, ja=javelin, pa=pole arm, sl=sling, cp=composite bow, sb=short or horse bow, lb=long bow, lcb=light cross bow, heb=heavy crossbow, bo=bola, wp=whip, is=throwingstar, hb=halbard, ro=Rock (Large Crush). Animal and unarmed attacks are abbreviated using code from The Master Beast Chart. 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.										

12.5 MASTER ENCOUNTER CHART

	Rannas Formen@	Talath Mull	Eredorath	Forthel	Northern Cardolan	Numeriadur	Rural Arthedain	Urban Arthedain
Encounter								
Chance of Encounter	15%	10%	25%	7%	10%	5%	5%	5%
Distance (in miles)	10	3	15	7	20	10	5	15
Time (in hours)	4	8	2	8	4	8	4	1
Arthedain Site:	01-03	01-02	01-05	—	01	01-02	01-10	01-20
Barrow-grave*	04	03	06	01-02	02-04	03	11-12	—
Dunnish Site*	05	—	07-09	—	05-10	—	13-14	21-25
Edain Ruin*	06	04-05	10-11	03	11-12	04-06	15-17	26
Elven Site*	—	06	—	—	13	07-09	18	27
Eriadoran Site**	07-08	07-08	12	04	14-15	10-15	19-22	28-30
Lair*	09-11	09-12	13-15	05-10	16-18	16	23	41
Lussoth Site*	—	—	—	11-20	—	—	—	—
Outdoor Trap*	12-13	13-14	16	21-24	19	17-18	24	—
Bats	14-15	15	17-19	—	20-2	19	25	—
Black Bears	16-19	16-21	20-21	25	23-26	20-25	26-27	—
Cave-trolls	20-22	22-23	22-24	26	27-29	26	28	—
Deer	23	24-27	25-26	27	30-34	27-31	29-31	—
Demon-whale††	—	—	—	28-30	—	—	—	—
Dumbledoor††	24	—	27	31-32	35	—	32-35	—
Elk	25-26	28-29	28	33-34	36-37	32-35	36-38	—
Forest-trolls††	27-28	30	29	35	38-40	36	39	—
Gorcrows	29-32	31-32	30-32	36	41-43	37	40-41	42
Hill-trolls	33-41	33-38	33-40	37-38	44-46	38	42-43	—
Ice-drake††	—	—	—	39-41	—	—	—	—
Lostrandir	42-47	39-48	41-43	42-60	47	39-45	44-47	—
Mewlips††	—	—	44	61-62	48-49	—	48-50	—
Moose	48-50	49	45	63-64	50-51	46-51	51-55	—
Neekerbrecker††	51-52	50-51	46-47	65-69	52-54	52	56-58	—
North-bears	53-55	52-56	48-49	70-79	55	53-54	59	—
Snow-trolls††	56-57	57-59	50	80-84	—	55	60	—
Wargs	58-61	60-62	51-53	85-87	56-57	56	61	—
Wight, Minor	62-63	63	54-55	88	58-61	57	62-63	43
Lesser	64	64	56	—	62-64	58	64	44
Major††	—	—	57	—	65-66	—	65	—
Wolves	65-75	65-74	58-65	89-93	67-72	59-62	66-68	45
Other creatures**	76-77	75-76	66	94	73	63	69	46
Bandits	78-79	77	67-69	—	74-77	64	70	47-50
Normal Orc Patrol††	80-84	78-80	70-74	95	78-79	65	71	—
Larger Orc Group††	85-86	81	75-76	—	80	—	—	—
Normal Patrol††	87-90	82-84	77-82	96	81-85	66	72	—
Scout†††	91-96	85-95	83-94	97-98	86-94	67-70	73-80	51-53
Elite Unit†††	97-98	96	95-97	99	95-96	71	81-83	54-60
The Witch-king††	99	—	98	—	97	—	—	—
General folk @ @	—	97-98	99	—	98-99	72-99	84-99	61-99
Other beings***	00	99-00	00	00	00	00	00	00

* These encounters often require specific geographic or cultural conditions, and the GM should reroll in cases where they clearly cannot appear. They may involve unmapped and/or unoccupied locations such as ruins, thief-holds, camps, residences, etc. Edain sites are necessarily quite ancient.

** The GM may reroll or, ideally, determine the type and number by referring to a general creature listing, such as *MERP* chart SE-2 (p. 88-89) or *Arms & Law* charts 11.52 and 11.62. When referring to such a general listing, roll once to determine if the encounter is with an animal or a monster (e.g., 01-80 results in animals; 81-00 means in monsters). Then roll again and count down from the top of the chart to determine the specific type of creature. Note that some types (e.g., monsters from a non-Middle-earth mythos) may be inappropriate, and another roll can be made.

*** The GM may reroll or, ideally, construct an encounter with a unique group or individual, such as a figure of note (e.g., Gandalf).

† Eriadoran sites include Riverman camps (usually the case along the course and tributaries of the Brandywine and Lhôn) and settlements involving locals of mixed blood (e.g., the typical farming or herding group).

†† These encounters often require specific locales (e.g., coastal or open water areas), so the GM may need to reroll where they occur in an inappropriate situation.

††† The type of Men (or Hobbits or Dwarves) will depend on locale. They are generally unfriendly in areas outside of Numeriadur and Arthedain.

@ — These regions can be found on the color area map. Boundaries are vague, but the approximate demarcation lines can be found on the GM's map.

@ @ This indicates wandering groups or townfolk.

Note: This chart is designed to aid a Gamemaster using this module during the post T.A. 1409 period. It can be used to determine the location and occurrence of encounters which are not set in a fixed place by this package or the Gamemaster. If an encounter is rolled that is inappropriate, just reroll until an appropriate one is obtained.

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

Note: Some traps will not be functional due to not being activated or maintained. For each 20 years (round down) that have passed since 1974, there is a 1% chance the trap will not take effect whenever it would normally be set off (due to disuse and no maintenance). For example, in T.A. 2575 (601 years, rounded down to 600 years) there would be a 30% chance that a trap would not go off. Such a trap still has a chance of going off every time that someone hits the trigger mechanism (i.e., a trap might not go off when the first person hits the trigger, but it might still go off later). The Gamemaster may also want to assign a chance that traps are not activated (i.e., not armed or primed to go off). We suggest a 10-20% chance overall.

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

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Typesetting: The Howard Huggins of Graphic Communications

Printed by: Spencer Printing Company of Richmond, Va.

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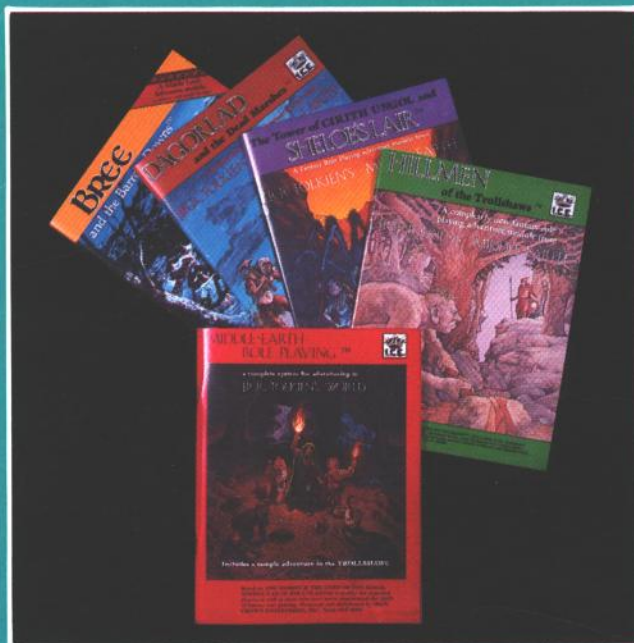
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ISBN 0-915795-22-1 ICE1000